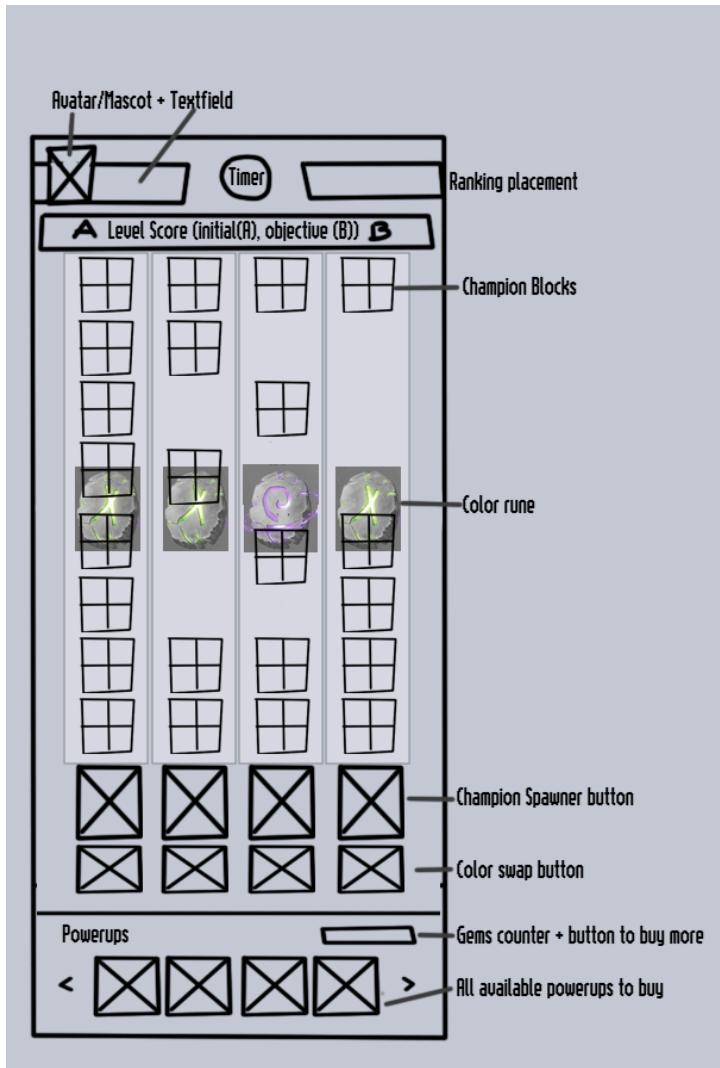


KOLOR REALM - Game Design Document

Theme / Message / Core value:

Colors went out of balance once again, which can have serious consequences to the world. Skies may stay gray forever, rivers may turn red, and we may no longer perceive colors as they truly are. Due to the gravity, you summoned Champions from the Kolor Realm to bring color balance to the world again. Now it is up to you to make sure that they achieve their main objective.



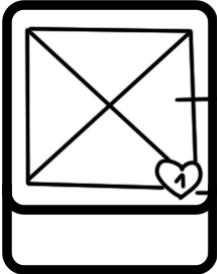
Low-fi mockup for the main gameplay screen

Gameplay

1. This is a hyper casual mini game (solo only)
2. There are two different types of blocks : Complex Blocks and Champion Blocks. The main objective is to reach the minimum score to finish the level up. You need to use the champions

blocks to destroy the incoming blocks from the top. To do that, you need to make sure that they are the same color and in the same row. You may swap the colors pressing the Swap button below the Champion Block spawning button.

3. You may use powerups to help you finish the level faster, which can be purchased by gems or you can earn in special occasions.
4. When a Champion Block passes over and goes beyond a [Color Rune](#), that rune changes to whatever Color Rune is associated with the Champion Block. The Color Rune gives a boost to all Champion Blocks of the same color walking in the same row.
5. There are secondary and non-mandatory [missions](#) for each level that gives you an additional score if you succeed.
6. Once you've accomplished the level, you may replay it to reach a higher score and be placed in a better place of the ranking of that same level.

| Complex Block | Champion Block |
|---|--|
|   |   |
| <p>These can give you a bonus (good Complex Block) or they can be bad and make you lose score or delay its destruction.</p> <p>You may activate these blocks by colliding a Champion Block of the same color of the Complex Blocks, or in some cases, you don't want to activate it to avoid a score reduction.</p> | <p>You need to use these to match the ones in the same row to destroy them and score.</p> <p>You spawn the champions blocks by pressing the buttons at the bottom base.</p> <p>Each Champion Block is associated with a Color Rune. Purple blocks are associated with the Purple Rune, Red blocks with the Red Rune etc.</p> |

GAMEFLOW:

1. Player Launches game on their device
2. Game launches splash screen
 - a. Check if logged in (and playing online) and have internet access
 - b. Fetch Game Data: fetch the current player's data, leaderboard data for the levels, and any other item listed in the [Game Data Storage Management](#).
 - c. Battle Season's teaser and all content related to it.
3. From the Game main menu, players can press the Level Selection button to view all available levels and their progress. It's also possible to view the leaderboard for each level, shop button to buy some gems, Play button to play the hypercasual game.
4. Player presses Play
 - a. Initiate **Game Play Tutorial** if the player has just started playing for the first time (i.e score = 0)
5. Player presses Play game
 - a. Initiate gameplay session.

3C:

- **Camera** : top down view.
- **Character**: not applicable, you interact with blocks and powerups.
- **Control**: tap on a block of your base to spawn it ; you may tap and drag several buttons to send many at the same time. You may also change the color of a block by tapping the swap button below the block. You may also tap and drag these buttons to change the colors of many blocks at once.

Main Mechanic(s):

- Player Action:
 - Tap on the Champion Spawner button.
- Items that are related to this mechanic :
 - Champion Blocks
 - Complex Blocks

- Enemy's blocks
- Color swap button
- Rules:
 - If you tap on the Champion Spawner button, you spawn a Champion block right away and it moves upwards (in the same row).
 - If the champion block matches or it fulfills the requirement to the one it collided with, you can then destroy (another champion block) or activate it (a complex block).
 - You may press it many times at any speed.
- Stat Change:
 - When this mechanic is activated, an animation is triggered to give a visual feedback that it was pressed, something inspired by [this](#).
 - The blocks destroyed will have a somewhat subtle “destroyed” animation, where the piece crumbles down into pieces and fade away.

Gameplay Elements

Champion block

| Priestess/Fur Champion Blocks | Swap Color Button |
|---|--|
|   |   |

These blocks can only destroy other blocks of the same color. In a level, there will be only one specific champion per color, but we can always change their colors by pressing the Swap Color Button. These buttons will be placed right below the Champion Spawner buttons. For example, in level one there will be only the Priestess and Fur, but you can swap their colors by pressing the Swap button. If there are three colors in a level, three random champions will be used in that level.

Dropping the characters on the field

Tapping the Champion Spawner button just once makes the character spawn right in front of the button. You can also tap on the button and drag anywhere in your combat area. You may not place a

champion block right on top of another. You can place before or in front of the character that is already present in the arena.

Character overlap



Characters cannot overlap completely, but they can overlap a bit like the image above. They must however overlap in the right order, so it doesn't look like one is on top of the other.

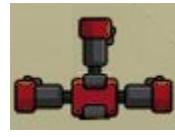
Complex block

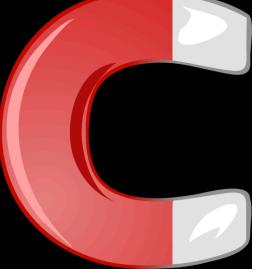


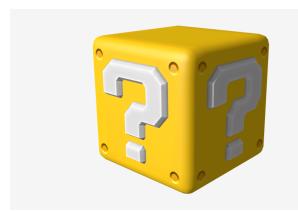
There should be a flashing notification on the screen for all complex blocks so the player knows the name of the block they hit and the effects. And if it's a perk complex block some sort of notification should show the count down the perks lasts for.

Complex Blocks List

| | | | | |
|------------------|-----|--|--|---|
| Flame Block | Bad | You cannot hit it, or your score can be deducted and it explodes. | Appearance. It could be inspired by a radioactive barrel, and since we are not supposed to touch/destroy it, when it gets all the way to the bottom, it fades out (instead of exploding). Need an animation for the explosion. |  |
| Armored Block | Bad | You have to hit this block x times according to its amount of life points (same color) | Appearance. The block could be covered with armor, as if it was wearing armor (with pieces of metal like the image on the right), but it still shows the color well, so we know what color we have to hit with. Life counter. It would be a stylized heart with the amount of life on top of it, or it could be like a "blood droplet"  or  |  |
| Camouflage block | Bad | It changes color every 5 seconds. | Look. Since it's about colors, it could be inspired by a rainbow. Timer. Instead of having a timer on it, maybe we could have the block tremble as if it was going to implode when it is about to change color, then it shrinks and pops up with the new color. |  |

| | | | | |
|------------------------|------|---|---|---|
| Jumper block | Bad | This block jumps to another free cell every 3 sec. | something like the illustration on the right. A tail or trail behind the block that is jumping away. It can be just a static image. |  |
| Super Block | Good | When you destroy it, it creates an upside T-shaped laser on the spot, destroying all blocks touched by the laser. | A T-shaped device like the reference here. Life slot. It also requires the UI life slot. |  |
| Laser Vertical Block | Good | This block shoots out a laser vertically up in the same column | Even though the current icon is quite straightforward, I believe we can find something more fun looking. |  |
| Laser Horizontal Block | Good | This block shoots out a laser horizontally (same row, from the destroyed block upwards) | (same as above) |  |
| Atomic Block | Good | When this block is destroyed, all blocks currently in the grid cell with the same color of this block will be destroyed simultaneously. Animation: missiles will come out from the atomic block and hit each block of the same color. Inspiration for the animation : https://youtu.be/XG_SRpSWDmI?t=93 | Missile |  |

| | | | | |
|----------------|----------|---|--|--|
| Plant Block | Bad | <p>This block gains life points whenever you merge the wrong blocks (any block on the grid).</p> <p>This has a HP juice bar attached to it.</p> <p>You also have to kill it as fast as possible.</p> <p>Players lose life if this block leaves the bottom of the grid.</p> | <p>Appearance. It has three stage :</p> <ol style="list-style-type: none"> 1. Sapling (1-2HP) 2. Bigger Sapling (3-4 HP) 3. Carnivore plant (5HP or greater) |   |
| R Magnet block | Good/Bad | If you destroy it, it will pull the block on the right and destroy it. If it's the same color, you get double the score. If not, you lose the points you could have received. | A magnet directed to the right, as if it pulls any block by its side. |  |
| L Magnet block | Good/Bad | If you destroy it, it will pull the block on the right and destroy it. If it's the same color, you get double the score. If not, you lose the points you could have received. | A magnet directed to the left, as if it pulls any block by its side. |  |

| | | | | |
|---------------------------|------|---|---|---|
| Color Contagion Block | Good | <p>It changes the color to all blocks on the grid to the color you hit it with.</p> <p>If you hit it with a blue block, for example, all blocks on the grid will be blue.</p> | <p>It could be something very colorful and abstract, making sure that it's quite different from the Camouflage block.</p> |  |
| More than a Special Block | Good | <p>It gives you a random powerup for free (no gems spent).</p> | <p>Something like the Question cube of Mario Kart</p> |  |
| Justice | Good | <p>Set all enemy blocks (present on the screen) to 1 HP.</p> <p>One time change</p> | <p>Appearance : it could look like the King's hammer, but a golden and angelical one.</p> |  |
| Snowstorm | Bad | <p>Decreases the King's speed to 50%.</p> <p>Lasts 3 seconds</p> | <p>Appearance : a snowflake or a snowstorm-like.</p> |  |
| Invisibility Potion | Bad | <p>Your king pieces turn invisible and go through other pieces without causing any damage.</p> <p>Lasts 3 seconds</p> | <p>Appearance : a flask with liquid inside.</p> |  |

Complex Block Spawning Queue Logic

1. Random shuffle numbers ranging between **D1 - D2 FOR D**
2. Where D is number of blocks destroyed (merged correctly)
3. Each badge/level complex block logic included D1 - D2. For example Code Novice level, has a D1=30, D2 = 40. This means that the shuffle range for the number of blocks to be destroyed before triggering spawn for complex blocks and restarting shuffle can be between 30 to 40.
4. This shuffle must occur individually for all the 12 complex blocks. This basically means that you should not use a global shuffle for D1-D2 to spawn the block. Basically there should be 12 shuffle logics for the 12 complex blocks.
5. After a shuffle has been completed for D. For example if $D1 - D2 = 30 - 40 = D1 = 37$. (basically after shuffle between 30-40, 37 was randomly picked). Then once the player has merged 37 blocks, Do a Shuffle between 1 and 2. If the result is 1, queue the complex block to spawn. And then restart shuffle between D1 - D2 for D again.
6. Below in the Badge Mechanics I have included the different complex blocks that would be present in each badge and also the badge's D1 - D2.

LOGIC BREAK DOWN STEPS EACH INDIVIDUAL COMPLEX BLOCK

1. Shuffle given d1-d2 for d
2. Start counting destroyed block count (this should be counted individually for each complex block. Hence, the destroyed block counter record for each individual complex block is unique to that block).
3. If the destroyed block count = d. That is, the player has destroyed enough blocks equals to the randomly picked figure d
4. SHUFFLE BETWEEN 1 - 2 FOR X.
5. IF X = 1, PUT COMPLEX BLOCK IN SPAWN QUEUE ELSE DISCARD.
6. RESTART PROCESS FROM STEP 1 FOR THIS COMPLEX BLOCK. Random shuffle numbers ranging between **D1 - D2 FOR D**
7. Where D is number of blocks destroyed (merged correctly)
8. Each badge/level complex block logic included D1 - D2. For example Code Novice level, has a D1=30, D2 = 40. This means that the shuffle range for the number of blocks to be destroyed before triggering spawn for complex blocks and restarting shuffle can be between 30 to 40.
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5. IF X = 1, PUT COMPLEX BLOCK IN SPAWN QUEUE ELSE DISCARD.
6. RESTART PROCESS FROM STEP 1 FOR THIS COMPLEX BLOCK.

POWERUPS

These are items players can buy from the shop with the diamonds.

LOGIC FOR TRIGGERING POWER HINT:

The idea behind this is to limit the number of hints displayed to the player, especially players playing at a fast pace.

1. Check for the criterias for the powerup in sequence and always starting with Bomb, Laser, Pause, Slowmotion accordingly one by one.
2. When the hint criteria for any powerup is met
3. Turn HINT_MODE = TRUE (mute this value).
4. Then trigger EFX for powerup's hint,
5. While HINT_MODE is TRUE. No other powerup item should try to show hints
6. While HINT_MODE is TRUE,
 - o When player destroys upto **15 BLOCKS**
 - o Check if the Hint Criteria for any of the 4 power ups is met.
 - If Met: Trigger Hint EFX for the power and repeat the whole loop process from STEP NO. 3.
 - If No Criteria is Met: Turn HINT_MODE = FALSE and end loop process.

EFFECTS FOR POWER HINTS:

When the efx is triggered

1. Show the speech bubble with the icon for the powerup inside it for **5 seconds** and then fade it away.

SPEECH BUBBLE ASSET:

https://drive.google.com/file/d/1rU9raK-1XRmmwhCWaCfl7WIK6_dm0f6K/view?usp=sharing
DESIGN:

<https://app.moqups.com/LLeTHsvfWB/view/page/a233f997e>

2. While the speech bubble is showing Trigger the AAPEETEEYEE HAPPY voice over 2x.
3. While the speech bubble is showing Vibrate/shake the icon in the power up button for 5 seconds.

| List of all Powerups | |
|----------------------|--|
| 1 | <p>Slow motion - SNAIL icon: block movement speed to 20s. For a total of 10 seconds. Cost: 250 diamonds</p> <ul style="list-style-type: none"> a. Add a sound effect to compliment the visual effect for when this powerup is activated and in use - implement this b. HINT CRITERIA: <ul style="list-style-type: none"> i. If speed is Less than or equal to ≤ 3 ii. And number of blocks currently in grid is between 5 - 11 blocks iii. trigger hint |
| 2 | <p>Pause - ICE icon : block movement for a total of 10 seconds: Cost: 550 diamonds</p> <ul style="list-style-type: none"> c. Add a sound effect to compliment the visual effect for when this powerup is activated - implement this d. HINT CRITERIA: <ul style="list-style-type: none"> i. If speed is Less than or equal to ≤ 3 ii. And number of blocks currently in grid is between 12 - 17 blocks iii. Trigger hint |
| 3 | <p>Laser - LASER icon : A laser beam at the bottom of the last grid cells. That stays activated for upto 10 seconds when used. It destroys all the blocks as they come down the last grid and adds the points to the user. COST: 750 diamonds</p> <ul style="list-style-type: none"> e. Add a sound effect to compliment the visual effect for when this powerup is activated and in use - implement this f. HINT CRITERIA: <ul style="list-style-type: none"> i. If speed is Less than or equal to ≤ 3 ii. And there are 2 or more blocks in the 5th (last) and 4th grid cells. iii. TRIGGER HINT |
| 4 | <p>Bomb - BOMB icon : that destroys all blocks currently in the grid. Cost: 1500 diamonds. Currently, when a player uses an item, the item's button becomes deactivated while the countdown shows on the button. Can you replicate this same scenario for the Bomb button. Button the count down should be for 3 seconds. So that player would have to wait 3 seconds to use the bomb again after each use.</p> <ul style="list-style-type: none"> g. Add a sound effect to compliment the visual effect for when this powerup is activated and in use - implement this h. HINT CRITERIA: <ul style="list-style-type: none"> i. If speed is Less than or equal to ≤ 3 ii. And number of blocks currently in grid is greater Than or equal to ≥ 18 iii. Trigger hint |
| 5 | <p>SECRET SPELL - Spell book icon: Your next spawned King on the battlefield will have Instakill, which kills an enemy upon collision with any enemy, even if the enemy has 5HP, for example. Cost : 500 diamonds.</p> |

| | |
|---|--|
| |  Lasts 5 seconds. |
| 6 | Yo-yo. Your King Champion rebounds any enemy in the opposite direction. If any enemy blocks collide, the one that got damaged indirectly is destroyed automatically, and the one the King hit originally loses one more HP. Icon: two blocks colliding with some “impact” sort of effect.  Lasts 3 seconds. |

Data Storage Management

These are the data that need to be stored :

- Player's nickname / player info
- Ranking
- Levels unlocked
- Score achieved for each level
- Gems amount
- Powerups purchased/earned
- Leaderboard
- Gameplay data in general

Notes :

- Players can resume playing online if their internet was interrupted during gameplay.

Offline mode

- If the player has no connection to the internet, they will be warned that they are playing offline, so the data may not be accurate, and this is the screen that pop up (instead of “Play Practice” would be “Play Offline”):

<https://app.moqups.com/LLeTHsvfWB/view/page/a67189dbd>
- they will use the game backup to play (all the data that was stored, like player's info, gems amount, ranking etc.), then once they have the internet again, everything gets re-synchronized with the server.
-

Features

Missions

This is a secondary and non-mandatory mission that grants you 100 extra score points if you fill out its requirement. These missions will be assigned randomly to each level, then we need to playtest to check their feasibility.

| Name | Requirements |
|--------------|--|
| No Power | Do not use any powerup during this level. |
| Monocolor | Destroy at least X (color) blocks where X is a random number between 15 and 30, and the color will be randomly chosen between the ones assigned for the level. While you are allowed to destroy any block of any color, to accomplish this mission, you need to destroy at least a certain amount of blocks of a certain color. |
| Combo Master | Reach a X level combo, where X is a random number between 5-15. |
| Yes Power | Destroy more than 5 blocks using a powerup. |
| It's time | Finish the level under X seconds. |
| Prevention | Try to finish the level by merging correctly all blocks. No mistakes! |

Battle Season

Players have daily battles. At the end of the daily battle, the player ranking number 1 is announced and rewarded with 10 diamonds.

Reward System

1. Daily or every other day, there is a free chest for the player to claim, containing coins and more rarely, gems.

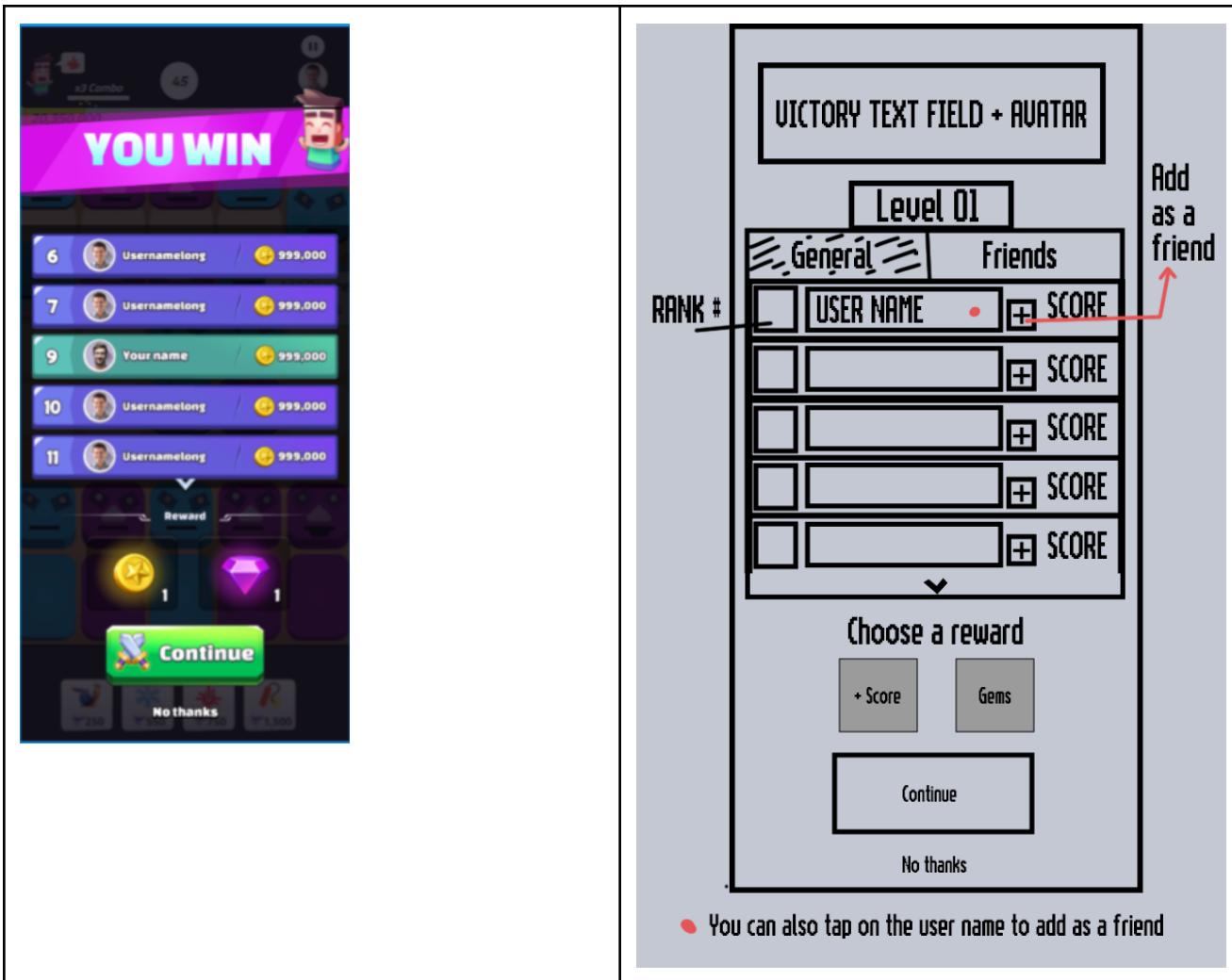
2. Prizes for the daily and weekly challenge, such as energy droplets, coins and gems.
3. Prizes for those who have won 10 times, 100x, 250x, 500x.
4. Special titles can also be a reward for participating in events.
5. Weekly challenges:
 - a. Play 3 ranked matches.
 - b. Play 5 days in a week
 - c. Upgrade 5 characters in one day
 - d. Join a guild
6. Battle Pass. Players who acquired the battle passes can obtain more rewards than the freemium players.

Win/Lose Conditions:

- Win:
 - To finish a level, you have to reach a certain amount of score determined by each level.
- Lose:
 - Time is up and you haven't reached the right amount of score to go to the next level.

Level Leaderboard

| | |
|-----------------|------------|
| Previous Design | New Mockup |
|-----------------|------------|



When you finish a level, you can see the general leaderboard and your placement. There is also a tab to check your placement according to your friends' performances. To make sure that there won't be a performance issue, the leaderboard should be limited to 100 places, and it will be reinitialized in the beginning of each [Battle Season](#).

Score

Initially, every new player starts with 0 score, obviously, then you may accumulate more score points by destroying Champion blocks and finishing levels.

Reward system

BADGES

(according to the score achieved)

DAILY BONUS

There are 5 rewards to claim every week.

TRIGGER: Player logs in to claim the diamonds.

REWARD ITEM :

- Day 1 : 1 diamond
- Day 2 : 2 diamonds available if claimed day 1
- Day 3 : 4 diamonds available if claimed day 2
- Day 4 : 8 diamonds available if claimed day 3
- Day 5 : 10 diamonds available if claimed day 4

DATA : No need to log in 5 days in a row. Players can claim a total of 25 diamonds if they have claimed all days. Every Sunday at midnight (CET), the Daily Bonus is reset.

COMBO REWARD

TRIGGER: Each time a player's combo goes up by 10 for example: upto 10, 20, 30, 40, etc +;
REWARD ITEM: Reward them 10 diamonds.

DATA:: Keep count of how many combo rewards a player was awarded in each session of gameplay (each time the ranking popup is shown i.e after destroying the defined number of blocks). This data should be displayed in the Ranking popup screen. Then use this data to calculate NCOMBO to be used to reward the player extra diamond each time they rank up the charts. This data counter will be refreshed each time the player tabs continue playing. And then new data is counted up as the player plays another session.

REAPER REWARD

Timing the speed a player destroys a block.

TRIGGER: Each time a player destroys up to 15 blocks in 10 seconds.

REWARD: Reward them 7 diamonds.

DATA: Keep count of how many reapers rewards a player was awarded in each session of gameplay (each time the ranking popup is shown i.e after destroying the defined number of blocks). This data should be displayed in the Ranking popup screen. Then use this data to calculate NREAPER to be used to reward the player extra diamond each time they rank up the charts. This data counter will be

refreshed each time the player tabs continue playing. And then new data is counted up as the player plays another session.

SHOW POP BANNER WHEN TRIGGERED

SWIPER

Counting how many blocks a player destroyed by swiping multiple block buttons at once to input/hit multiple blocks.

REWARD

- REWARD: Reward player 5 diamonds
- SHOW POP BANNER WHEN TRIGGERED
- Each time a player swipes and destroys some blocks display the number of blocks they have currently destroyed by swiping.
 - Display this states for 5 seconds and then hide it
 - If while it is currently in display the player swipes again, then refresh the 5 seconds counter for displaying it
 - Repeat this every time swipe is made
 - DESIGN: <https://app.moqups.com/LLeTHsvfWB/view/page/af81349d1>
 - SWIPER ICON:
<https://drive.google.com/file/d/1gyRHn5sHW5WSowAtcrxw46mRoCvwQ75O/view?usp=sharing>

TRIGGER:

1. Keep count of the number of blocks destroyed when a player swipes the block buttons to make multiple hits.
2. Each time a player has destroyed up to 20 blocks. Reward them SWIPER.
3. If the player makes a wrong input while swiping, refresh/restart the counter
4. Once $N = 20$. On hitting the last block completing it to 20. (20th block). Replace usual explosion animation with the special confetti and show Swiper popup reward notification.

EXAMPLE:

- $N = \text{Number of blocks destroyed with swipe}$
- If Player swipes and destroys 3 blocks = $N = 3$
- Then play makes a lot of taps and destroys alot of blocks = $N = \text{Null}$ because blocks were not destroyed by swiping 2-5 multiple buttons.
- Then when player swipes again and destroys 2 blocks = $N = 3 + 2 = 5$
- If player taps and make a wrong hit = $N = \text{Null}$ because blocks were not attempted to be destroyed by swiping
- But when the player swipes 3 buttons and makes 2 right hits and one wrong hit = $N = \text{Restart/Refresh to 0.}$

DATA: Keep count of how many swiper rewards a player was awarded in each session of gameplay. This data should be displayed in the Ranking popup screen. Then use this data to calculate NSWIPER to be used to reward the player with an extra diamond each time they rank up the charts. This data counter will be refreshed each time the player tabs continue playing. And then new data is counted up as the player plays another session.

Achievements



Inspired by Steam's achievements, we could have a little pop up window that drops discreetly from the top center of the screen, displaying an icon, the name of the achievement, and a brief text explaining how to obtain that achievement. These achievements can also be linked to the Google Play Store.

| Icon (ideas) | Name | Description |
|--|-------------|--|
| A portrait of a young character that looks like an apprentice. | Apprentice | Achieve more than 1000 score points. |
| Color circle | HUE Rock | Destroy at least 100 Champion blocks of a certain color. |
| Inspired by the Champion block without the champion on it. | Color Block | Finish two levels without using any powerup. |

| | | |
|---|------------------------------|---|
| Rainbow + Fire | Rainbow Flame | Finish successfully the first 5 levels |
| A small group of champions | Kolor Realm Champions Part I | Play with 7 different Champions blocks |
| A medium group of champions | Kolor Realm Champions Part 2 | Play with 14 different Champions blocks |
| A book with a trophy on it | How To Win Tutorial | Reach first place in any leaderboard. |
| A more mature version of the Apprentice | Adept | Achieve more than 5000 score points. |
| An old/more mature version of the Old-timer | Old-Timer | Finish all levels |

Sound Design

Whimsical but not childish songs/sounds may be appropriate.

For most UI sounds and some powerups, the sounds could be inspired by Merge Games, such as [World Above : Cloud Harbor](#). For the block collisions and Victory/Lose screens, I recommend sounds like the ones from [Micro RPG](#). In this game, there is clear distinction between battle gameplay screen and the other screens, such as Victory/Lose, Main Screens etc. It's important to have at least two different loopable songs : one for the Main Screen, another one for the gameplay. We also need a Victory/Lose short tune (no need to be loopable).

Art Assets / General Artistic Direction

The game takes place in a purgatory, which is why all characters look sweaty. The characters have a gummy shiny effect, and they are available in different colors. For the hypercasual mode, they are stuck in these blocks.

All the visuals can found here: <https://www.figma.com/file/FUbmwO2JmE1i3DJayl9Ory/Kolor-Realm>

UI Mascot Animations

ENCOURAGING

1. If there is no input from the player, i.e the player is idle for 5 seconds. Play this character animation sprite.
2. Repeat step 1, every 5 seconds that the player is idle.

HAPPY

1. If play makes a right merge, wins a reward (some diamonds from Speed chaser, Color swiper, etc). Play this character animation sprite.
2. Repeat step 1, every time the above event is triggered.
3. Before playing character animation, check if the current sprite currently playing is HAPPY. If this is the current sprite currently playing do not queue animation or loop it, just discard the play request. For example; A fast player who makes multiple merges simultaneously. When the player merges block 1, this triggers the animation. While the animation is playing, if the player merges another block. Do not loop or repeat or queue the animation for the Happy expression. But if when the player merges block 2, the happy animation for merging block 1 has completed. Then play happy animation again.

SAD

1. If the player makes a wrong merge, or a block just left the last grid. Play this character scene.
2. Repeat step 1, every time the above event is triggered.
3. Before playing character animation, check if the current sprite currently playing is SAD animation. If this is the current sprite currently playing do not queue animation or loop, just discard the play request. For example; A fast player who makes multiple wrong merges or more than one block leaves the last grid simultaneously. When the player merges block 1, this triggers the animation. While the animation is playing, if the player merges another block wrongly or Block 1 and Block 2 leave the last grid 1 seconds apart. Do not loop or repeat or queue the animation for the SAD expression. But if when the player merged block 2 wrong, the SAD animation for merging block 1 wrong was finished and completed. Then play happy animation again.

IDLE

1. Play this animation when the Mascot character has no expression to show. So basically instead of standing still and waiting to play the different animation scene. This should be the default animation of the character. After every other animation is played, the character should return back to this state/default animation.

Character Stats

Visual cues

1. Blocks will show how much deteriorated they are by the amount of HP they have. For example, if they have 5 HP, the block looks squeaky clean and there is no cracks. When they have or they get to 1HP, the block is a bit darker and has several cracks, looking like it's about to crumble to pieces.
2. When the blocks are completely destroyed, the piece will crumble down to pieces and some particular materials will pop out of the destruction. Example: fur will burst feathers in the tiny cube particles, Lava will burst rocks in cubes, Hugo will burst bones in cube Etc

| Champion Name | MIN HP | MAX HP |
|----------------------|---------------|---------------|
| Assassin | 1 | 2 |
| Astronaut | 2 | 4 |
| Bird | 2 | 3 |
| Boom | 1 | 2 |
| Afroman | 2 | 3 |
| Demon | 1 | 2 |
| Element | 2 | 4 |
| Fur | 1 | 3 |
| Hugo | 3 | 5 |
| Juggernaut | 4 | 5 |
| Kid | 1 | 3 |
| Lava | 3 | 4 |
| Medusa | 1 | 3 |
| Orc | 2 | 5 |
| Priestess | 1 | 2 |
| Rhino | 2 | 5 |
| Robot | 3 | 4 |
| Skeletor | 1 | 2 |
| Striker | 2 | 4 |

Difficulty Parameters :

1. Speed (Default Speed / Max Speed)
2. Enemy Champion's HP
3. Speed Up Combo Trigger : the speed is increased by doing several combos in a row

4. Bad complex blocks
5. Amount of blocks spawned at the same time

Level Design

- Each level will have 2 colors, so that champion 1 can be either color 1 or color 2 and champion 2 can be color 1 or 2. That's randomly assigned.

CHAMPIONS PER LEVEL:

Level 1-50 champions:

Demon , Kid, Striker, Hugo, Fur, Astronaut, Rhino

Level 51-100

Boom, Skeletor, Marine, Afroman, Element, Orc, Assassin

Level 101 - 150

Priestess, Medusa, King, Lava, Juggernaut, Bird, Robot

Complex blocks available - level 1-50

4 good ones: **atomic block, laser vertical, laser horizontal , super block**

3 bad ones: **flame, armored, camouflage**

Complex blocks available - level 51-100

4 bad ones/neutral: **plant block, R magnet, L magnet, jumper block.**

3 good ones: **color contagion, more than a special block,**

Powerups available per level

1 = Slow Motion, 2 = Pause, 3 = Laser, 4 = Bomb, 5 = Secret Spell (instakill), 6 = Yo-Yo

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|-----------|-----------|
| 1 - 5 : | 51 - 55 : |
| 6 - 10 : | 56 - 60 : |
| 11 - 15 : | 61 - 65 : |
| 16 - 20 : | 66 - 70 : |
| 21 - 25 : | 71 - 75 : |
| 26 - 30 : | 76 - 80 : |
| 31 - 35 : | 81 - 85 : |
| 36 - 40 : | 86 - 90 : |

41 - 45 : **1** + **2** + **3**
 46 - 50 : **2** + **3** + **4**

91 - 95 : **5** + **6** + **1**
 96 - 100 : **6** + **1** + **2**

| Beginner : Level 1 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
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| <p>When a player's score is below < 25.</p> <ol style="list-style-type: none"> 1. 1 BLOCK SPAWNS AT A TIME 2. 2 COLORS - GREEN and YELLOW 3. Champions : Fur(1HP) and Boom(1HP). 4. BKM: Gameplay_theme_One 5. Default Speed: 9 : Max Speed: 7. 6. Speed Up Combo Trigger: on Combo +2 7. Timer : 30 sec | <p>1. ARMORED: $D1 = 5$ $D2 = 10.$</p> <p>2. ATOMIC $D1 = 10$ $D2 = 15$</p> |

| Beginner : Level 2 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
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| <p>When a player's score is below < 50.</p> <ol style="list-style-type: none"> 1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - BLUE and PURPLE. 3. Champions : Demon(1HP) and Kid(1HP) 4. BKM: Gameplay_theme_One 5. Default Speed: 8 : Max Speed: 7. 6. Speed Up Combo Trigger: on Combo +2 7. Timer : 20 sec | <p>1. ARMORED: $D1 = 5$ $D2 = 20.$</p> <p>2. FLAME $D1 = 10$ $D2 = 25$</p> |

| Beginner : Level 3 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
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| <p>When a player's score is below < 100.</p> | <p>1. ATOMIC: $D1 = 10$</p> |

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| <p>1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - GREEN and RED 3. Champions : Astronaut (2HP) and Rhino (2HP). 4. BKM: Gameplay_theme_One 5. Default Speed: 8 : Max Speed: 7. 6. Speed Up Combo Trigger: on Combo +2 7. Timer : 15 sec ▾ 8. Mission: No Power ▾ () Reward : 10 score points.</p> | <p>D2 = 20. 2. ARMORED: D1 = 10 D2 = 30 3. SUPER BLOCK D1 = 20 D2 = 30</p> |
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| <p>Beginner : Level 4</p> | <p>COMPLEX BLOCK LOGIC & REQUIRED BLOCKS:</p> |
| <p>When a player's score is below < 250.</p> <p>1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - YELLOW and GREEN 3. Champions : Striker (2HP) and Kid (1HP). 4. BKM: Gameplay_theme_One 5. Default Speed: 8 : Max Speed: 7. 6. Speed Up Combo Trigger: on Combo +2 7. Timer : 20 sec ▾</p> | <p>1. LASER VERTICAL: D1 = 25 D2 = 35. 2. FLAME: D1 = 20 D2 = 30. 3. LASER HORIZONTAL: D1 = 15 D2 = 20. 4. FLAME: D1 = 5 D2 = 15</p> |

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| <p>Beginner : Level 5</p> | <p>COMPLEX BLOCK LOGIC & REQUIRED BLOCKS:</p> |
| <p>When a player's score is below < 500.</p> <p>1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - BLUE and RED 3. Champions : HUGO (3HP) and RHINO(2HP).</p> | <p>1. ATOMIC: D1 = 30 D2 = 40 2. ARMORED: D1 = 5</p> |

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| 4. BKM: Gameplay_theme_One 5. Default Speed: 8 : Max Speed: 7. 6. Speed Up Combo Trigger: on Combo +3 7. Timer : 25 sec ▾ | <p>D2 = 15</p> <p>3. CAMOUFLAGE: D1 = 20 D2 = 35</p> <p>4. ARMORED: D1 = 35 D2 = 50</p> |
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| Beginner : Level 6 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 750.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - PURPLE and YELLOW</p> <p>3. Champions : FUR (1HP) and STRIKER (2HP).</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 8 : Max Speed: 7.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 25 sec ▾</p> <p>8. Mission: No Power () Reward : 50 score points.</p> | <p>1. SUPER BLOCK: D1 = 35 D2 = 40</p> <p>2. ATOMIC: D1 = 30 D2 = 50</p> <p>3. FLAME: D1 = 20 D2 = 40</p> |

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| Beginner : Level 7 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 1000.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> | <p>1. LASER VERTICAL: D1 = 35 D2 = 45</p> |

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| <p>2. 2 COLORS - GREEN and BLUE</p> <p>3. Champions : DEMON (1HP) and ASTRONAUT(2HP).</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 8 : Max Speed: 7.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 20 sec ▾</p> | <p>2. LASER HORIZONTAL: D1 = 25 D2 = 30</p> <p>3. ARMORED: D1 = 10 D2 = 45</p> <p>4. CAMOUFLAGE: D1 = 35 D2 = 45</p> |
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| Beginner : Level 8 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| When a player's score is below < 1250 . <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - RED and YELLOW</p> <p>3. Champions : KID (1HP) and HUGO (3HP).</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 8 : Max Speed: 7.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 25 sec ▾</p> | <p>1. LASER VERTICAL: D1 = 30 D2 = 50</p> <p>2. LASER HORIZONTAL: D1 = 20 D2 = 40</p> <p>3. ARMORED: D1 = 20 D2 = 30</p> <p>4. CAMOUFLAGE: D1 = 40 D2 = 50</p> |

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| Beginner : Level 9 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| When a player's score is below < 1500 . | 1. SUPER BLOCK: |

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| <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - GREEN and PURPLE</p> <p>3. Champions : ASTRONAUT (2 HP) and DEMON (1 HP).</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 8 : Max Speed: 7.</p> <p>6. Speed Up Combo Trigger: on Combo</p> <p>7. Timer : 25 sec</p> <p>8. Mission: Yes Power () Reward : 50 score points.</p> | <p>D1 = 5 D2 = 10</p> <p>2. FLAME: D1 = 10 D2 = 40</p> <p>3. CAMOUFLAGE: D1 = 10 D2 = 50</p> <p>4. SUPER BLOCK: D1 = 40 D2 = 50</p> |
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| Beginner : Level 10 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 2000.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - BLUE and YELLOW</p> <p>3. Champions : HUGO (3 HP) RHINO (3 HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 6.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 25 sec</p> | <p>1. LASER VERTICAL : D1 = 50 D2 = 55</p> <p>2. FLAME : D1 = 40 D2 = 55</p> <p>3. LASER HORIZONTAL : D1 = 20 D2 = 30</p> <p>4. ARMORED : D1 = 5 D2 = 20</p> |

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| Beginner : Level 11 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 2250.</p> <ol style="list-style-type: none"> 1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - RED and GREEN 3. Champions : STRIKER (2 HP) FUR (1 HP) 4. BKM: Gameplay_theme_One 5. Default Speed: 7 : Max Speed: 6. 6. Speed Up Combo Trigger: on Combo +3 7. Timer : 30 sec | <p>1. ATOMIC :</p> <p>D1 = 20 D2 = 30</p> <p>2. ARMORED :</p> <p>D1 = 10 D2 = 55</p> <p>3. ATOMIC :</p> <p>D1 = 45 D2 = 55</p> |

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| Beginner : Level 12 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 2500.</p> <ol style="list-style-type: none"> 1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - PURPLE and YELLOW 3. Champions : KID (1 HP) RHINO (2 HP) 4. BKM: Gameplay_theme_One 5. Default Speed: 7 : Max Speed: 6. | <p>1. ATOMIC :</p> <p>D1 = 20 D2 = 30</p> <p>2. ARMORED :</p> <p>D1 = 10 D2 = 55</p> <p>3. ATOMIC :</p> <p>D1 = 45 D2 = 55</p> |

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| <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 30 sec ▾</p> <p>8. Mission: Monocolor ▾ () Reward : 50 score points.</p> | |
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| Beginner : Level 13 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 3000.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - BLUE ▾ and GREEN ▾</p> <p>3. Champions : HUGO ▾ (3 ▾ HP) ASTRONAUT ▾ (2 ▾ HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 6.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 30 sec ▾</p> <p>8. Mission: Yes Power ▾ () Reward : 100 score points.</p> | <p>1. FLAME ▾: D1 = 10 D2 = 30</p> <p>2. LASER VERTICAL ▾: D1 = 20 D2 = 30</p> <p>3. SUPER BLOCK ▾: D1 = 40 D2 = 60</p> <p>4. FLAME ▾: D1 = 50 D2 = 60</p> |

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| Beginner : Level 14 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 3500.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - RED ▾ and YELLOW ▾</p> | <p>1. ARMORED ▾: D1 = 5 D2 = 10</p> <p>2. ARMORED ▾: D1 = 40</p> |

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| <p>3. Champions : DEMON (1 HP) STRIKER (2 HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 6.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 35 sec</p> | <p>D2 = 50</p> <p>3. CAMOUFLAGE :</p> <p>D1 = 20 D2 = 40</p> <p>4. ATOMIC :</p> <p>D1 = 30 D2 = 40</p> |
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| <p>Beginner : Level 15</p> | <p>COMPLEX BLOCK LOGIC & REQUIRED BLOCKS:</p> |
| <p>When a player's score is below < 4000.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - PURPLE and GREEN</p> <p>3. Champions : HUGO (3 HP) RHINO (3 HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 6.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 35 sec</p> <p>8. Mission: Combo Master () Reward : 100 score points.</p> | <p>1. ATOMIC :</p> <p>D1 = 20 D2 = 30</p> <p>2. SUPER BLOCK :</p> <p>D1 = 50 D2 = 60</p> <p>3. FLAME :</p> <p>D1 = 10 D2 = 40</p> <p>4. ARMORED :</p> <p>D1 = 40 D2 = 50</p> |

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| <p>Beginner : Level 16</p> | <p>COMPLEX BLOCK LOGIC & REQUIRED BLOCKS:</p> |
| <p>When a player's score is below < 4500.</p> | <p>1. LASER VERTICAL :</p> |

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| <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - BLUE and RED</p> <p>3. Champions : FUR (2 HP) DEMON (2 HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 6.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 40 sec</p> | <p>D1 = 30 D2 = 40</p> <p>2. ATOMIC : D1 = 40 D2 = 50</p> <p>3. ARMORED : D1 = 10 D2 = 60</p> <p>4. CAMOUFLAGE : D1 = 30 D2 = 40</p> |
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| <p>Beginner : Level 17</p> | <p>COMPLEX BLOCK LOGIC & REQUIRED BLOCKS:</p> |
| <p>When a player's score is below < 5000.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - GREEN and YELLOW</p> <p>3. Champions : KID (2 HP) STRIKER (3 HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 6.</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 40 sec</p> | <p>1. FLAME : D1 = 10 D2 = 20</p> <p>2. LASER HORIZONTAL : D1 = 30 D2 = 40</p> <p>3. FLAME : D1 = 50 D2 = 60</p> <p>4. ARMORED : D1 = 20 D2 = 30</p> |

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| Beginner : Level 18 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 5500.</p> <ol style="list-style-type: none"> 1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - BLUE and RED 3. Champions : FUR (2 HP) RHINO (3 HP) 4. BKM: Gameplay_theme_One 5. Default Speed: 7 : Max Speed: 6. 6. Speed Up Combo Trigger: on Combo +3 7. Timer : 40 sec | <p>1. ARMORED :</p> <p>D1 = 20 D2 = 30</p> <p>2. SUPER BLOCK :</p> <p>D1 = 30 D2 = 40</p> <p>3. ARMORED :</p> <p>D1 = 40 D2 = 50</p> <p>4. SUPER BLOCK :</p> <p>D1 = 50 D2 = 60</p> |

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| Beginner : Level 19 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
| <p>When a player's score is below < 6000.</p> <ol style="list-style-type: none"> 1. 2 BLOCK SPAWNS AT A TIME 2. 2 COLORS - YELLOW and GREEN 3. Champions : ASTRONAUT (3 HP) KID (2 HP) 4. BKM: Gameplay_theme_One 5. Default Speed: 7 : Max Speed: 6. 6. Speed Up Combo Trigger: on Combo +3 7. Timer : 40 sec | <p>1. CAMOUFLAGE :</p> <p>D1 = 10 D2 = 30</p> <p>2. LASER HORIZONTAL :</p> <p>D1 = 40 D2 = 50</p> <p>3. ARMORED :</p> <p>D1 = 30 D2 = 50</p> <p>4. LASER VERTICAL :</p> <p>D1 = 60 D2 = 65</p> |

8. Mission: It's time (30 sec)

Reward : 100 score points.

| Beginner : Level 20 | COMPLEX BLOCK LOGIC & REQUIRED BLOCKS: |
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| <p>When a player's score is below < 6000.</p> <p>1. 2 BLOCK SPAWNS AT A TIME</p> <p>2. 2 COLORS - PURPLE and BLUE</p> <p>3. Champions : HUGO (4 HP) DEMON (2 HP)</p> <p>4. BKM: Gameplay_theme_One</p> <p>5. Default Speed: 7 : Max Speed: 5</p> <p>6. Speed Up Combo Trigger: on Combo +3</p> <p>7. Timer : 40 sec</p> | <p>1. ATOMIC : D1 = 30 D2 = 40</p> <p>2. ARMORED : D1 = 10 D2 = 50</p> <p>3. ATOMIC : D1 = 50 D2 = 60</p> |