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| [Company name] |
| Blockchain NFT Trading Card Game |
| [Document subtitle] |

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# USER

* Every user has an adventurer card which shows their information, wealth, rank and win/lose/draw ratio.
* Every user has an inventory where all their cards are kept.
* Every user has a character card.
* Every user has a main deck that they use for battles, based on the selected character card of the user.

# ADVENTURER CARD

* The adventurer card is basically the wallet of the user.
* Contains all their information and assets.
* The info it contains are separated into two, private and public information.

## PUBLIC INFORMATION

* Username of the user.
* Tag of the user.
* Win/Lose/Draw Ratio of the user.
* Rank of the user, (shown as the color of their card or possibly a badge)

## PRIVATE INFORMATION

* User ID of the user.
* Real life information of the user.
* Email of the user.
* Rank of the user.
* Payment Information of the user
* Wealth of the user.
* List containing friend IDs.
* List of assets.

# CARDS

* Cards are consisted of character, hero, equipment, skill cards.

## CHARACTER CARDS

* Character cards have a class, rarity, name, health, inherent skill.
* Class of this card determines the type of deck that can be used.
* The inherent skill is dependent on the rarity of the card and the card’s class.

## HERO CARDS

* Hero cards has attack, health, and skill, class, rarity.
* The skill of the card is dependent on the rarity of the hero card.
* Hero cards can be equipped with one equipment card.
* If the health of the hero card drops to 0, the hero card is removed from the battle and cannot return to the battle for the rest of the game, exceptions may apply.

## EQUIPMENT CARDS

* Can be equipped to hero cards.

### DAMAGE EQUIPMENT CARDS

* Damage equipment cards has attack, durability, rarity, and an attack skill.
* The attack skill is dependent on the rarity of the card.
* When equipped to a hero card, the attack points of the damage equipment card get added to the attack points of the hero card.
* The efficiency of the attack skill is dependent of the remaining durability points of the card.
* If used the durability of the card decreases.

### ARMOR EQUIPMENT CARDS

* Armor equipment cards has health, durability, rarity, and aid skill.
* The aid skill is dependent on the rarity of the card.
* When equipped to a hero card, the health points of the damage equipment card get added to the health points of the hero card.
* The efficiency of the aid skill is dependent of the remaining durability points of the card.
* If used the durability of the card decreases.

## SKILL CARDS

* Can be used by the adventurer card during his turn.
* All skill cards are consumable and can only be used one time during the battle.
* The card is dependent on its rarity.

### DAMAGE SKILL CARDS

* Damage skill cards has an attack and rarity attribute.

### AID SKILL CARDS

* Aid skill cards has an attack and rarity attribute.

# GAME SECTIONS

## ADVENTURER GUILD

* Users can check their adventurer cards.
* Users can add/remove friends.
* Users can make wealth purchases.
* Users can trade cards with their friends with a certain wealth charge dependent on the rarity of the cards.

## SHOP

* Users can purchase lottery tickets.
* Users can purchase Mystery Boxes.
* Users can make purchases from the Featured Shop.
* Users can auction cards or bet on cards to win a card in the auction.

### LOTTERY

* Users can use their lottery tickets to join the lottery.
* The lottery randomly chooses 1000 people.
* The users that have placed 1000 – 100 gets a refund.
* The users that have placed 100 – 10 gets some amount of wealth.
* The users that have placed 10 –3 gets some cards.
* The users that have placed 3-1 gets some more rare cards.

### MYSTERY BOX

* Users can purchase mystery boxes with a certain amount of cost, more rare mystery boxes cost more wealth.
* Mystery boxes contain cards of all rarity with certain a probability table.
* The card that is won is dependent on the probability table and a random rarity that is selected according to that table.
* More rare mystery boxes have less probability to get you cards less than its rarity.

### FEATURED SHOP

* Featured shop contains 7 cards that are featured for the users to buy.
* Featured shop is changed every week.
* Users can spend some wealth to be able to change the featured shop.
* This change costs more every time and is limited to 7 times a week.

### AUCTION

* Users can auction cars in the auction.
* Users can search to see the cards they want is in the auction at that moment.
* Users can bet on cards.
* The initial price of the auction, and the minimum betting price is set according to the rarity of the auctioned card.
* The user auctioning the card needs to pay the auction a certain amount of wealth as commission, this commission is dependent on the rarity of the auctioned card.

## INVENTORY

* Separated according to classes.
* Classes are separated to character, equipment, hero, skill card sections.
* Equipment section is separated to weapon and armor cards.
* Skill cards are separated to damage and aid skills.
* The inventory also contains the created decks of the user.
* The inventory also shows the wealth of the user.

## BATTLE ARENA

### RANDOM BATTLE

* Arranges a random opponent based on the rank of the user, and their win/lose/draw ratio.
* Users can choose pre-defined bets to battle, 10, 25, 50, 100 wealth.
* Winners take 80% of the coins of their opponents bet the rest goes to the Arena as commission.

### SPARRING

* Arranges a battle with a friend.
* Users can define their own number of bets to battle.
* Winners take 90% of the coins of their opponents bet the rest goes to the Arena as commission.

# BATTLE RULES

* At the beginning of the battle each adventurer draws 3 cards from their deck.
* The adventurers are randomly given the colors purple or gold.
* The gold-colored adventurer always starts first.
* The adventurer whose character cards health point drops to 0 loses the game.

## TURNS

* A turn is started by automatically drawing a card from the user’s deck.
* A user has 2 minutes to complete their turn.
* The user can either do 3 of summoning a hero card, equipping an equipment card, using a skill card and 1 attack action or 5 of summoning a hero card, equipping an equipment card or 1 of summoning a hero card, equipping an equipment card and 2 attack actions.
* After one of these conditions are completed or the timer runs out of time the turn automatically ends.

### SUMMONING HEROES

* To summon more rare hero cards, one needs to remove one of their already summoned one level less, two two level less or three three level les hero cards from the field.

## BATTLE FIELD

* Consists of 3 hero slots, 3 equipment slots and the character cards and their health per side.
* The user side has their deck and their hand.

---------------------------------------------------------------------------------------------------------------------------------------------Random game plat without bets

-Users may use the decks created by the owners of the game to play. For each class one shown deck can be chosen or a random deck can be chosen.

-Voting with coins for the development of the game and new content.