**Fractions System (17 Mar)**

How do we extract the fun elements from traditional RPG game to our game? Building the fraction system that strategy enough to activate players’ brainwork to carry on their adventure?

After several attempts and discussion, my answer is that it is not possible to have 4 pillars of the fraction like Reigns has (as a king… religion, people, military and wealth, the 4 pillars from Reigns are altering players’ life, but our game as a fantasy adventurer, health is the only thing directly affect live or die, anything others are just support players keep their HP with less trouble on the adventure.

Hence, the fraction system, we should implement to our game are consisted with following:

Health Point (HP) 🡨 The sole and only thing that will cause you game over.

|  |  |
| --- | --- |
| Battle | Lose HP |
| Disease, Curse | Lose HP every draw |
| Eat, Sleep | Gain HP |
| Health Potion | Gain HP |
| Naturally regenerated | After 5 draws – HP recover slightly |

Mana Point (MP) 🡨 The point that allows player to cast the spell to the encounters.

|  |  |
| --- | --- |
| Cast spell | Lose Mana |
| Mana Potion | Gain Mana |
| Eat, Sleep | Gain Mana |
| Naturally regenerated | After 10 draws –Mana recover slightly |

Karma 🡨Affecting the encounters to be good or evil

|  |  |
| --- | --- |
| Playing in good behavior | White Karma |
| Playing in bad behavior | Dark Karma |

Golds 🡨 player can use to shop items, equips and spell (accumulate-able even after game over)

|  |  |
| --- | --- |
| Shop | Lose Golds |
| Hunt/ Reward | Gain Golds |
| Monetization | US$ 0.99 for 1000 Golds |

**Items** 🡨 player can use items on their adventure to keep alive or have some special purpose.

**Spells** 🡨 it requires the spell scrolls to cast the spell, in most of the occasion it can open the new dialogues of the events.

**How does player obtain spells/items?**

Merchants / Rewards / Special events