**Game Mechanics version1**

The Game mechanics will start with the **Flash Screen** of company’s name then the **Introduction** of the game and next to the **Login** section.

**Login Phase**

If a player is already register writing his/her user name and password is necessary to enter into the game. If not, a player should register in the **Registration** section to fill up his/her name, gender, user name and a password, and the rest of the information can be edited in the **Edit Profile** section including the adding up of their profile picture. When the player tries to Login to the game the game will try to connect to the server to look for the player’s game account. If ever the game could able to connect to the server, it will try to search your account in the local data base if your account is stored in the local data base the game will prompt up a message that **“Your device cannot access to the network, you can only play Single Player mode**.” However, if the game could not locate your account in the local data base, a message will prompt up saying, **“Sorry we cannot access your account, please try connecting it to the network.”** Once the game is able to log you in, you will then be brought into the **Main Menu** section.

**Main Menu Phase**

Once the player is in the **Main Menu** phase, if the game is not connected to the network, the **Menu** will try to deactivate the Multiplayer game, if ever the game is connected to the network, the player can choose to play either **Single-player** or **Multiplayer** game. The top left corner of the **Main Menu** is the player’s **Profile** button, if press the player is brought into the **Profile** section of the game. Below the Profile button is the **Single Player** button, a good way to start playing the game. Then below the **Single Player** button is the **Multiplayer** button to create a competition with other players in different countries. Just in case a player is not able to understand the game a step by step tutorial is provided by clicking the **Tutorial** button.

**Profile Phase**

In this section the player can edit his/her personal information like name, date of birth, and gender. The **Profile** section is also where he/she can see his/her **character** and **Items** able to **Upgrade** it if he/she wants to.

**Early Game Phase**

During the early face of the game, the player can only use the basic weapon the **Stone** which gave a damage of 10. The second weapon the **knife** which gave a damage of 20 will be activated when the player reach level 5 or by activating his/her Facebook account and invite at least 5 more people to play. The third weapon which is the **Gun** will be activated when the player reached his/her level to 10 or at level 5 and invite 5 more players to play. This is also the same with the entire remaining Item, so the last item to be activated is the life. Once the entire item is activated, the player can now upgrades the items for more damage and less return damage more life and less damage impact.

As a start, the player is given 1,000 coins for him/her to enable to play the Multi-Player game. But it is recommended that the player should play first the Single Player game to gain more experience and coins.

**Single Player Game**

In the **Single Player** game, the wager is deactivated purposely to push the player to play the **Multi-Player** game to gain more money. The pot price is also fixed on the single player game and will increase base on the level of the Player, to avoid getting more money and losing all the money in the Single Player game. So if the player loses all his/her money in the Multi-Player game he/she has a chance of gaining money in the **Single Player** game although it will take time rather that purchasing coins with real money (See **Coins** section for more details).

In **Single Player** game the player can choose the stages he/she wants or choose random to randomize the stage during play. Next is to choose the ranking type from 1v1 – 16v16 for now, default will be 2v2, the chart will also determine how many AI will play the game. The more the AI will play, the bigger the amount of Pot (see **Pot** section for more details). Once the selection is now been done, the player is now then have to click the **Launch** button to launch the game so the AI can enter the game. The player will then be given a 5 seconds to choose the slot and team he/she wants to belong, then the AI will fill in the vacant slots. The game is now ready to start and the player should then click the start button to start. Once the start button is click the 10 seconds countdown will begin and then the chart will animate a clashing line to tell who is going to fight and who wins the game. When the chart reaches to your turn a clashing line will be animated and then will prompt to the **Versus Cinematic** next will be the fighting Scene (See **Fighting Mechanics** for more details). After the fighting scene is done a cinematic of who wins and who loses will appear, if the player lose the game is over (see **Fighting Chart** for more details).

**Multiplayer Game**

The Multiplayer game is similar to the Single Player game, however the chat is activated and your opponent will be real persons not AI. When the player clicks the Multiplayer button, a dash board will swipe across from right and a server window will swipe across from left. The player is now then to choose which server he/she will now enter, once inside the serve there will be a list of Rooms for the player to join, that if there are also other players created a game. The player can choose to join the game listed in the Rooms or create his/her new game by pressing the **Create** button. Once click the process in creating a room is similar in creating a single player game, that is choosing a stage, the ranking chart as well how many rounds in a game. After launching the game, the player host tries to wait for other players to join; while waiting for other players, the host can do a chat with other players in the server to invite them to the game the host had created. Once all the slots were filled in, the host can now press the Start button to start the game and the fighting scene begins. The fighting scene would be similar to the Single Player fighting mechanics game. (See **Fighting Mechanics** for more details)

**Fighting Mechanics**

Either in single player mode or multiplayer mode the Fighting mechanics are the same. The players will be place randomly either at the right or left. There will be a 10 seconds countdown for the player to decide what he/she is going to cast during the clash; it’s either **Rock**, **Paper** or **Scissors,** he/she is also going to decide how much damage he/she is going to throw to the opponent either 10, 20, 30, 40, or 50. During the 7 seconds countdown phase, the player can press the Rock, Paper, Scissors button as many times he/she wants and this will appear to the opponents screen to give a little confusion to the opponent however the damage the player chooses will at appear in the opponents screen. Within the 3 seconds countdown, the opponent will not able to see what the player was able to cast for the final casting then the clash begins. During the clashing phase, the characters will shake their right hand for three times and at the third time, the sign will be cast to see if who’s going to win. During the clashing Phase as well, the damage indicator will rise to let both players see how much damage they cast to each other.

Below the screen there are 5 buttons for trash talk templates which they can edit it in the **Profile** section. The players can press the **Trash Talks** buttons as much as they want while the fighting continues.

The life bar starts at 100 pts but as the player’s level becomes higher and higher, life can be more than 100 pts if the player wishes to upgrade. During the fighting scene, if the opponent’s life riches to zero, the player can do the last final blow which is to press the screen as many time as he/she can to give more bonus points. The bonus points will be stored and added every time the player fights until riches to the top 3 level of the game. If the player wins the final much, he/she receives the entire bonus he/she collected, if looses but rich the top 3 level of the game he/she still receives the bonus.

**Chart and Pot prize mechanics**

In the Multiplayer game, the pot prize varies each level of competition. The division of the pricing is not yet been discuss and finalize, however the game is divided into two teams, thus to share as well to the members of the team the price. Since the game is in a ranking base the division of the price becomes more complex as the ranking goes larger and larger.

**Upgrading Mechanics**

As a start, the Players life and items are just basic but as the players experience becomes higher and higher, they can now upgrade their items for better fighting performance; like instead of having 50 pts damage but will also have 50 pts return damage the item as it will be upgraded higher and higher will have more than 50 damage and will have less than 50 return damage (55/45). Buying characters is also necessary for better fighting performance.

**Coins Mechanics**

There are several ways for a player to gain coins;

Fighting in single player – is a safest way to gain coins without losing any, however it is a bit slow compare to fighting a real player in multiplayer.

Fighting in Multiplayer – Fighting in Multiplayer will give you a boost of gaining more coins however the chances of losing your coins is bigger as well.

Inviting friends from Facebook to play – by inviting friends in Facebook, you will gain more coins as well.

Sharing your score in Facebook – a simple click and share your status in Facebook will give you extra coins as well.

Buying Coins with real money – the best way to gain more coins is buying it with real money through Master Card and Visa.