

## Leveling System Description

When a user finds a **new (unique)** mushroom, they gain **100% progress**, adjusted by a **level-based multiplier** (which reduces progress gains by 10% for each level after level 1). If the user finds a **known (already found)** mushroom, they gain **25% progress**, again adjusted by the multiplier.

When a user's **progress** reaches or exceeds the required threshold for their current level (initially 100%), they **level up**, and their progress resets relative to the leftover amount. The **progress requirement for each new level** increases by **10%** compared to the previous level (e.g., 100%, then 110%, then 121%, etc.).

Thus, as players level up:

- Progress gains **shrink** (due to the multiplier),
- **More progress** is needed to reach the next level.

This makes it gradually **harder to level up** over time, encouraging users to keep finding **new** mushrooms to progress efficiently.

### Leveling chart example:

Level	Progress Needed (%)	Progress Multiplier	Unique Find Progress Gain (%)	Known Find Progress Gain (%)
1	100	1.0	100	25
2	110	0.9	90	22.5
3	121	0.8	80	20
4	133.1	0.7	70	17.5
5	146.41	0.6	60	15
6	161.05	0.5	50	12.5