

Florex

Inspiration/References:

Please look at the following games/videos for any inspiration and references for either gameplay, upgrades, or other services:

- 1) Diep.io
- 2) Scenexe.io (it was shut down but there's a lot of youtube videos online)
- 3) florr.io

Gamemodes:

WHENEVER A SUPER MOB SPAWNS, THERE WILL BE A MESSAGE ON THE MAP/GAMEMODE THAT SAYS "A SUPER -(Type of mob)- HAS SPAWNED"

- 2TDM
 - 2 teams fight against each other. Can damage enemy teams during Boss fights
- 4TDM
 - Same as 2TDM but with 4 teams
- Heaven (Only accessible to players level 50 and below)
 - Cannot damage other players, only bosses
- FFA
 - Anyone can attack anything

Player Instructions

- 1) This will be a combination of Scenexe/Diep.io and Florr.io, the main gameplay will be on tanks (scenexe/diep). However, there will be different rarities in the game and they are associated by the highlighted colors:

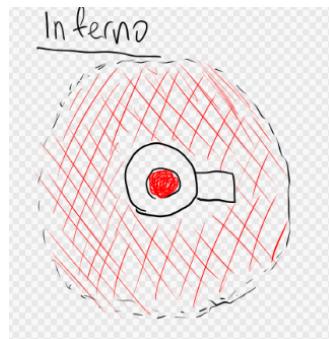
- Common
- Uncommon
- Rare
- Epic
- Legendary
- Mythic
- Ultra
- Super

- 2) Movement and Tank/Body Upgrades: Inspired by scenexe/diep.io, allowing players to enhance speed, health, and attack.

- 3) Player Interaction: Players can only damage bosses/mobs, not each other. **Players start with 500 health at LV1 and get + 50 health each level they gain.**
- 4) Rarity Upgrades: Similar to florr.io, providing additional abilities and enhancements.
Upgradable Mechanics: Players can upgrade their tanks/bodies and collect petals for enhancements.
- 5) Scores save when you exit/reload the game, **but only when you have more than 50% hp.** Otherwise, it's counted as a kill for the enemy
- 6) Players level up when they kill mobs or enemies. First 50 levels should be very easy to get. XP requirements to level up are exponentially larger.

Body Upgrades

- 1) Inferno | Example of Inferno: <https://youtu.be/5yd9vUv5b0k?si=hXS6nI4NjC3ENHq>



Description: Circle around player that damage anything that enters its radius. Also **Heals Teammates in radius. (IGNORES DAMAGE REDUCTION ABILITIES)**

Common: same size as picture | Damage/Heal per second: 20

Uncommon: +5% size of previous rarity | Damage/Heal per second: 25

Rare: +5% size of previous rarity | Damage/Heal per second: 50

Epic: +5% size of previous rarity | Damage/Heal per second: 110

Legendary: +5% size of previous rarity | Damage/Heal per second: 150

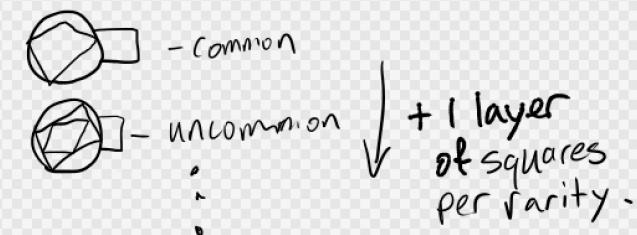
Mythic: +5% size of previous rarity | Damage/Heal per second: 200

Ultra: +7% size of previous rarity | Damage/Heal per second: 300

Super: +10% size of previous rarity | Damage/Heal per second: 1000

- 2) Ziggurat

Ziggurat



Description: Adds extra health to player and reduces damage intake at higher levels (Also slows down player by 10% movement speed).

Design: Add 1 more layer of flipped squares inside body per rarity level

Common: +200 HP

Uncommon: +300 HP

Rare: +400 HP

Epic: +500 HP

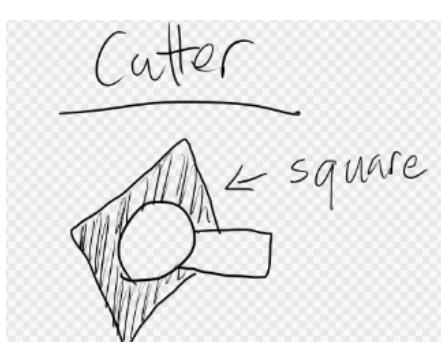
Legendary: +600 HP

Mythic: +1000 HP

Ultra: +2000 HP

Super: +10000 HP

3) Cutter



Description: Increases speed and attack power, but decreases HP by 20%.

Common: +5% speed + 2% attack power

Uncommon: +6% speed + 3% attack power

Rare: +7% speed + 4% attack power

Epic: +8% speed + 5% attack power

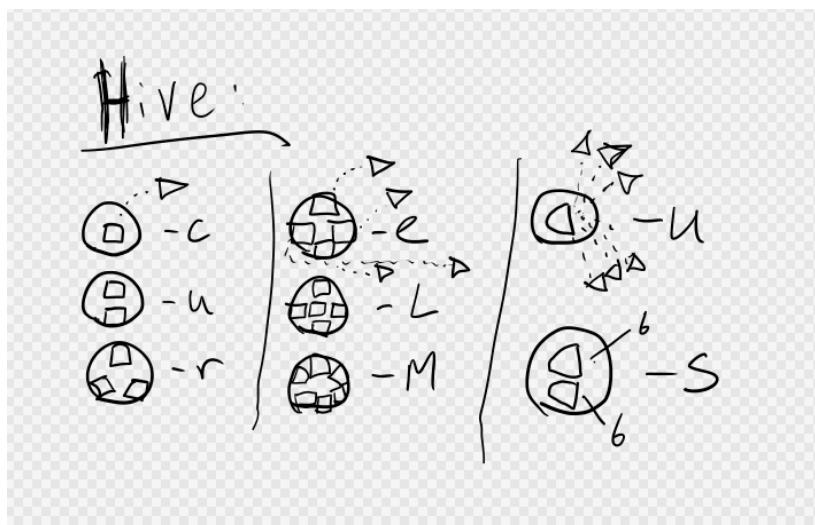
Legendary: +9% speed + 6% attack power

Mythic: +10% speed + 7% attack power

Ultra: +11% speed + 8% attack power

Super: +17% speed + 14% attack power

4) Hive



Description: Sends auto-aiming drones that attack the closest target. They have a range of exactly double the common Inferno range. (Drones that go past the range will disappear and a new one will spawn)

Drone spawn rate is 1 per 0.75 second

Design: Increases the number of drone spawners on the tank. At Super, there will be 12, since it's just 2 times Ultra.

Common: 1 spawner | 10 Drone Damage

Uncommon: 2 spawner | 10 Drone Damage

Rare: 3 spawner | 20 Drone Damage

Epic: 4 spawner | 20 Drone Damage

Legendary: 5 spawner | 50 Drone Damage

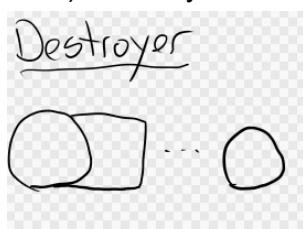
Mythic: 6 spawner | 50 Drone Damage

Ultra: 6 spawner | 200 Drone Damage

Super: 12 spawner | 400 Drone Damage

Tank Upgrades

1) Destroyer



Description: shoots 1 big bullet.

Common: +100 dmg

Uncommon: +150 dmg

Rare: +200 dmg

Epic: +300 dmg

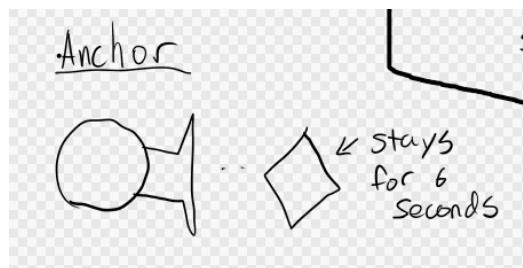
Legendary: +400 dmg

Mythic: +500 dmg

Ultra: +1000 dmg

Super: +6000 dmg

2) Anchor



Description: Throws a square that doesn't go very far. Square has 5000 HP and stays on the field for 6 seconds. Reload is 3 seconds so at most can have 2 squares on map.

Damage from square:

Common: +300 dmg

Uncommon: +350 dmg

Rare: +400 dmg

Epic: +700 dmg

Legendary: +800 dmg

Mythic: +1500 dmg

Ultra: +2000 dmg

Super: +16000 dmg | Square lasts for 12 Seconds

3) Riot | Example of riot: <https://youtu.be/5yd9vUv5b0k?si=hXS6nII4NjC3ENHq>



Description: 3 square shooting turrets stacked on top of each other. Squares have 800 HP and stay on map for 10 seconds. The squares from riot are smaller than those of Anchor.

Damage from square:

Common: +50 dmg

Uncommon: +80 dmg

Rare: +100 dmg

Epic: +120 dmg

Legendary: +150 dmg

Mythic: +200 dmg

Ultra: +250 dmg

Super: +600 dmg | Squares last for 14 seconds

4) Overlord



Description: Please look at diep.io overlord.

Damage from each drone:

Common: +20 dmg

Uncommon: +30 dmg

Rare: +40 dmg

Epic: +60 dmg

Legendary: +80 dmg

Mythic: +100 dmg

Ultra: +200 dmg

Super: +500 dmg | Has 10 controllable drones

Loot

- Loot can be dropped from Bosses and food. **Bosses drop special upgrades that I have not added yet. If player gets loot from a boss, reward with 5000 stars instead. Stars can be used to trade in shop later.**
- Food can give both XP and drop any type of body and tank upgrades:

Rarity and Shape	Damage (on collision)	HP	Drops
Common Triangle	10 dmg	10 HP	80% common 20% uncommon
Uncommon Square	100 dmg	40 HP	50% common 50% uncommon
Rare Pentagon	500 dmg	150 HP	80% uncommon 20% rare
Epic Hexagon	700 dmg	500 HP	6% uncommon 80% rare 14% epic
Legendary Septagon	1000 dmg	2000 HP	10% rare 80% epic 10% legendary
Mythic Octagon	2000 dmg	7000 HP	7% epic 90% legendary 3% mythic
Ultra Nonagon	3000 dmg	40,000 HP	84.5% legendary 15% mythic 0.5% ultra
Super Decagon	7000 dmg	500,000 HP	77% mythic 23% ultra 100% - 5000 stars

Non-player/Food Instructions (Will add Boss images later)

Food:

Food is represented by shapes. The more sides the shape has, the more HP/rarer it is. Food, unlike bosses, doesn't fight back. However, colliding with it will still do damage. Also, rare shapes are bigger. Please look at Scenexe.io on Youtube to get an idea.

- Common - Triangle - 10 damage - 10 HP
- Uncommon - Square - 100 damage - 40 HP
- Rare - Pentagon - 500 damage - 150 HP
- Epic - Hexagon - 700 damage - 500 HP
- Legendary - Septagon - 1000 damage - 2000 HP

- Mythic - Octagon - 3000 damage - 7000 HP
- Ultra - Nonagon - 4000 damage - 40,000 HP
- Super - Decagon - 7000 damage - 500,000 HP

Monster Spawn System: An open-world map with random spawns of monsters and bosses, each with varied rarity levels (Common to Super). There are **specific zones** for each rarity types. **Bosses can be lured and will target players but they cannot leave their designated rarity area. Once they touch the border of the rarity area, they will walk back to their spawnpoint.**

Loot System: Rewarding top players based on their damage contribution to Ultra and Super mobs.

Random Spawns:

Monsters and bosses spawn randomly, with different rarity levels.

- Ultra mobs have a 1% chance of spawning in **Specific Zones (Will show on map).**
- Super mobs have a 0.5% chance of spawning in **Specific Zones (will show on map).**

Loot Distribution:

- Ultra Mobs: Top 10 players by damage receive loot, requiring at least 5% damage contribution.
- Super Mobs: Top 25 players by damage receive loot, requiring at least 2% damage contribution.

Bosses:

1) Elder Baron



Description: To see its movements, look at the timeframe [1:21 to 2:00] on the video:
<https://youtu.be/gVLwJ3MKLMk?si=NUpR-Nqt-6xqRS2>

Health Points: 600,000

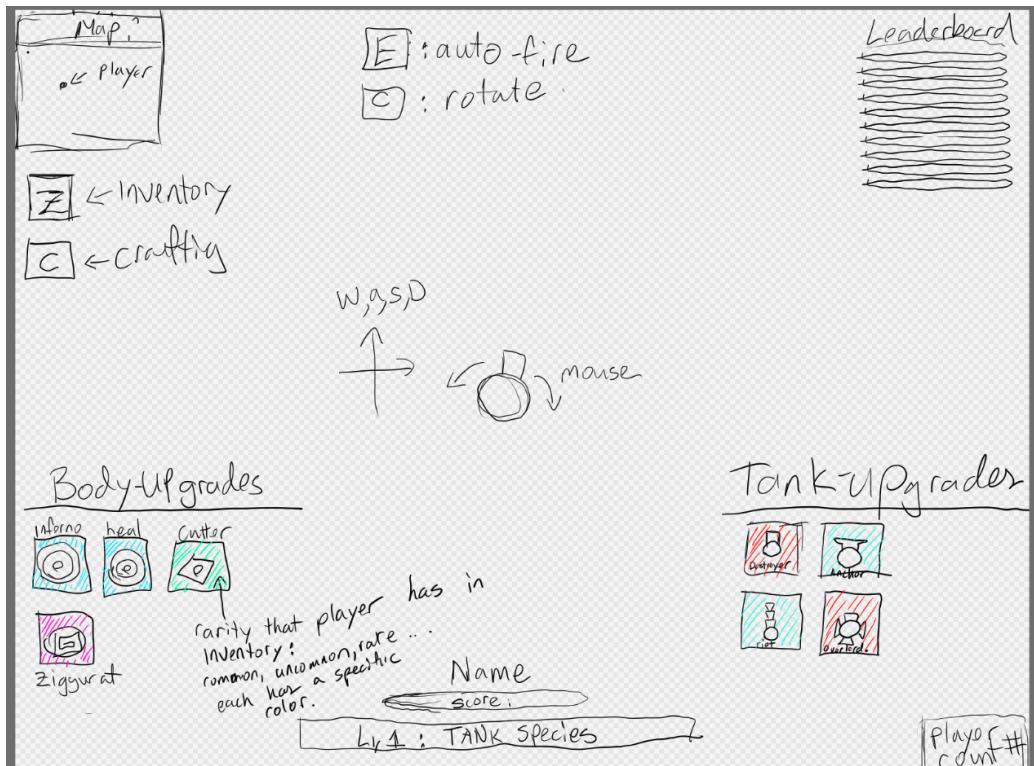
Damage reduction: reduces intaken damage by 10%

Basically has 9 turrets, 3 on each side and has 20% slower movement speed than a regular tank. Big Bullet does 6000 Dmg and smaller bullets do 4000 dmg.

Main Menu



Initial Gameplay



Upgrades will always be the highest type of rarity of the upgrade that player has in inventory.

Crafting (Very Important):

Table will look like this (Example):



Common -> uncommon success chance: 60%

Unc -> Rare chance: 40%

Rare -> Epic: 28%

Epic -> Legendary: 12%
Legendary -> Mythic: 5%
Mythic -> Ultra: 3%
Ultra -> Super: 1%

Craft 5 of the same upgrades at once (5 cutters or 5 anchors, etc.) -> If Fail, will lose a random number of upgrades from 1 to 4. For example, please look at this video:

https://youtu.be/xZJ8_uH1x6M?si=Nu6gMo9pfBfPNqP-

(Note that Shift key + click can put all of a specific type of rarity together to craft. This is called Mass-craft. Please add this feature to crafting.)

Maps

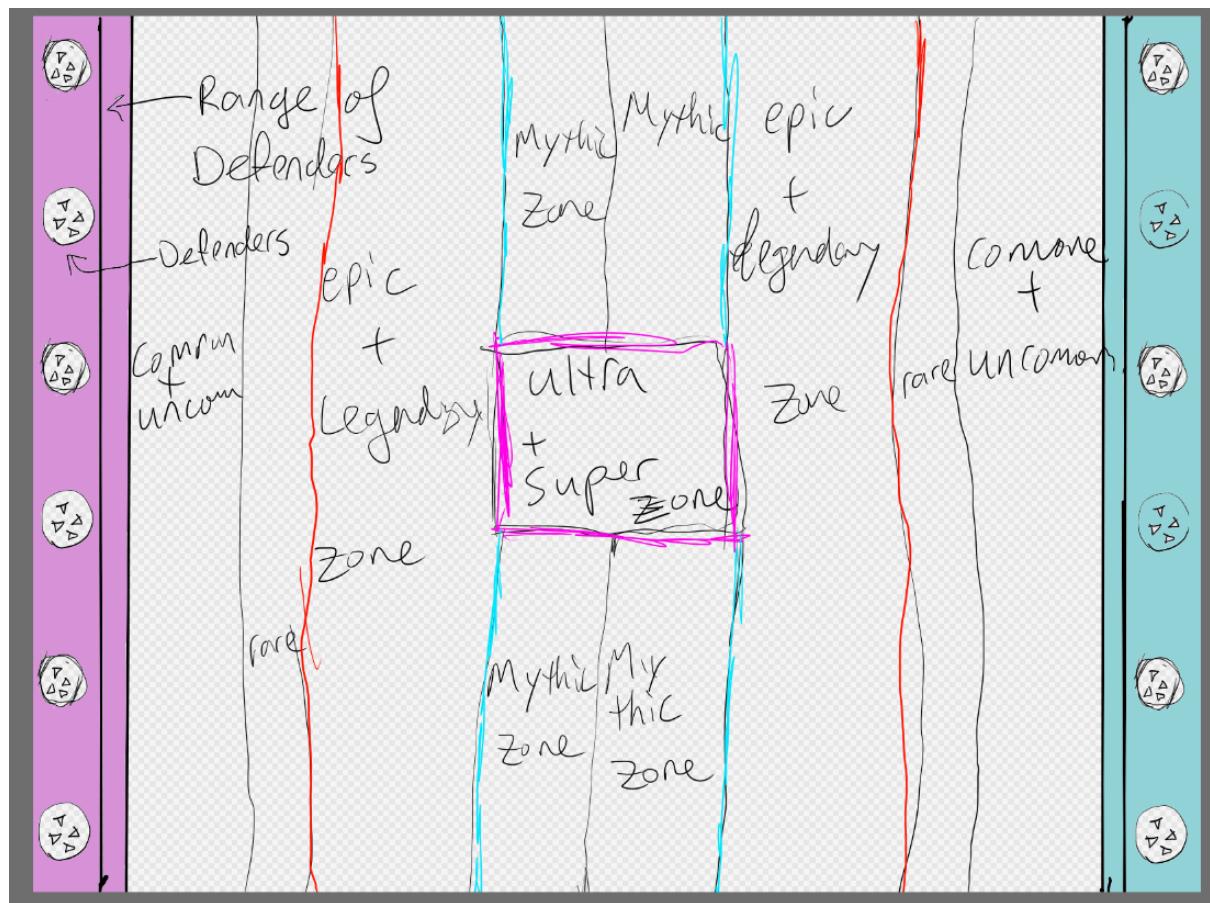
ALL TEAMS HAVE DEFENDERS THAT DO 20000 Damage per second to Enemies and mobs that come too close to them or enter the range specified. The Drones of the Defenders have 99999999999999999999 HP (close to infinite)

Players cannot be harmed or damaged once they reach their Base (colored Zone)

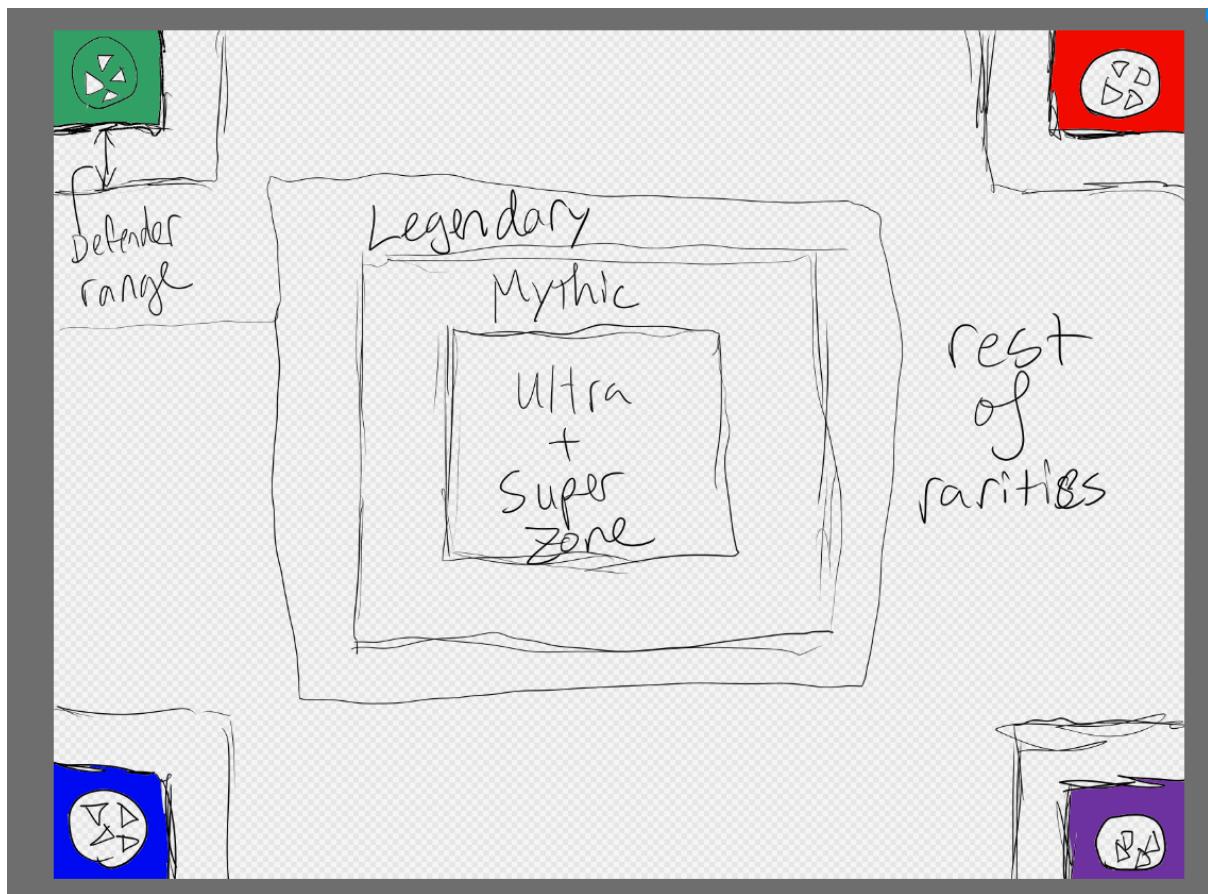
Also, Players will heal to Full HP when they reach the base.

Bosses can be lured and will target players but they cannot leave their designated rarity area. Once they touch the border of the rarity area, they will walk back to their spawnpoint.

2TDM (Player spawn inside base)



4TDM (Players spawn inside base)



Heaven

- Same map as 4TDM for rarities, but there are no bases or defenders. Players always spawn in low rarity zones.

FFA

- Same idea as heaven.

Chat:

- Admin commands
 - If login is admin, admin should have highlighted name when speaking in chat
- Adding a chat feature should **** out most of the bad words