**Monster Brawlers**

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**Monsters**

1. **Types –** *Determines fighting style/move set, main pattern color.*
   1. **Main Types**

|  |  |
| --- | --- |
| **Name** | **Colors** |
| Fire | Red |
| Water | Blue |
| Rock | Grey |
| Nature | Green |
| Wind | Light Blue |
| Dino | Brown |
| Null Type | White |

* 1. **Subtypes –** *Secondary Traits based on main type, can learn specialized moves, obtained through breeding.*

|  |  |  |
| --- | --- | --- |
| **Name** | **Combination** | **Colors** |
| Mud | Water & Rock | Brown |
| Steam | Water & Fire | Blue Grey |
| Avatar | Water, Wind, Rock & Fire | Multi-Color |
| Lava | Fire & Rock | Orange |
| Poison | Nature & Water | Purple |
| Sand | Rock & Air | Dark Yellow |
| Magic | Wind & Fire | Pink |

1. **Species –** *Name, Type and Look of the monster.*

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Look** |
| Geocobra | Rock | Rock Snake | Starter |
| Exomander | Fire | Salamander | Starter |
| Water Panda | Water | Water Bear | Starter |
| Velocisabre | Dino | Raptor |
| Golemer | Rock | Golem |
| Quickscale | Dino | Scaled Wolf |
| Birb | Wind | Pidgeon |
| Quagglepuff | Water | Platypus |
| Scorcher | Scorcher | Dragon |
| Xian | Null Type | Alien |
| Centispeed | Nature | Centipede |
| Slemter | Rock | Goop |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **VI. Moves –** *Moves available in fights, based on type & subtype.* | | | | | | | | | |
| **Type** | | **Name** | | **Effects** | | **Range** | | **Description** | |
|  |  | |  | |  | |  | |
| **Fire** | | **Wildfire** | | Burning | | Mid | | Set arena on fire | |
|  | | **Fireball** | | None | | Mid | | Send fireball towards enemy | |
|  | | **Scorch** | | Burning (%) | | Close | | Breath fire on enemy | |
|  | | **Eruption** | | None | | Long | | Sends an eruption of lava towards the enemy | |
|  | |  | |  | |  | |  | |
| **Water** | | **Splash** | | None | | Close | | Splash water on enemy | |
|  | | **Tidal Wave** | | Slippery | | Long | | Send a tidal wave toward enemy | |
|  | | **Geyser** | | None | | Mid | | Shoot a spurt of water at enemy | |
|  | | **Whirlpool** | | dizzy | | Mid | | Trap enemy in a whirlpool | |
|  |  | |  | |  | |  | |
| **Rock** | | **Avalanche** | | Concussion | | Long | | Causes avalanche which hits enemy | |
|  | | **Earthquake** | | Shaken | | Mid | | Shake Ground, damaging enemy | |
|  | | **Roll** | | None | | Long | | Bowl a rock towards the enemy | |
|  | | **Crush** | | None | | Close | | Fall on enemy | |
|  |  | |  | |  | |  | |
| **Nature** | | **Overgrowth** | |  | | Long | | grows a protective canopy to increase defense | |
|  | | **Strangle** | | Entangle | | Mid | | Grab enemy in vines, deals damage & immobilizes | |
|  | | **Seed** | | Life Steal | | Close | | Plant seeds that leeches life from the enemy | |
|  | | **Photosynthesis** | | Regenerate | | Any | | Restore some of your health | |
|  |  | |  | |  | |  | |
| **Wind** | | **Gust Shot** | | Knockback | | Mid | | Blow a gust of wind, knocking back your enemy | |
|  | | **Dive** | | None | | Long | | Dive bomb your enemy from high in the sky | |
|  | | **Peck** | | None | | Close | | Peck at your opponent | |
|  | | **Drop** | | Stun | | Mid | | Pick up your opponent and drop them from above | |
|  |  | |  | |  | |  | |
| **Base Moves** | | **Bite** | | None | | Close | | Bite Opponent | |
|  | | **Jump Kick** | | None | | Long | | Run and jump kick your opponent for high dmg | |
|  | | **Slide tackle** | | Concussion | | Mid | | Slide across the arena to tackle your opponent | |
|  | | **Punch** | | None | | Close | | Punch your opponent for med dmg | |

1. **Effects –** *Factors and conditions that affect the match and impact the monster’s ability to fight.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | | **Name** | **Description** | | |
| **Fire** | | **Burning** | Opponent takes damage over time | | |
|  | | **Dry Out** | Nature type opponent cannot regenerate / life steal | | |
|  |  | | |  |
| **Water** | | **Slippery** | Opponent may fall making them vulnerable | | |
|  | |  |  | | |
|  |  | | |  |
| **Rock** | | **Bury** | Bury opponent making them unable to move | | |
|  | | **Sturdy** | You cannot be knocked down | | |
|  |  | | |  |
| **Nature** | | **Entangle** | Makes opponent immobile | | |
|  | | **Life Steal** | Deals damage to opponent and heals you based on the damage dealt | | |
|  | | **Regenerate** | Heal yourself | | |
|  |  | | |  |
| **Wind** | | **Strong Wind** | Opponent constantly slides back until strong wind has stopped | | |
|  | | **Flight** |  | | |
|  | |  |  | | |
|  |  | | |  |
| **Basic** | | **Stun** | Opponent is temporarily immobilized and vulnerable | | |
|  | | **Knockback** | Sends opponent backwards | | |
|  | | **Dizzy** | Opponent may miss their attacks | | |
|  | | **Concussion** | Opponent may hurt itself or miss attacks | | |

* 1. **Battle Stats**

|  |  |
| --- | --- |
| **Strength** | Determines how much damage a successful attack does. |
| **Accuracy** | Determines the chance of an attack successfully hitting the target |
| **Health** | Determines how much HP your monster has in a battle |
| **Stamina** | Determines how many attacks your monster can perform in a set amount of time |
| **Speed** | Determines if your monster can evade an incoming attack |

* 1. **Training Stats**

|  |  |
| --- | --- |
| **Sleep** | Determines how long a monster can do activities before needing to sleep |
| **Happiness** | Determines How well a monster performs in training and in battle |

* + 1. Happiness is decreased by making a monster train for too long without rest and mistreating it.
    2. Happiness can make a monster underperform / fail in training.
    3. Happiness levels can be increased by supplements from the GMNC or by resting your monster.

**World**

1. **City** – *Hub of activity in the game where you train your monster, battle in the arena, shop for goods, and breed your monsters.*
   1. **Gym** – Customizable area where you live and train your monsters.
      * Training Equipment –Different equipment trains different stats
        + Basic

* Strength – Dumbbells
* Accuracy – Handstand
* Health – Jog
* Stamina – Planks
* Speed – Trampoline
  + - * Good – 1st Tier
        + Strength – Wall Ball
        + Accuracy – Stability Ball
        + Health – Jog
        + Stamina – Sprint
        + Speed - Hurdles
      * Great – 2nd Tier
        + Strength – Punching Bag
        + Accuracy – Plyo Boxes
        + Health – Swimming Laps
        + Stamina – Tread Water
        + Speed – Slide Board
      * Best – 3rd Tier
        + Strength – Battle Ropes
        + Accuracy – Obstacle Course
        + Health – Deprivation Tank
        + Stamina – Rock Climbing Wall
        + Speed – Tennis Ball Launcher
    - Home Items – Objects that you can use to decorate your home area.
* Wallpaper – Decorative
* Flooring – Decorative
* Beds – Better beds give you more stamina for the next day
* Decorative items – Lamps, Tables, Chairs etc.
  + - Expansions – Gives more space for more equipment and better living area.
      * First Expansion
        + Access to 1st tier equipment
        + Builds Track
        + Living room addition
      * Second Expansion
        + Access to 2nd tier Equipment
        + Builds Pool
        + Kitchen addition
      * Third Expansion
        + Access to 3rd Tier equipment
        + Builds rock climbing wall area
        + Upstairs living space addition
  1. **Shops** – *Different shops offer different goods*
     + Equipment Outlet – Get new training equipment for your gym

Good – 3rd Tier

* + - * Strength – Wall Ball
      * Accuracy – Stability Ball
      * Health – Jog
      * Stamina – Sprint
      * Speed - Hurdles

Great – 2nd Tie

* + - * Strength – Punching Bag
      * Accuracy – Plyo Boxes
      * Health – Swimming Laps
      * Stamina – Tread Water
      * Speed – Slide Board

Best – 1st Tier

* + - * Strength – Battle Ropes
      * Accuracy – Obstacle Course
      * Health – Deprivation Tank
      * Stamina – Rock Climbing Wall
      * Speed – Tennis Ball Launcher
    - Tailor – Change your style with new outfits
      * Suit $1000
      * King $2500
      * Avatar $500
      * Elements $750
      * Colors $250
    - Furnishers Plus – Sells home items and furniture for your living space
      * Beds
      * Basic twin, queen, king $250, $400, $600
      * Cool twin, queen, king $500, $900, $1400
      * Deluxe twin, queen, king $900, $1700, $2500
      * Floors
      * Stone $1000
      * Dark wood $1000
      * Light wood $1000
      * Tile $500
      * Wallpaper
      * Black, blue, brown, green etc. $100
      * Flowers $250
      * Fire, Rock, Air, Nature, Dino, Water $1000
      * Cosmos, arena, elements $2500
      * Lamps, tables, chairs etc. $100 - $5000
    - GMNC (General Monster Nutrition Center) – Offers supplements to help your monster in battle, or during training
      * Energy supplement – reduces sleep $1500
      * Stress-away – reduces stress $750
      * Pre-workout – buff next training $500
      * Battle-Buff – Buff for next battle $1000
      * Basic Treat – Used to tame monster $40
      * Air, Rock, Fire, Water Type Treat $75
      * Capture Crystal $100
    - Pet Shop – Sells monsters, monster eggs and supplies for bonding with monsters
      * Monster (type, evo1) $3500
      * Monster (type, evo2) $4000
      * Monster (type, evo3) $4500
      * Monster (epic) $5000
      * Monster (legendary) $7500
      * Monster Egg $500
      * Monster Toy $2500
      * Monster Snack $250
  1. **Breeders** – *Where you go to breed your monster with another monster to get a new monster with the traits of both parents.*
     + - * Monsters can only breed when they are mature enough (3rd Evolution).
         * Traits from the parents are not guaranteed to be passed on.
         * Stats from the parents will influence the new monster’s stats.
         * The Species of the new monster will come from one parent and the type will come from the other, Subtype depends on type of both parents.
  2. **Arena** – *Where you fight your monster in competitive battles against opponents in different skill ranks until you reach the top.*
     + Ranking System – different stages of difficulty as you become a stronger trainer. Ranked from easiest to hardest.
       - Ranks
         * Dirt Rank – D Pop: 0 - 100
         * Commoner Rank – C Pop: 100 - 250
         * Beast Rank – B Pop: 250 - 400
         * Alpha Rank – A Pop: 400 - 750
         * Master Rank – M Pop: > 750
         * Champion – S Pop: > 999
       - Popularity – How you progress through the ranks.
         * Popularity increases if you win a match and decreases if you lose.
         * Gain/loss between 10 – 50 Pop per battle
     + Battle – Fighting Style for competitive matches.
       - Basics
         * 1v1 Battles
         * Monster can move to different zones to use different skills
         * 1st monster to lose all health loses. Else monster with lower health% loses
         * Moves require stamina, stamina recharges based on stat.
         * Effects on battlefield last a certain amount of time.
         * Get money if match is won
       - Movement – Core gameplay mechanic of battles.
         * Option 1: Open Plain movement – Godzilla GameCube Style
         * Option 2: Side to Side movement – Monster Rancher style
         * Option 3: No movement – Pokémon Style
         * Option 4: Movement + Pokémon – Movement is an ability option and costs a turn.
  3. **Casino** – *Where you can gamble with your money to win more money or exclusive prizes*
     + Games
       - Roulette – Play & bet like normal roulette.
       - Poker – Play against other players, or NPCs.
       - Slots – Classic match 3 slot machines.
     + Prizes
       - Jackpot – Hit the Jackpot on the slots for a big payout.
       - Prize Counter – Redeem Casino tokens for prizes, or cash in to get money instead.
       - Raffle – Participate in the raffle and you might win the pot.

1. **Biomes** – *Different areas outside of the main city that contain different types of monsters and smaller towns with special items*
   1. **Lava Flows** – Fire region
      * Ka Pele Village
        + General Store
          - Water $75
          - Lava Rock $100
          - Lava Flooring $2000
          - Volcano Wallpaper $2000
          - Water Type Treat $50
          - Capture Crystal $75
        + Healing Hut
          - Heals your monster
      * Landscape – Dark and mountainous, streams of lava define paths and boundaries. Small caves are scattered throughout the are from dormant volcanoes and lava flows. The Village of Ka Pele is located inside a dormant volcano that is lush and green from the rich soil there.
   2. **Ocean** – Water region
      * Kahakai Town
        + Mall
          - Ulikai Outfitters – Clothes

Beach outfit $500

Trunks / Swimsuit $900

Shorts & T-shirt $400

* + - * + Bob’s Bodybuilders – Tier 1 Equipment

Battle Ropes – Strength: $7800

Obstacle Course – Skill: $9500

Deprivation Tank – Health: $8600

Power Chute – Speed: $7200

* + - * + Quality Catches – fishing Gear

Cheap Rod $500

Quality Rod $1200

Masters Rod $2500

Bait $50

Capture Crystal $75

* + - * Restaurant
        + Seafood Medley $50
        + Seabass $70
        + Scallops $120
        + Pina colada $40
      * Boat Rental
        + Rent a boat for the day $500
    - Landscape – Bright blue skies on a beach next to the ocean, there are small islands off the shore that can be accessed by renting a boat. Islands are green with tropical plants. The mall is located next to the beach, and the restaurant is on the pier where you can also rent a boat to visit the islands of the region.
  1. **Canyons** – Rock region
     + Boulder Town
       - Fossil Extractor
         * Extracts DNA from meteorite samples – NULL Type
       - Souvenir Shop
         * Canyon Wallpaper $2000
         * Canyon Floor $2000
         * Geode $500
         * Rock Type Treat $50
         * Capture Crystal $75
       - Dig Site
         * Find meteorites and other artifacts
     + Landscape – The town is located at the edge of the canyon; most of the area is located inside the canyon where monsters lurk behind rocks instead of tall grass. There are a few caves, but the majority is outside in the canyon. The dig site is in the deepest part of the canyon.
  2. **Floating Islands** – Air region
     + Drywende Village
       - Temple
         * Learn special air type move
       - Shop
         * Floating Islands Wallpaper $2000
         * Floating Islands Flooring $2000
         * Floating rocks in a bottle $250
         * Air Type Treat $50
         * Capture Crystal $75
     + Landscape – This region consists of floating islands that are connected by wooden bridges and vines. Strong winds can blow players off the edge resulting in a whiteout. Islands vary in size from small platforms to the huge island holding the floating village of Drywende.
  3. **Forests** – Nature/Forest region
     + Skogur Village
       - General Store
         * Sap $500
         * Herbal Extract $750
         * Forest Wallpaper $2000
         * Forest Flooring $2000
         * Fishing rod $700
         * Nature Type treat $50
         * Capture Crystal $75
     + Landscape – The area is dense forests and small rivers to define paths. The dense forest is home to bug and overgrown monsters, while the grass type monsters prefer the tall grass plains that are located in the center of the region where the forests open up to blue skies and a sea of tall grass. The Skogur village is located on the other side of the plains at edge of a massive lake at the end of the area. This area is full of dense forests and huge trees, and the village extends up into the trees for when the area floods in the wet season.

Gameplay

1. Exploration

* Your party can consist of up to 6 monsters
* A monster that is training cannot go on an expedition
* Designated pvp zones
* Optional npc battles, and wild monsters
* //Everyone can see players monsters skins
* Challenge other players exploring to duels to increase xp and not mess with popularity
* The majority of areas consist of paths similar to Pokémon, but some lead to open areas
* Monsters can learn new moves by leveling up and evolving during an expedition
* Camera is top down, similar to Pokémon
* If all monsters are knocked out, you return home

1. Monster Taming
   * + Monsters are captured inside capture crystals
     + A capture crystal contains a monster’s essence, the monster is released when the crystal is crushed. Once the monster has completed its assigned task, the crystal is restored with the monster inside.
     + Step 1. Lower the monster’s hp.
     + Step 2. Use a treat to gain affection.
     + Step 3. Use Capture crystal to catch monster
     + Step 4. Once capture is successful, use a capture crystal to contain the monster until you get back to your gym.
     + High quality crystals have a 1-3% chance to be reused
     + Mine crystals from the different zones and have them examined at the archeologist for a chance (25-50%)
2. Breeding
   * + You Can breed your monsters with other trainers’ monsters if relationship is high enough.
     + Child monster will have combined traits & stats of both parent monsters
     + Child monster can will have the main type of one parent and the second parents’ main type will be the child’s secondary type
     + Move inheritance percentages
     + Can but items that enhance inheritance of moves or stats
     + Breeding can fail (Fitness / Attractiveness attribute maybe?)
3. Battles
   * + Battles take place in the arena in the city
     + You can only bring 1 monster to a battle
     + Battles are timed, and the monster with the most hp at the end wins
     + If a monster loses all of its hp, the opposing monster wins
     + The arena is sectioned by distance between opposing monsters (close, mid, long)
     + Certain attack moves can only be used at a specific distance
     + Rank is determined by popularity, which is gained by winning battles, but popularity is also lost when player is defeated
     + The Higher the rank, the harder the opponents will be
     + Can breed monsters with other trainers faced in the arena and relationship is high enough
     + Prize money will be given out at the end of a tournament
     + The amount is determined by your placement in the tournament
4. Gym
   * + Start the day by waking up in your bed
     + Monsters can train by themselves or with you watching
     + When watching, monsters get a 20% stat increase and increased happiness
     + Assign each of your monsters a task for the day (training, expedition, rest, etc.)
     + You can arrange the furniture in your room, and the layout of the gym
     + You can place and move gym equipment, but only if it is not in use
     + You can upgrade your gym at the carpenter’s shop
     + You can purchase better gym equipment at the Equipment Outlet in the city
     + You can take your monsters out with you if they have nothing assigned for the day
     + To end the day, just go to sleep in your bed
     + If you work your monsters too much without rest, they can get sick and forced to rest for an extended period of time
5. Time
   * + Time passes in increments of days.
     + Includes a day and night cycle to progress to the next day
     + Player can sleep to skip the night cycle and progress to the next day
     + Each day you can either train monsters, go on adventures, or do activities in the city
     + Any monster that initiates training will continue to train until the next day
     + To end a day, sleep in your bed in the gym or be defeated in battle while on an adventure.

Time Scales

* + - 1. Battle 1 day
      2. Adventure 1 day
      3. Training 1 day
      4. Breeding 3 days
      5. Training Camp 4 days

1. **World**
   1. **Main City**
      * Gym
      * Equipment Shop
      * General Monster Nutrition Center (GMNC)
      * Furnishers Plus
      * Tailors
      * Casino
      * Breeders
      * Pet Shop
      * Arena
   2. **Biomes**
      * Lava Flows – Ka Pele Village (Fire)
      * Ocean – Kahakai Town (Water)
      * Forest – Skogur Village (Nature)
      * Floating Islands - Drywende Village (Wind)
      * Canyons – Boulder City (Rock)
2. **My Gym**
   1. **Living Space**
      * Customizable Floor
      * Customizable Walls
      * Furniture (Bed, table, chairs, etc.)
      * Bed (going to sleep ends the current day)
   2. **Training Facility**
      * Upgradable equipment
      * Customizable layout
      * Expandable
      * More expansions give access to better training equipment
      * Expansions also let you train more monsters (at first you can only train 1)
      * Scheduling station for assigning monsters daily tasks (training, resting, etc.)

**Other Features**

1. **Fishing** – Catching fish and using them in cooking or in an aquarium.
   1. Catching
      1. Cast by holding button to charge distance.
      2. When you get a bite set the hook with a button press
      3. Reel in the fish while the line tension is below the threshold
      4. Move left and right to ease tension on the line.
      5. Once caught, choose to keep or throw the fish back.
   2. Cooking
      1. Use the fish in a recipe by cooking it in your kitchen.
      2. Feed the dish to one of your monsters to increase its happiness and possibly increase some of its stats
   3. Aquarium
      1. You can store fish you’ve caught in an aquarium that you can purchase for your living space, or the entrance to your gym.
2. **Relationships with other trainers**
   1. Meet other trainers outside of the arena
   2. Give gifts / talk to raise relationships status (like harvest moon)
   3. Breeding with other trainers is possible with high relationships
3. **Pet Shops**
   1. Every hub / city will have a pet shop (bigger city, bigger shop)
   2. Can sell your monsters for cash based on overall fitness / attractiveness attribute
   3. Can buy monsters for money
   4. Monster selection changes weekly
   5. Rarer monster = more expensive
   6. Shops sell eggs with random monsters (possible rare monster)
   7. Shops in different regions mostly sell monster of that region
4. **Parkour** – *Parts of the map that are difficult to reach but have better catch rates*
   1. Each area will have at least one parkour section which leads to areas where the player can catch rare or even legendary monsters.
   2. These locations will be hard to reach but have rewards such as
      1. Rare or legendary monsters
      2. Valuable items
      3. NPCs with good trades
5. **Dungeons –** *A replayable area in each section that has floors, and a similar level design to pokemon.*
   1. Has a top-down camera and movement system
   2. Each dungeon either has a set amount of floors
   3. Each dungeon has distinct features depending on its location
   4. Raids?

|  |  |  |
| --- | --- | --- |
| **Species**  Name, Type and Look of the monster. | | |
| **Name** | **Type** | **Look** |
| Starters | | |
| Geocobra | Rock | Rock Snake |
| Exomander | Fire | Salamander |
| Water Panda | Water | Water Bear |
| Others | | |
| Slasher | Dino | Raptor |
| Golemer | Rock | Golem |
| Quickscale | Dino | Scaled Wolf |
| Birb | Wind | Pidgeon |
| Quagglepuff | Water | Platypus |
| Scorcher | Scorcher | Dragon |
| Xian | Null Type | Alien |
| Centispeed | Nature | Centipede |

|  |  |  |  |
| --- | --- | --- | --- |
| **Main Types** | | | |
| **Name** | | **Colors** | |
| Fire | | Red | |
| Water | | Blue | |
| Rock | | Grey | |
| Nature | | Green | |
| Wind | | Light Blue | |
| Dino | | Brown | |
| Null Type | | White | |
| **Subtypes** | | | |
| **Name** | **Combination** | | **Colors** |
| Mud | Water & Rock | | Brown |
| Steam | Water & Fire | | Blue Grey |
| Avatar | Water, Wind, Rock & Fire | | Multi-Color |
| Lava | Fire & Rock | | Orange |
| Poison | Nature & Water | | Purple |
| Sand | Rock & Air | | Dark Yellow |
| Magic | Wind & Fire | | Pink |
|  |  | |  |

**Charts**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Moves**  Moves available in fights, based on type & subtype | | | | | | | | | |
| **Type** | | **Name** | | **Effects** | | **Range** | | **Description** | |
| **Fire** | | **Wildfire** | | Burning | | Mid | | Set arena on fire | |
|  | | **Fireball** | | None | | Mid | | Send fireball towards enemy | |
|  | | **Scorch** | | Burning (%) | | Close | | Breath fire on enemy | |
|  | | **Eruption** | | None | | Long | | Sends an eruption of lava towards the enemy | |
|  | |  | |  | |  | |  | |
| **Water** | | **Splash** | | None | | Close | | Splash water on enemy | |
|  | | **Tidal Wave** | | Slippery | | Long | | Send a tidal wave toward enemy | |
|  | | **Geyser** | | None | | Mid | | Shoot a spurt of water at enemy | |
|  | | **Whirlpool** | | dizzy | | Mid | | Trap enemy in a whirlpool | |
|  |  | |  | |  | |  | |
| **Rock** | | **Avalanche** | | Concussion | | Long | | Causes avalanche which hits enemy | |
|  | | **Earthquake** | | Shaken | | Mid | | Shake Ground, damaging enemy | |
|  | | **Roll** | | None | | Long | | Bowl a rock towards the enemy | |
|  | | **Crush** | | None | | Close | | Fall on enemy | |
|  |  | |  | |  | |  | |
| **Nature** | | **Overgrowth** | |  | | Long | | grows a protective canopy to increase defense | |
|  | | **Strangle** | | Entangle | | Mid | | Grab enemy in vines, deals damage & immobilizes | |
|  | | **Seed** | | Life Steal | | Close | | Plant seeds that leeches life from the enemy | |
|  | | **Photosynthesis** | | Regenerate | | Any | | Restore some of your health | |
|  |  | |  | |  | |  | |
| **Wind** | | **Gust Shot** | | Knockback | | Mid | | Blow a gust of wind, knocking back your enemy | |
|  | | **Dive** | | None | | Long | | Dive bomb your enemy from high in the sky | |
|  | | **Peck** | | None | | Close | | Peck at your opponent | |
|  | | **Drop** | | Stun | | Mid | | Pick up your opponent and drop them from above | |
|  |  | |  | |  | |  | |
| **Dino** | | **Chomp** | | Consume | | Close | | Bite opponent to deal a large amount of damage and regain a small amount of health | |
|  | | **Charge** | | Stun (%) | | Mid - long | | Run at opponent, more distance = more damage, but less accuracy | |
|  | | **Roar** | | Intimidate | | Close | | Frighten your opponent with a loud roar | |
|  | | **Tail Whip** | | None | | Close | | Hit your opponent with your tail | |
|  | | **Meteor** | | None | | Long | | Send a meteor hurling towards your enemy | |
|  |  | |  | |  | |  | |
| **Base Moves** | | **Bite** | | None | | Close | | Bite Opponent | |
|  | | **Jump Kick** | | None | | Long | | Run and jump kick your opponent for high dmg | |
|  | | **Slide tackle** | | Concussion | | Mid | | Slide across the arena to tackle your opponent | |
|  | | **Punch** | | None | | Close | | Punch your opponent for med dmg | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Effects**  Factors and conditions that affect the match and impact the monster’s ability to fight | | | | | |
| **Type** | | **Name** | **Description** | | |
|  |  | | |  |
| **Fire** | | **Burning** | Opponent takes damage over time | | |
|  | | **Dry Out** | Nature type opponent cannot regenerate / life steal | | |
|  |  | | |  |
| **Water** | | **Slippery** | Opponent may fall making them vulnerable | | |
|  | |  |  | | |
|  |  | | |  |
| **Rock** | | **Bury** | Bury opponent making them unable to move | | |
|  | | **Sturdy** | You cannot be knocked down | | |
|  |  | | |  |
| **Nature** | | **Entangle** | Makes opponent immobile | | |
|  | | **Life Steal** | Deals damage to opponent and heals you based on the damage dealt | | |
|  | | **Regenerate** | Heal yourself | | |
|  |  | | |  |
| **Wind** | | **Strong Wind** | Opponent constantly slides back until strong wind has stopped | | |
|  | | **Flight** |  | | |
|  | |  |  | | |
|  |  | | |  |
| **Dino** | | **Intimidate** | Opponent will not attack for a set amount of time | | |
|  | | **Bleeding** | Opponent loses health slowly over time, stacks, doesn’t stop until match is over | | |
|  | |  |  | | |
| **Basic** | | **Stun** | Opponent is temporarily immobilized and vulnerable | | |
|  | | **Knockback** | Sends opponent backwards | | |
|  | | **Dizzy** | Opponent may miss their attacks | | |
|  | | **Concussion** | Opponent may hurt itself or miss attacks | | |

1. **Stats –** *Determines how your monster does in battle*
   1. **Battle Stats**

|  |  |
| --- | --- |
| **Strength** | Determines how much damage a successful attack does. |
| **Accuracy** | Determines the chance of an attack successfully hitting the target |
| **Health** | Determines how much HP your monster has in a battle |
| **Stamina** | Determines how many attacks your monster can perform in a set amount of time |
| **Speed** | Determines if your monster can evade an incoming attack |

* 1. **Training Stats**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Sleep** | Determines how long a monster can do activities before needing to sleep | | | | | | |
| **Stress** | Determines HBiteow well a monster performs in training and in battle | | | | | | |
|  |  | | | | | | |
| **Shops**  *Different shops offer different goods* | | | | |
| **GMNC (General Monster Nutrition Center)**  Offers items to help your monster in battle, or while training | | | | |
| Energy Supplement | | | Reduces sleep | $1500 |
| Herbal Tea | | | Reduces stress | $750 |
| Pre-workout | | | Increases effectiveness of next training session | $500 |
| Battle-buff | | | Buff for next battle | $1000 |
| Monster Toy | | | Increases monsters’ bond | $2500 |
| Basic Treat | | | Helps tame wild monster | $40 |
| Elemental Treat | | | More effective than basic | $75 |
| Capture Crystal | | | Used to capture a wild monster | $100 |
| **Tailor**  Change your style with new outfits | | | | |
| **Item** | **Price** | **Description** | | |
| Suit | $1000 | Fancy suit | | |
| King | $2500 | Royal outfit | | |
| Avatar | $500 | Monk outfit | | |
| Elements | $750 | Comes in patterns of fire, rock, air, nature and water | | |
| Colors | $250 | Standard color outfit | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Equipment Outlet**  Get new training equipment for your gym | | | |
| **1st Tier** | **Item** | **Focus** | **Price** |
|  | Dumbbells | Strength+ | $500 |
|  | Stability Ball | Accuracy+ | $400 |
|  | Wall Ball | Stamina+ | $400 |
|  | Yoga Mat | Health+ | $500 |
|  | Boxing Gloves | Speed+ | $450 |
| **2nd Tier** | **Item** | **Focus** | **Price** |
|  | Punching Bag | Strength++ | $2500 |
|  | Plyo Boxes | Accuracy++ | $2400 |
|  | Slide Board | Speed++ | $2400 |
|  | Hurdles | Stamina++ | $2300 |
|  | Jump Rope | Health++ | $2500 |
| **3rd Tier** | **Item** | **Focus** | **Price** |
|  | Rock Climbing Wall | Stamina++  Health+ | $5400 |
|  | Battle Ropes | Strength++  Stamina+ | $5500 |
|  | Tennis Ball Launcher | Speed++  Accuracy+ | $5100 |
|  | Archery Range | Accuracy++  Strength+ | $5000 |
|  | Deprivation Tank | Health++  Stamina+ | $5750 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Furnishers Plus**  Sells home items and furniture for your living space | | | | | | | | |
| **Beds** | | | | | | | | |
| Basic | Twin | $250 | | Queen | $400 | | King | $600 |
| Cool | Twin | $500 | | Queen | $900 | | King | $1400 |
| Deluxe | Twin | $900 | | Queen | $1700 | | King | $2500 |
| **Flooring** | | | | | | | | |
| Stone | | | | | | $1000 | | |
| Dark Wood | | | | | | $1000 | | |
| Tile | | | | | | $500 | | |
| **Wallpaper** | | | | | | | | |
| Colors | | | | | | $100 | | |
| Flowers | | | | | | $250 | | |
| Elements | | | | | | $1000 | | |
| Cosmos | | | | | | $2500 | | |
| Arena | | | | | | $2500 | | |
| **Decorative** | | | | | | | | |
| Lamps | | | | | | $100 - $500 | | |
| Tables | | | | | | $500 - $2000 | | |
| Chairs | | | | | | $150 - $600 | | |
| **Pet Shop**  Sells monsters, monster eggs and supplies for bonding with monsters | | | | | | | | |
| Monster (common) | | | Common monster | | | | | $3,500 |
| Monster (uncommon) | | | Uncommon monster | | | | | $4,000 |
| Monster (rare) | | | Rare monster | | | | | $4,500 |
| Monster (epic) | | | Epic monster | | | | | $5,000 |
| Monster (legendary) | | | Legendary monster | | | | | $7,500 |
| Monster Egg | | | Hatches a mystery monster, possibly legendary | | | | | $500 |
| Monster Toy | | | Use this to play with your monster, increasing your bond | | | | | $2,500 |
| Monster Snack | | | Feed these to a monster to make it happier & less stressed | | | | | $250 |

**Objects**

1 = fire, 2 = water, 3 = rock, 4 = wind, 5 = nature

1. User Variables
   * + Player(cash, monster, items)
     + Monster(str, acc, hp, sta, spd, stress, sleep)acc
2. Shop Items
   1. Equipment Outlet
      * wBall(500)
      * sBall(400)
      * Dumbbells(400)
      * yMat(500)
      * bGloves(450)
      * pBag(2500)
      * plyoBox(2400)
      * sBoard(2400)
      * hurdles(2300)
      * jRope(2500)
      * rockWall(5400)
      * bRopes(5500)
      * ballLauncher(5100)
      * archery(5000)
      * dTank(5750)
   2. Tailor
      * suit(1000)
      * king(2500)
      * avatar(500)
      * fire(750)
      * nature(750)
      * rock(750)
      * wind(750)
      * wFit(750)
      * rFit(250)
      * gFit(250)
      * bFit(250)
      * yFit(250)
   3. Furnishers Plus
      * Bed (size = 1, look = basic, price = 250)
      * stoneFloor(1000)
      * dWoodFloor(1000)
      * lWoodFloor(1000)
      * tileFloor(500)
      * rWall(100)
      * gWall(100)
      * bWall(100)
      * yWall(100)
      * flowerWall(250)
      * fireWall(1000)
      * windWall(1000)
      * rockWall(1000)
      * waterWall(1000)
      * cosWall(2500)
      * arenaWall(2500)
      * Chair(150)
   4. GMNC
      * energySup (1500)
      * hTea(750)
      * preWork(500)
      * battleBuff(1000)
      * bTreat(40)
      * aTreat(75)
      * rTreat(75)
      * fTreat(75)
      * wTreat(75)
      * crystal(100)
   5. Pet Shop
      * monstCommon(3500)
      * monstUncommon(4000)
      * monstRare(4500)
      * monstEpic(5000)
      * monstLegendary(7500)
      * monstEgg(500)
      * monstToy(2500)
      * monstSnack(250)
3. Art Jobs
   1. Character Design
   2. 3D Modeling
   3. Rigging
   4. Animation
   5. Implementation

**Assets**

Buildings

* G.M.N.C
* General Shop
* Equipment Outlet
* Furnishers Plus
* Pet Shop
* Tailors
* Gym
* Arena
* Houses
* Skyscrapers
* Casino
* Breeders

Monsters

* Scorcher
* Geocobra
* Exomander
* Water Panda
* Slasher
* Golemer
* Quickscale
* Birb
* Quagglepuff
* Xian
* Centispeed

Items

* Catch Crystal

Environmental

* Streetlights
* Giant Trees with houses

Other Ideas

* Sanctuary – where monster go after they are done battling
* Possible highlight reels for retired monsters

Monetization

* Skins for monsters

Scripts:

All:

* Movement
* Inventory

City

* Training
* Sleeping
* Customization
* Breeding
* Ranking System
* Store
* Items

Grass Plains:

* Wild Encounter
* Capture Monster

Ocean:

* Wild Encounter
* Capture Monster
* Boats
* Buried Treasure Spawns

Canyons

* Wild Encounter
* Capture Monster
* Mining Crystals
* Meteorite Spawns
* Find Meteorite
* Refine Meteorite