

Training Gain Formula in Nizzia City

Overview

This formula calculates the effective training gain G in Nizzia City based on a combination of current player stats, happiness level, gym progression, and various bonuses. Each component contributes to how much progress a player makes when using energy to train in the gym.

Formula

$$G = \left(\frac{\text{statTotal} \cdot \left(1 + 0.07 \cdot \ln \left(1 + \frac{\text{currentHappy}}{250} \right) \right) + 8 \cdot \text{currentHappy}^{1.05} + \left(1 - \left(\frac{\text{currentHappy}}{99999} \right)^2 \right) \cdot A + B + \text{randomValue}}{200000} \right)$$

Variable Descriptions

- statTotal: Total relevant battle stat value.
- currentHappy: Current happiness value of the player.
- A : Gym-specific bonus multiplier.
- B : Additional fixed bonus.
- randomValue: A small random value between -1 and 1 to add variation.
- gymDots: Represents gym tier or completion level.
- energyPerTrain: Energy spent per training action (usually 5 or 10).
- perkBonus: Percentage bonus from perks or passive modifiers (e.g., 0.1 for +10%).