CE = Currency Earn

CP = Currency Purchase

$1 = 250 CP

Items

* Attack
  + Leech seed: steal 25% power from incoming upvotes
    - Cost: 150 CE, 75 CP
    - XP: 150
  + Level downvote: everyone in contenders gets 1 downvote
    - Cost: 100 CE, 50 CP
    - XP: 100
  + Proximity downvote: everyone within 200 of your power gets 3 downvotes
    - Cost: 100 CE, 50 CP
    - XP: 100
  + Upvote reduction: upvotes count for 50% for 1 hour
    - Cost: 150 CE, 75 CP
    - XP: 150
  + Individual scout: Get a snapshot report of a rant’s power and active items
    - Cost: 30 CE, 15 CP
    - XP: 30
  + Global scout: gain ability to see everyone’s power for 1 minute
    - Cost: 60 CE, 30 CP
    - XP: 60
* Defense
  + Anti-scout: you cannot be scouted for 1 hour
    - Cost: 50 CE, 25 CP
    - XP: 50
  + Decoy power: any attacks on you will drain this power, not your rant’s power.
    - Cost: 100 CE, 50 CP
    - XP: 100
* Boost
  + Gain an extra item slot for a rant
    - Cost: 300 CE
    - XP: 300
  + Upvote increase: upvotes count double for 1 hour
    - Cost: 150 CE, 75 CP
    - XP: 150
  + Level jump: jump to the next level
    - Cost: 400 CE
    - XP: 400
  + Random slot chance: double chance of being chosen for random slots for 6 hours
    - Cost: 200 CE, 100 CP
    - XP: 200
  + CE increase: double CE production for 1 hour
    - Cost: 250 CP
    - XP: 250
  + Reorganize skills: reassign skill points
    - Cost: 500 CE
    - XP: 500

Skills

* Attack
  + Scout details: increase scout details and accuracy
    - How do we quantify this?
  + Attack multiplier: increase effect to your attack items by 5%
* Defense
  + General: downvotes/attacks have 3% less effect on your rant’s power
  + Decay reduction: reduce power decay by 2%
  + Dodge: increase chance to dodge attacks by 1%
    - Is the attacker still charged with using the item?
  + Anti-scout chance: increase chance of anti-scout working by 9%
    - If this is compound, this maxes at 61% antiscout. If discrete, 90%.
* Boost
  + XP increase: increase XP gained by 2%
  + CE production: increase CE production by 2%
  + Initial power: increase initial power of rants by 10%
  + Upvote increase: increase effect of upvotes by 3%
  + Vote effect: increase the effect of your own votes by 3%
* Max 10 skill points for each skill

Actions/Events:

* Upvote
  + CE cost: 0
  + CE gain:4
  + XP gain: 4
* Downvote
  + CE cost: 0
  + CE gain: 2
  + XP gain: 2
* Create rant
  + CE cost: 100
  + CP cost: 50
  + CE gain: 0
  + XP gain: 100
* Receive upvote
  + CE cost: 0
  + CE gain: 2
    - This makes me nervous if a rant goes viral. Can we cap it?
  + XP gain: 2
    - This makes me nervous if a rant goes viral. Can we cap it?
  + Power gain: 1
* Receive downvote
  + Power lost: 1
* Win minutely
  + CE cost: 0
  + CE gain: 250
  + XP gain: 500
* Win 10-minutely
  + CE cost: 0
  + CE gain: 500
  + XP gain: 1,000
* Win Hourly
  + CE cost: 0
  + CE gain: 1,000
  + XP gain: 2,000
* Win Daily
  + CE cost: 0
  + CE gain: 5,000
  + XP gain: 10,000

Achievements

* Win 5, 10, 20, 50 minutes
* Win 5, 10, 20, 50 tens
* Win 5, 10, 20, 50 hours
* Win 5, 10, 20, 50 days

Other Notes:

* ~~Delta XP to level increases exponentially by 10% starting at 500 (528,594 total XP).~~
  + ~~Level 1 = 0~~
  + ~~Level 2 = 500~~
  + ~~Level 3 = 550~~
  + ~~Level 4 = 605~~
  + ~~…~~
  + ~~Level 50 (max) = 48,508~~
* Delta XP to level increases linearly by 100% starting at 500 (612,500 total XP).
  + Level 1 = 0
  + Level 2 = 500
  + Level 3 = 1000
  + Level 4 = 1500
  + …
  + Level 50 (max) = 24,500
* Initialize people with 200 CE
* Sell an item for 60% of its cost in CE
  + What if I purchase it with CP?
* Based on the above numbers, we need to earn more CE
  + Loyalty: get CE every day you do something on the site. Start with 10 CE, increase by 2 each day to a max of 100. If you go 24 hours without, drop back to 10.
  + Treasures: treasure chest with item or CE inside
    - Multiple per day on a countdown timer
    - One per day
* Maybe we should scale the amount of CE and XP earned from winning titles based on the number of contenders. I’m concerned that the first people to use the site will have a huge head start that will persist forever. If I’m one of ten people using the site, I am going to be winning tons of daily titles and just raking in the benefits while leveling up. By the time other people start jumping into the site, I am uncatchable.
  + But then it seems we’d almost have to scale the XP to level up as well. If there aren’t many people on the site and someone wins a title, say they earn 50 XP. Then they look and see they need 500 XP just to hit level 2, that would be very discouraging.