Gods Unchained

Revision: 0.0.1

Document History

Version	Date	Summary	Author(s)
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Game Summary

Gods Unchained is an NFT card battller game on the Ethereum blockchain. Players battle it out in PVP matches. In Gods Unchained, the cards are the NFTs (non-fungible tokens). What this means is that each card is unique in its own right. Owners of these cards can sell them on the Gods Unchained NFT marketplace.

Target Platforms
- PC

Business Model
This will be a free to play game with in-game purchases and a P2E design.

Game Overview

Setting
- The world of Eucos has six gods that are personifications of power that underlie the cosmos. One of the Gods suspects that their memory of creation is incomplete.
- To uncover the truth, a tournament is set to be hosted at the grand arena, where each god's chosen champion will fight.

Core Gameplay Mechanics

- Deck Building
  - Cards are divided into six categories – each category representing a single god.
  - A deck is made out of 30 cards from a specific god.
  - Each god has a special ability, much like in Hearthstone. So a player has to carefully decide what cards to add to your deck.
  - The player can use the default decks or make their own deck.
- Battling
  - The players have to battle using their selected deck
  - The player to diminish their opponent's health to 0 wins

Cards

- Each card has an affinity towards on of the gods
- Their powers and abilities depend on their affinity
- The cards have a cost that is displayed in the inverted triangle at the top left corner.
- Their attack strength is shown at the bottom left in yellow rhombus, while the cards health is shown at bottom left in a green circle
- Some cards don't have an attack and health counter. These are ability cards. They cannot be placed on the board and do not require to be interacted with on every turn.
- There is description of the cards ability/attack below the image of the creature displayed.

Gameplay

Core Gameplay

- The player has to select their deck before they begin the match
- At the beginning of the match the player has to decide and choose a god power. Here the players are also informed which player is going to be playing the first turn.

- Next, the players are shown a 3 cards randomly drawn out of their deck. Here they have 3 charges to replace cards that they don't want. If the player is satisfied with the cards, they can click on keep these to start the match.

- Once both the players are ready for battle, the player designated to play first can make his move.
- Each player will have a god card showing their god power and health.
- Each player has a cost counter. The player's cost counter is at the bottom right corner. The opponents cost counter can be found at top left corner.
- Beside the cost counter there are 3 small triangles which can be used (not in the same turn) to increase the cost counter temporarily by 1.
- Every time the player plays a card, the corresponding cost is subtracted from the cost counter.
- To play the card it has to be dragged from the bottom of the screen to the players half of the battle board.
- Most of the cards have a lockin period of 1 turn before they can be used to attack the opponent.

- Player's each card on the board card has to be individually interacted to target and attack the opponent's cards.
- Attacking an enemy card will have two outcomes
    - The player's card strength is subtracted from the enemy card's health
    - The player's card health is subtracted by the enemy card's strength
- The player can also attack the opponent's god if there is no frontline card on the opposite side of the board.
- Players can use God power selected earlier to attack too.
- The first player to reduce their opponent's health to 0 wins.
- Each player is given rewarded base xp for the match
- The winner is rewarded bonus xp too

Level Up and Earn Cards

- As the players keep playing, they accumulate flux and xp which progresses their levels.
- On each level up the players are rewarded packs and star vials.
- These packs are to be opened to obtain cards
- The players receive 5 cards from each pack.
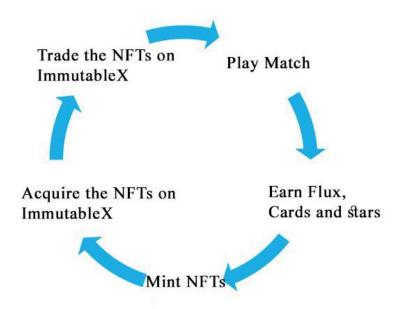- These cards have different rarity depending on the pack's own rarity.

Economy

The game will be a free to play, P2E game

- Currencies:
  - Stars – This is the soft currency in the game
  - Flux – This is the Hard currency in the game
- Buying Packs:
  - The players can buy packs form the game's website real currency.
- Minting NFTs:
  - Once a player collects enough copies of a core card, they can fuse those cards into a higher quality NFT version that can be sold.
  - spending a combination of flux and $GODS tokens to fuse these cards into an upgraded meteorite NFT version of that card. This upgrade adds the asset to the Immutable X, thereby creating a card with real world value that can be traded.

Game Flow

Trade the NFTs on ImmutableX → Play Match → Earn Flux, Cards and stars → Mint NFTs → Acquire the NFTs on ImmutableX → Trade the NFTs on ImmutableX

Asset List

- Art
  - 2D images of stylized 3D renders
- Environment Art
  - All Associated Animations
- UI - Icons, Buttons, Pop Ups
- Game Objects
  - Cards
  - Packs
  - currencies
  - Battle Boards
  - All Associated Animations
- Lore
- Particle FX
- Sound Effects
- Music

Associated Documents

- Full Asset List (Spreadsheet)
- Full Economy / System Design (Spreadsheet)
- Technical Design Document (TDD)
  - All Tools Used
  - Architecture Decisions
  - Cloud Hosting
  - Etc.
- Creative Design Document (CDD)
  - Mood Boards
  - Etc.
- Schedule (Spreadsheet)
  - A list of all milestones
  - What is in the milestone
  - Team to accomplish the milestone
  - Delivery date
- Budget (Spreadsheet)
  - IP / Brand License Costs

- Software License Costs
- Hardware Costs
- Hosting Costs
- Team Costs
    - Total
    - And Per Milestone
- Marketing Costs