



1 Game Overview

This game is a mix of Shooter, Battle Royale, Survival and Stealth genres. The camera is in third person. The game is aimed for mobile and PC platforms; first for Android, then IOS and finally PC.

The art 3d and 2d will be used to optimise the game to its maximum.

Because it is a mobile game, 3D will give realism to the characters and scenarios, making them more attractive to the target audience. The 2D nonetheless, will facilitate the interaction between the different menus to make them more agile and visual.

We are distinguished by the implementation of mechanics from different genres in the same game that are not present in this type of platforms. That is to say that although the Battle Royal genre is exploited, the appreciation is that within the game there can be survival zones or battles where stealth is the only way to survive.

We are positioning ourselves in the Battle Royal market but we would differentiate ourselves by uniting the preferences of different players within the same game. It is attractive, competitive and creative.

New experiences for a larger number of users by giving them the possibility to play alone, with their friends or by creating new groups of friends. This way we can reach diverse audiences as you start the first Battle Royale game and it is a mix between Shooter and Survival. The players who love stealth will have the missions of Battles against CRYSTAL to be able to use these skills and pass the levels. The combat of the vehicles in the large scenarios will develop the ability to have good aim, as well as learning to control the explosions of the cars.

Target Audience

The target profile of the game includes Killers players who seek to compete with other players but also target an audience such as Achievers who aim to successfully solve challenges and get a reward for it and Explorers who like to discover and learn anything new or unknown about a system. A hardcore audience ranging in age from 15 to 40 years old.

Context and Art Direction

The world has changed and with it the way this new society has to have fun, we are in the year 2030. The power has been divided into eight **factions (Fire, Air, Water, Rock, Metal, Spirit, Clover, Volcano)**, each faction controlling a part of the world. The new entertainment created worldwide is called **Ground Zero**. The way to earn money and become famous is by entering to participate in this great place. Every day different candidates are selected to participate in **Ground Zero**. The winner will live one more day; the others are left to their fate. The last one to survive wins. The candidate who endures the most battles will be rewarded.



Ground Zero consists of territories created especially for these **battles, cities, caves, forests, labyrinths**. The candidates fight to the death, but they are not always alone, because in these areas there are hidden surprises for the candidates, such as the **CRYS system**, an intelligent operating system that controls Ground Zero. **The CRYS system** is divided into **CRYS stations**, which contains traps inside as well as the game's best weapons. Players will encounter the **CRYS system** when they unlock the **Clan Battles** and the **CRYS Battles** levels.

They also have to fight CRYs who shows no mercy to anyone who invades his territory or challenges him.

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The idea is based on the style of **the Hunger Games, the Maze Runner and Divergent sagas**. From these references, the styles of the settings, cities, characters and factions are designed.





2. Game System

The player is a candidate of the faction that he chooses, becoming one of the protagonists fighting to survive.

You will only start playing Battle Royale, where you will first learn how the traps and CRYs system works. Finally, as you level up you will unlock the other game styles such as Factions and Clan Battle, Prestige, etc.

2.1 Game States

The basis of the game is to select the faction you will belong to and fight for. There are a total of 8 factions, each with its own story.

In the **main menu**, you can customise your character and unlock different types of battles. When players choose one of the different battle styles they are directed to a spawn zone on the following map types (caves, mazes, forests or cities). Players have to search and collect equipment, (weapons, ammunition, energy, life, etc.) and fight each other until only one winner is left.

There are three **types of Battles**:

- **Battle Royale:** the so-called arena fights. In these, players can use the **CRYs system** (in this case the system is turned off) to activate traps for their benefit. Battles can be:
 - **One player** all against all, with a total of 10 players. The winner is the last one standing.
 - **Duos:** Two players all against all, with a total of 20 players. At least one of the team members must be left standing until the end.
 - **Teams:** Four players all against all, with a total of 40 players. At least one of the team members must be left standing until the end.
- **Faction battles** are battles of clan fights and CRYs. Clans are formed within Factions with a minimum of 10 players. Only players with the same achieved level can join the clan battle. Only four clans can be played in four clans. Up to 10 player's maximum per clan. These battles are in open areas and each clan starts from a corner of the map and on their way they can get all the necessary weapons. The one who gets the centre is the winner.
- **Battles against CRYs**, in these battles you fight against **CRYs** and other players. The difficulty is measured by the number of stars. A world map that includes random maps with different stars. To pass the levels you have to reach the extraction point which varies depending on the map. The extraction point is random and when more than half of the players have died, the location sign appears on the map. Once CRYs is activated the time to survive on the map is limited, it starts to flood if it is a cave or labyrinth map, or starts to run out of oxygen if it is a city or forest map. The winner in battles against CRYs is the one who reaches the extraction point within the time limit and kills all other survivors.

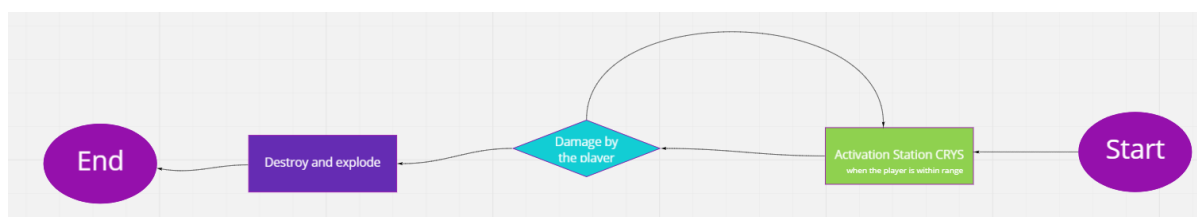


- **One star:** CRYs difficulty level is **easy**, obstacles and traps such as bombs, holes appear. At the beginning of each combat CRYs is deactivated. It is activated after fifteen minutes of play or if a player goes into the **CRYs stations** for more than two minutes, where the most powerful weapons in the game are located. The time is thirty minutes before death.
- **Two stars:** CRYs difficulty level is **medium**, there are obstacles and traps such as bombs, holes, lasers, turrets that are activated ten minutes into the game or if a player enters the **CRYs stations** for more than two minutes, there are the most powerful weapons in the game. The time limit is twenty-five minutes before death.
- **Three stars:** CRYs difficulty level is **difficult**, there are obstacles and traps such as bombs, holes, lasers, turrets. It is not recommended to use weapons that make noise, once that happens CRYs is activated or any player goes into the **CRYs stations** for more than two minutes, there are the most powerful weapons in the game. If one of the two options occurs CRYs starts attacking everyone limiting the water or oxygen time to ten minutes and activating all traps. The weapons provided to players are melee weapons, bows, Chinese strips and pistols across the map.

2.2 Game entities

CRYs Station are zones created by the factions that store their most valuable weapons protected by CRYs. They usually have the drawing of the faction, when the player is near CRYs on the map appears a circle warning that is in dangerous area and once you cross the circle has two minutes to leave the area before the system is activated and have to fight him.

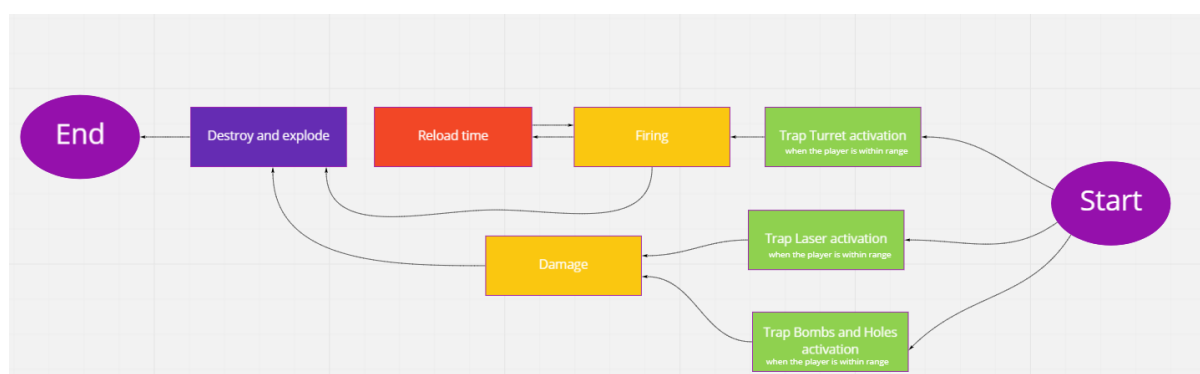
1. Depending on the **CRYs station** representing one faction or another activation radius and distance of damage received by weapons, traps changes.
2. When sixty per cent of CRYs have been destroyed, the final defence is activated by removing oxygen from the room. The player has 3-5 minutes to get out before he dies.
3. Depending on the difficulty of the map, the number of traps that are activated varies. If it is easy a quarter of the traps, if it is medium half of the traps and if it is hard all the traps are activated.





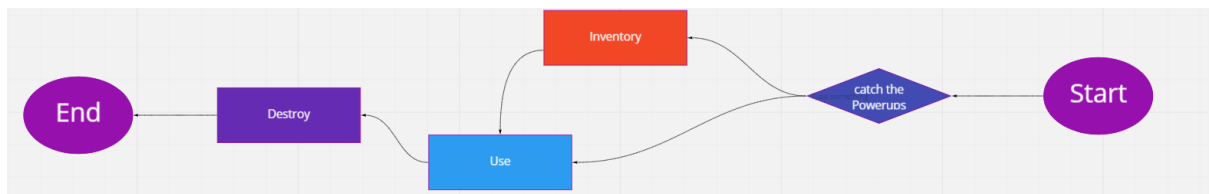
Trap on the different maps you can find different types such as **Bombs, Holes, Lasers and Turrets**. **Bombs** have different sizes and positions. **Holes** are holes that CRYs activates on the stage. **Lasers** can be at different heights and different shapes to force the player to dodge and destroy them. **Turrets** have different designs and sizes depending on the faction. **The traps** that are destroyed will make noise and the direction of the shot or explosion will be marked on each player's map.

1. **Trap bombs** vary in size, damage and distance.
2. **Trap holes** will produce damage and death.
3. **Laser traps** are different depending on the faction in size, intensity and damage, as well as circular, vertical and horizontal. Depending on the map the range is greater or lesser.
4. **Turret traps** have different types of projectiles depending on the faction, arrows, bullets or cannonballs. The range of arrows and bullets is short, medium, long and quick reload. Cannonballs are slow reloading, short-range and higher damage.



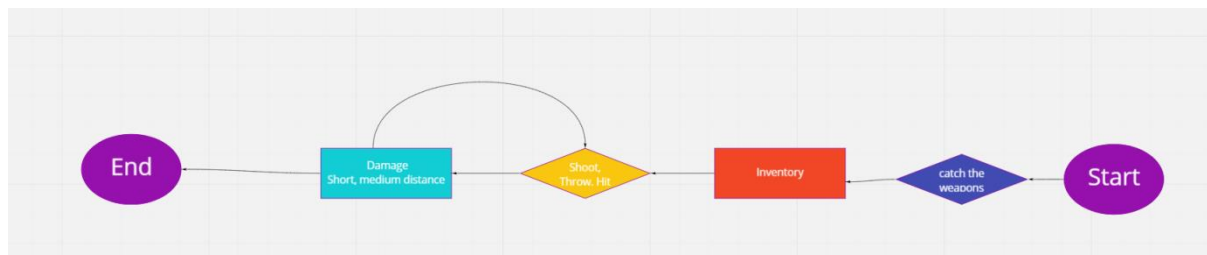
Powerups are packs to help the player recover life, energy, protection from damage and antidotes to heal player states. **Powerups life, powerups energy, powerups armour, powerups antidotes.**

1. **Life Powerups** are available in three sizes, small one heals a quarter of life, the medium heals half and the large kit heals ninety per cent of life.
2. **Energia Powerups** there are two types, the small ones fill a quarter of the bar and the medium ones fill half the bar.
3. **Armour Powerups** there are three types, light ones take away little mobility and give some protection, medium heavier and somewhat reduced mobility. Heavy ones give full protection which considerably reduces movement speed.
4. **Antidote Powerups** heal from the damage caused by plots or weapons.



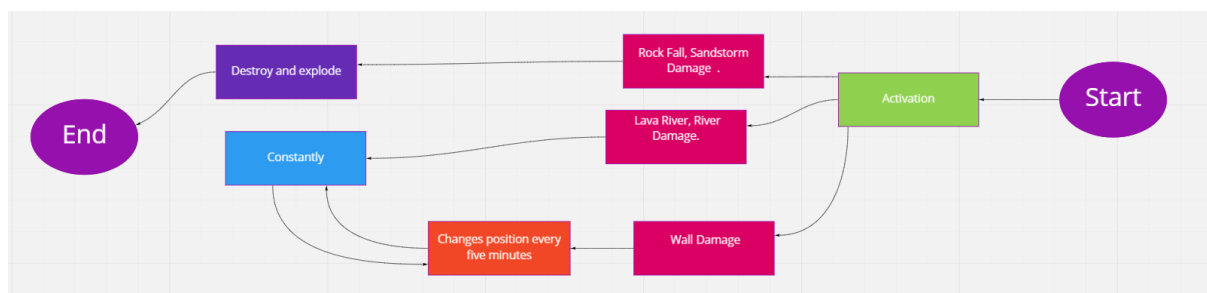
Weapons are the weapons available to the player on the different maps, melee weapons, firearms and bombs.

1. **Melee weapons:** short and medium distance when throwing the weapon. Damage depends on the size of the weapon and it's characteristic.
2. **Firearms:** short, medium and long-distance. Damage depends on the type of weapon, rifle, shotgun, etc. The time the damage lasts depends on the characteristics of the weapon.
3. **Bombs:** the distance at which they can be thrown is medium and short. Damage depends on the type of bomb.



Environmental forces on the different maps the forces of nature are activated and controlled by CRYs, **rivers, lava flows, earthquakes, landslides and sandstorms**. Besides in the labyrinths moving walls are incorporated to block the way, these walls change their position every five minutes.

1. **Moving Walls**, damage by crushing.
2. **Lava rivers**, damage by proximity and death by falling.
3. **Rivers**, death by falling into the river.
4. **Detachment**, damage due to proximity and crushing.
5. **Sandstorm**, damage by proximity, being trapped by sand, death.





Vehicles: For the outdoor scenarios, the idea would be to use the cars so that the players can have fights with each other while being able to take cover behind them, but they would also have to be careful, because they can explode.

The way the vehicles will be levelled is with the fact that motorbikes will be the first ones to break and the SUV will be the hardest to break. On the other hand, If the vehicle is armoured it would take longer to break.

Cars, motorbikes, SUVs with and without armour will change depending on the faction to which the car belongs to and is used to move around the maps such as cities and forests

All **traps, weapons** vary according to **factions (Fire, Air, Water, Rock, Metal, Spirit, Clover and Volcano.)**

- **The Faction Fire** generates fire damage.
- **The Clover Faction** generates poison damage.
- **The Water Faction** generates freezing damage.
- **The Air Faction** generates normal projectile damage.
- **The Rock Faction** deals with rock damage and petrification damage.
- **The Metal Faction** deals with damage from piercing projectiles and can pierce through a wall.
- **The Spirit Faction** generates corruption damage, losing visibility to death.
- **The Volcano Faction** generates damage with various weapons, booby traps and explosions.

2.3 Game Resources

Resources to be used throughout the game

1. **Gold** is the base currency of the game. Gold can be earned at the end of each battle, used to buy your way into CRYs battles. They can also be exchanged for other currencies.
2. **Faction Coins** currency that can only be used and earned in your faction. It can only be obtained at your Clan's CRYs stations, by getting quests or in clan battles. Faction Coins can be spent in your Faction's shop to buy items exclusive to that Faction and to be able to fight in Clan Battles.
3. **Prestige** a way to sponsor other players. You get prestige by predicting the results of other players. It can be earned by sponsoring other players, if you win a part of it is earned in prestige and the other part is accumulated in the form of a bar, when it is full it can be exchanged for special packs.
4. **Badges** can be exchanged for clothes for your character. Badges are obtained by exchanging gold for badges. They can be spent in the shop for clothes, accessories to decorate the waiting rooms. The badges will be obtained in the CRYs system inside the chests to open, also when you open special chests.



5. **Gems** can be exchanged for boxes with special in-game content. Gems are hard to get, they are obtained by buying with money, by reaching certain levels, bringing a friend into the game or the first time you share the game via Facebook. These gems can be used to buy special in-game content, they can also be used to ask for advice to sponsor a player and help make a decision.

2.4 Player Actions

Combat

The actions that are available to the player once he enters the maps are:

1. **Movement:** can be in the form of stealth (walking), running, jumping, ducking, crouching, lying down and covering. Movement can only be done within the boundaries of the map. If the player uses energy powerups for a limited time he moves faster.
 - a. If the player runs he makes a noise that alerts other players in the area and if he is in stealth mode he does not make noise. When he makes noise, marks will appear on the map alerting other players if they are too close. If the player takes damage, the noise he makes when moving is greater and it will be difficult for him to go unnoticed. It is also possible to climb emergency stairs and climb to higher areas of buildings, silos. Running consumes energy which is recharged over time.
 - b. The height of the jump is the size of a ground floor window as well as walls, stones, straw bale. The jump can also reach rocky areas. It slows down the movement. Depending on the height of the jump you can be damaged or killed.
 - c. Take cover with walls, gates, doors, rocks, buildings, silos, cars, etc. on the different maps. You can crouch down (the height of the hole from a sale to the ground) being protected from the bullets of the rest of the enemies. When lying down the player goes at ground level, crawls and can hide in areas of straw, walls and walls of houses.
2. **Fighting:** shooting weapons, aiming, throwing or fighting with melee weapons. Depending on the type of battle and weapons encountered, the way of fighting varies (the player can use whatever weapons he finds in his path). When taking damage several possibilities are depending on the number of players. If there is one player, you die when you lose your life bar. If there are two or more players, you can help your teammate (you pick him up from the ground with a low health bar, preventing you from dying). If he doesn't make it in time or gets shot, you die. Success when you wound or kill the player.
 - a. The amount of ammunition that weapons can fire varies depending on the type of weapon. Rifles can fire 1-10 rounds, shotguns 1-4 rounds, submachine guns 30-45 rounds, bazookas 1 round, melee type throwing weapons can carry a maximum of 10, bombs a maximum of 5 and throw one at a time. When throwing weapons are used, a guide to the distance and damage radius of the weapons is displayed.



- b. There are two sight positions: general (movement of the game) and focus (aiming in more detail), the quality of the zoom depends on the type of weapon.
 - c. Melee uses fists or melee weapons depending on the player's weapon and skill (quickness, jumping, dodging, ducking and lifting). Consumes energy.
- 3. **Picking up:** consists of picking up items around the map, such as weapons, powerups, ammunition. You can pick up as many items as you need, use them or save them in your inventory. Once your inventory is full, you can't pick up anything else; if you need or want any item on the map you have to drop one to pick up another. The aim is to have the best items to defend you, fight or heal yourself.
- 4. **Marking:** the possibility to place a mark on the map to indicate to your team the distance, the destination to go to, group or position. Players can only place one marker on the map and the colour varies according to the number of players in the group. Each player in the team has a different colour.
You also have to indicate if there is another enemy player nearby on the map. Help your teammate and join your team.
- 5. **Activate:** you can activate traps on the map to use against other players; this action is only available in Battle Royale style. There is no limit to the number of traps you can activate. If a trap is activated by a player and kills another enemy player, the death is added to the player who activated the trap. You cannot harm anyone on your team with activated traps (no friendly fire). Success is the trap killing another player and resources are the time spent looking for the traps.

Sponsorship

When you access the new TV you have the following actions available:

Sponsorship

When you access the new TV you have the following actions available:

- 1. **Sponsor:** this is to invest the prestige in one of the twenty players of the selected category. Select the player; choose the amount of prestige you want to invest in him. If he wins that prestige, it comes back to him in two ways: more prestige and another prestige that is stored in a bar to get prizes.
Prestige is a way of representing the player's ability to select players and rely on their skills. This ability is unlocked over time.
 - a. In the beginning, you can only select one category and one person to sponsor, but as you level up you can select several categories and sponsor one player per category.
 - b. In the first levels, as you are learning to invest, if you make a mistake when sponsoring, the percentage of prestige that is not saved is not lost.



- c. Once you have unlocked half of the different categories, if you make a mistake in sponsoring a player, you lose all the prestige you have invested. Success is about being the best prestige investor.
 - d. Before entering a sponsorship, a reminder message appears to remind you if you have updated the percentage of storing and collecting unless you tick the box to not see the message again.
2. **Tip:** you can ask for information about three players in a category before choosing who to sponsor. In the beginning, as there is one category open you can only use a tip once a day. Once you have unlocked two or more categories you can use two tips per day and when you have unlocked all the options to sponsor up to three tips per day. One tip costs 50 gems.
3. **Percentage to store:** this is the percentage of prestige to be invested. The player decides how much he wants to invest in the bar to get the rewards and the amount that goes back to him. Each time he sponsors he must choose the percentage of prestige he will invest, otherwise, the percentage will be the one he used last time.

Factions

Within factions, there is a global counter that stores all points scored by the faction. These points are measured by the player's level. The level is achieved by gaining experience in combat, missions or by completing daily tasks. Actions that can be done within Faction are:

1. **Create or join a clan:** when you reach level 5, the option is enabled. Success is achieved by being the best clan in your faction.
 - a. There is the option to form your own clan. The clan can be created by one or several players. The price to create your own clan is 500 gems between all creators. Within the clans, the organisation of the players is done by ranks, which are given by the clan creators. Among the rights of a creator is the expulsion of a player from the clan for misbehaviour or inactivity and giving rights to other players to organise the clan and have creator permissions. Within each clan, there are statistics for each player and depending on the results the creators can choose the ranking titles for the clan organisation (resources, fights, events). The ranks within the clan in order of importance, **Creators, Chief, Hero, Warlord, General, Soldier, Recruit.**
 - b. A player joining a clan automatically receives the rank of recruit.
2. **Clan Battle:** Battles are separated by player levels and rank. Battles are ranked from lowest to the highest **Bronze, Silver, Gold, Platinum, Diamond, Scorpion.**
If there is a lack of players in any category, you can invite players from your clan of lower categories (there is always a warning that it is not their level and the consequences of the outcome of the battle if you lose you go down a category and if you win you go up a



category)). But never a player of higher rankings can participate in lower categories. Success is achieved by winning the maximum number of clan battles.

3. **Decorate your clan room:** There is a shop that can only be accessed once you belong to a clan. Faction currency is used. In the shop, you can unlock and get items (furniture, helmets, 3d weapons, backgrounds and 2d stickers) to decorate your room according to your faction. There are limits to the number of items that can be placed in the room. You can buy as much as you want and change and store them in your inventory. You can only place twenty items.
4. **Events:** There are temporary events and events according to your faction. At the end of the event, there is a clan ranking, the top five clans get prizes, all players get a skin. Statistics are done every 15 days or once a month depending on the events. At the end of the events, the top three clans receive all players' rewards from the different chests. **First place** gets five chests (you can get a random skin), 10.000 clan coins, 10.000 experiences. **Second place** gets three chests, 5.000 clan coins, 5.000 experiences. **Third place** gets one chest and 3.000 clan coins and 3.000 experiences.
5. **Market:** You can trade items (furniture, helmets, 3d weapons, backgrounds and 2d stickers) with other factions. The market rules stipulate minimum and maximum amounts for each product. The player can ask the other player for a quantity between the defined ranges. First the player chooses the product from the inventory that he wants to sell, selects it and places it on the market by choosing the quantity he wants and then posts the advertisement, so that anyone who wants the product can see it. When another player buys it, the money is paid to him. The player can lower the price of that product as many times as he wants, as long as it is not lower than the minimum.
In the market, the faction currency can be exchanged for another faction's currency in order to buy the products. The success is to be able to buy items at a good price and collect items from other factions.

Character and faction selection

At the start of the game, you would have to choose your character

1. **Choose your character:** there is an editor to choose your name, gender, age. You can choose from ten different face types, eye colour, hair colour, height, body type and clothing. The aim is to get the player's favourite character with whom he/she feels most identified.
2. **Choose the Faction:** At the beginning, the name of the faction is displayed with its icon. Once you touch the icon, the history of the faction is displayed in large, as well as what part of the world it controls, the type of weapons it specialises in and what it does. The player can select a faction. There is a warning that once you have made your choice you cannot



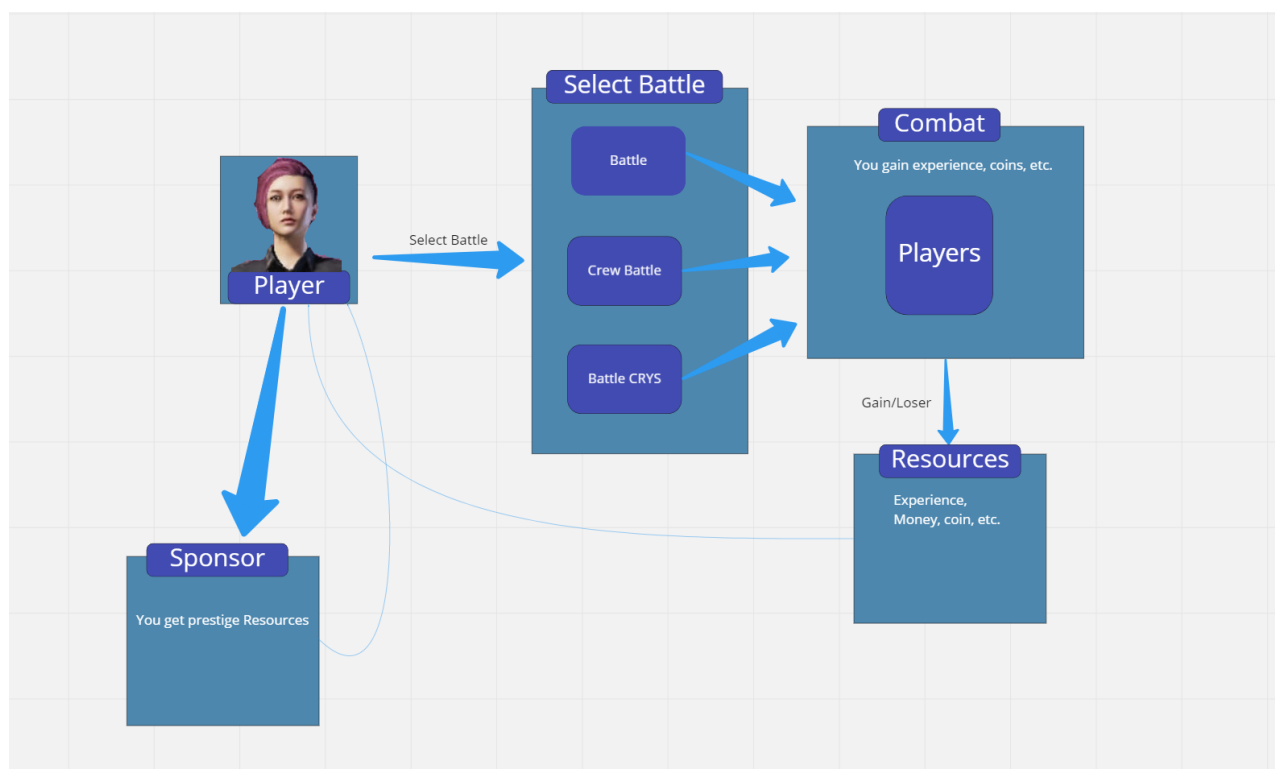
change faction unless you create a new character. All factions have some common goals but there are others that are only specific to the faction you have chosen.

Training

Choose the type of training you want.

1. **Battle Royale:** you can choose different options:
 - a. **Weapons** practice with all weapons in the game and try them out.
 - b. **Vehicles:** learn how to drive and drive them.
 - c. **Movements** practice the different actions you can do in the game (stealth, cover, etc.).
2. **CRYS Battle:** this is not enabled until you reach a high enough level to fight against CRYs, it helps you to improve your skill against the CRYs system. There are different scenarios where you can practice attacking different CRYs stations.
3. **Battle by Factions:** is not enabled until you reach a high enough level to create or join a clan. Here you can stay with the clan and do battles with each other and practice winning the medium. They have the same rules as Clan Battles.

2.5 Game Loop



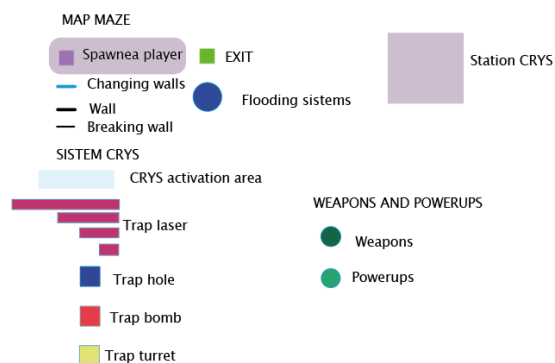


3. Level design

3.1 Key

The key to read the level design.

The layout is separated by maps. The maze map, the basic map, the CRYs system map and the Weapons and powerups map.



Changing Walls: every five minutes they change their position by 45, 90, 180 degrees. If the room is flooded they remain locked.

Spawner Player: player's exit situation. It has a zone with protection time for the player to select the weapons offered.

Breaking Wall: walls of the labyrinth that can be broken through with the Metal faction's weapons. Traps can also break through them.

Flooding systems: the mechanism through which water flows out and floods the maze.

Once the flooding system is activated, depending on the level difficulty, the amount of water is less or more, the movable walls help to block the path and the flooding of the rooms.

CRYs Station: these are faction warehouses where factions store their best weapons and powerups.



CRYS activation areas: This is the area that depending on the difficulty will be affected to activate CRYs.

Weapons: these are all the weapons in the game and can be used depending on the difficulty of the map.

Powerups: these are life, energy, antidote and protection.

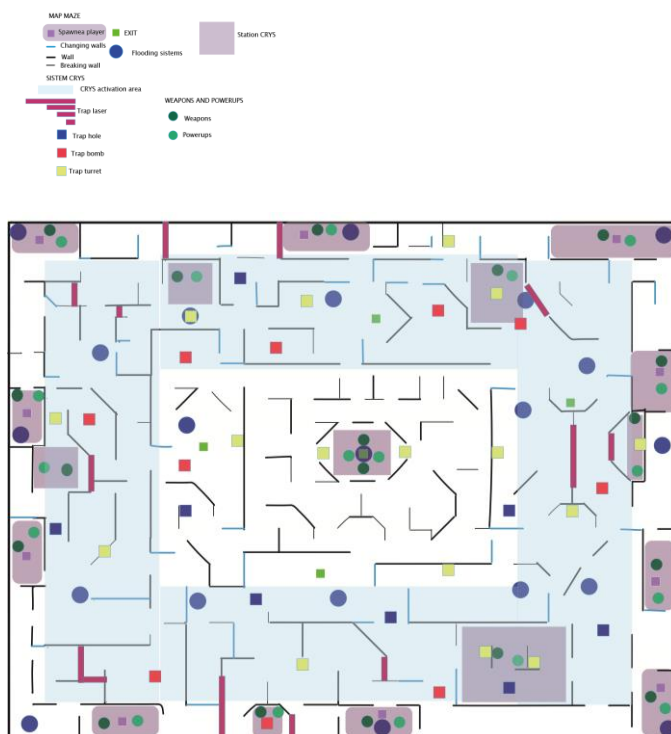
Traps: all traps are in the shape of a square.

The laser traps: are represented like this on the map to show the different distances of the laser.
(They are square)

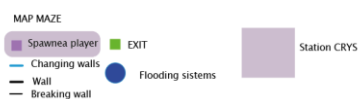
3.2 Level Schematic

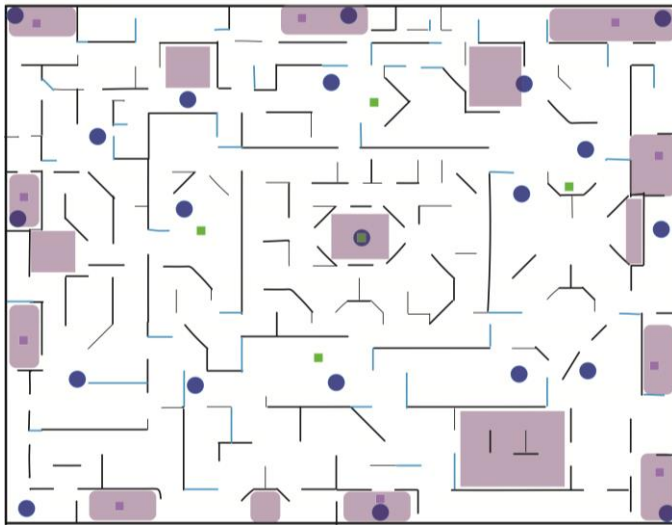
Provide a Schematic of your level Design.

MAP MAZE

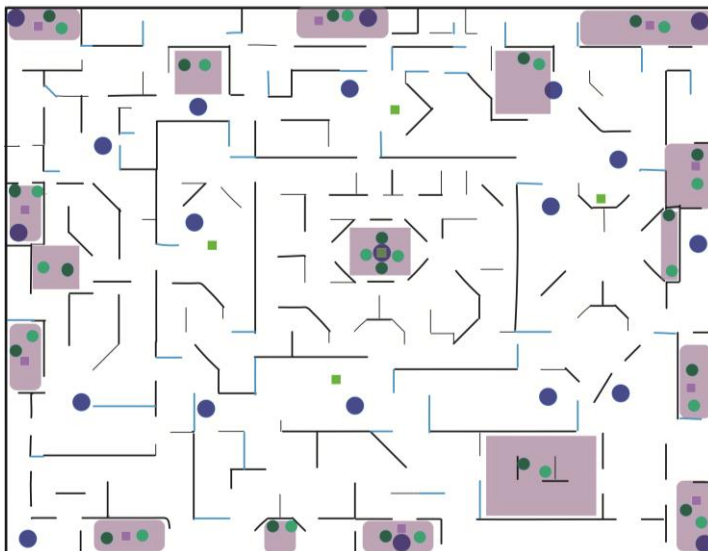
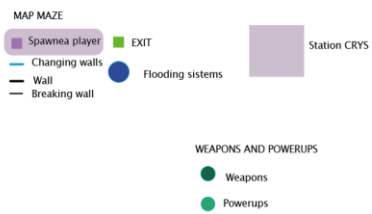


MAP MAZE BASIC

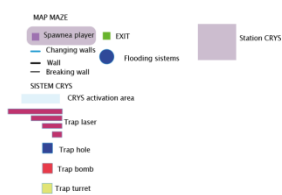


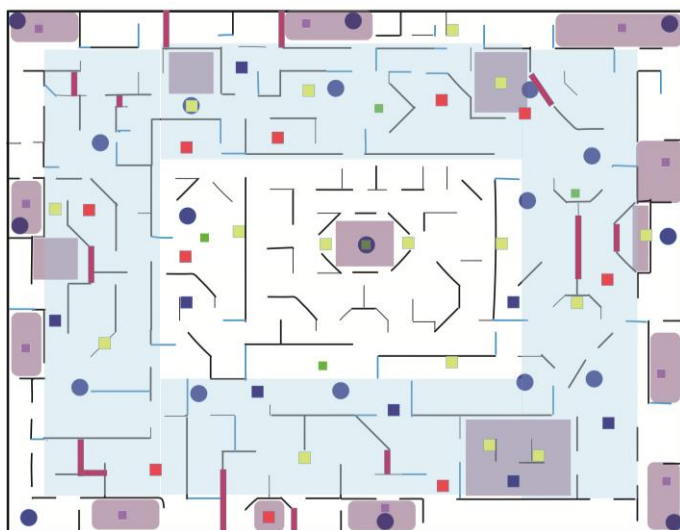


MAP MAZE WEAPONS AND POWERUPS



MAP MAZE SISTEM CRYs





3.3 Interest Points

Description of the labyrinth level

The outer zone is the quiet zone and the first to be washed away by the flood. The protection time is to give the player a sense of security, but once that time is up, any challenge can wait. The players are relatively close so that they are the ones to decide if they want to kill the player with the weapons they have or go to the middle to challenge CRYs.

The middle area with the traps and the CRYs system generates stress points for the player. The CRYs stations are choke zones, players will fight against CRYs and other players to get rewards. Surprise and skill points, you can break some walls along with the map if you have the Metal faction weapon. The ability and skill you have to kill, dodge or use traps against other players.

The centre area is quieter to let the player relax with some tension if they encounter another player and the final surprise area with another CRYs station.

The final part places the extraction point randomly at five points, to force the player to constantly move around the map. This prevents the player from staying in the centre area of the map without moving. Stressful change of pace when players receive the location of the extraction point (this information is received when less than half of the players are left).

The gameplay of each map will change depending on the difficulty the player has chosen at the beginning. This affects not only the number of traps but also whether the stress points are more or less easy, along with the flooding system, the player is stressed by the time they have to escape and kill their opponents.



4. Game Navigation Structure.

4.1 Game Screens

Simple examples of what the interface would look like.

Home page

The idea for the cover of the game is that you can see a part of Ground Zero reflected in the exterior maps.



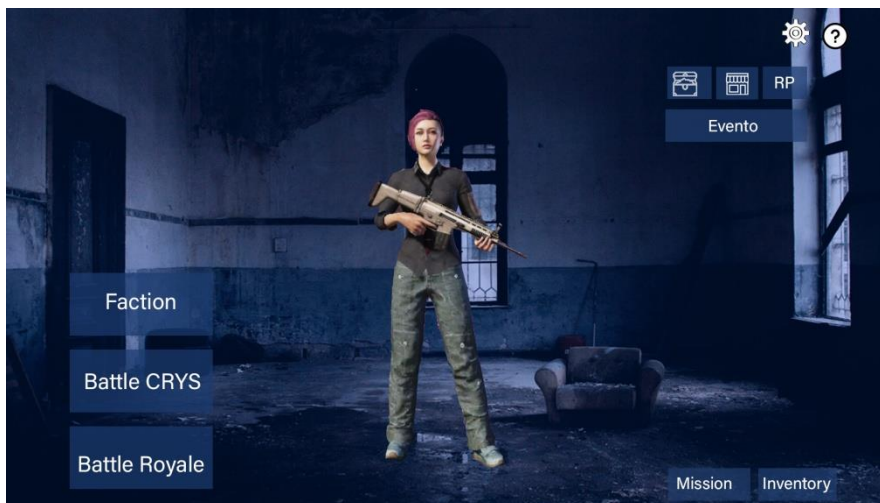
Character and Faction Selection

In this part, the player chooses his character and the faction he wants to belong to. Each faction has its history and personality.



Main menu

It is the main menu where the player will always start; there are different options like Battle CRYs, Factions, Sponsorship, Player Inventory, RP, Events and Missions.



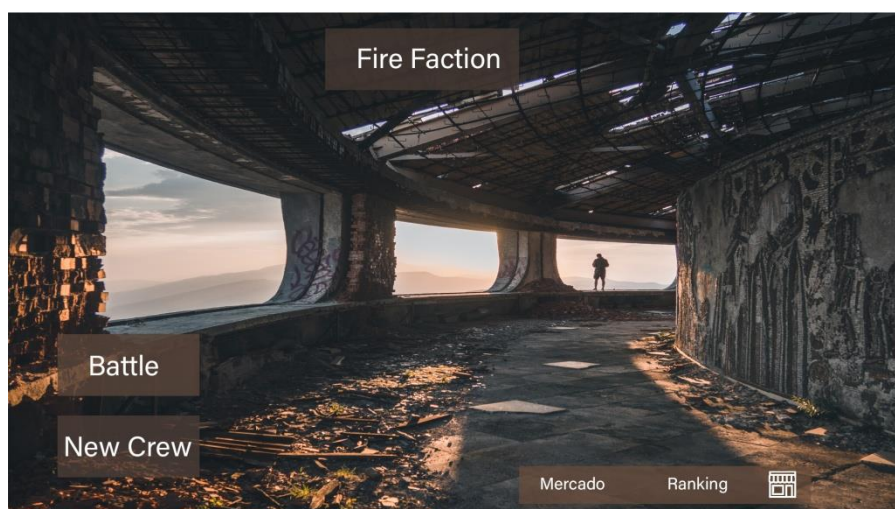
Battle CRYs

It is the interface that shows the map with the different battles, they are catalogued by difficulty level (stars). It has the option of shops to be able to buy items and a marker for daily missions, events.



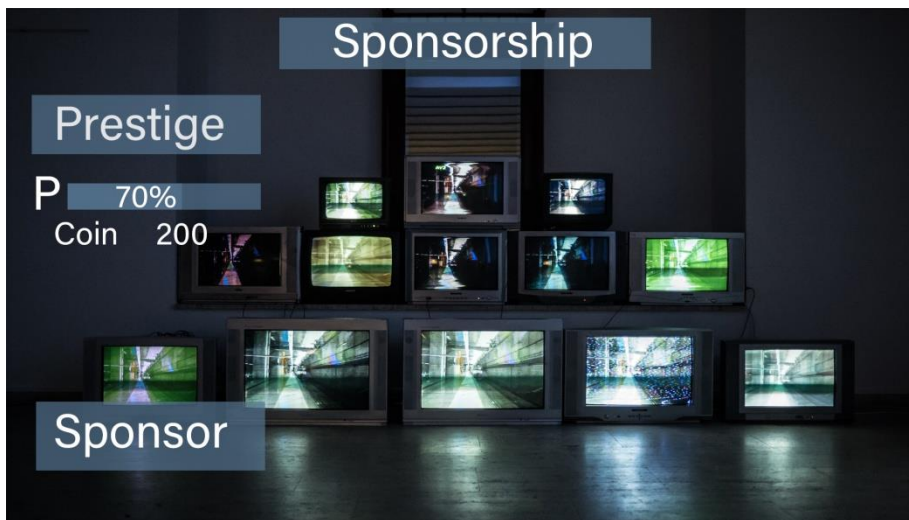
Faction

In this interface at the top of the screen, you can see the chosen faction, the global faction ranking and the clan ranking as well as choose to fight against other factions, create or join a clan, the shop, the faction market, the quests and the inventory.



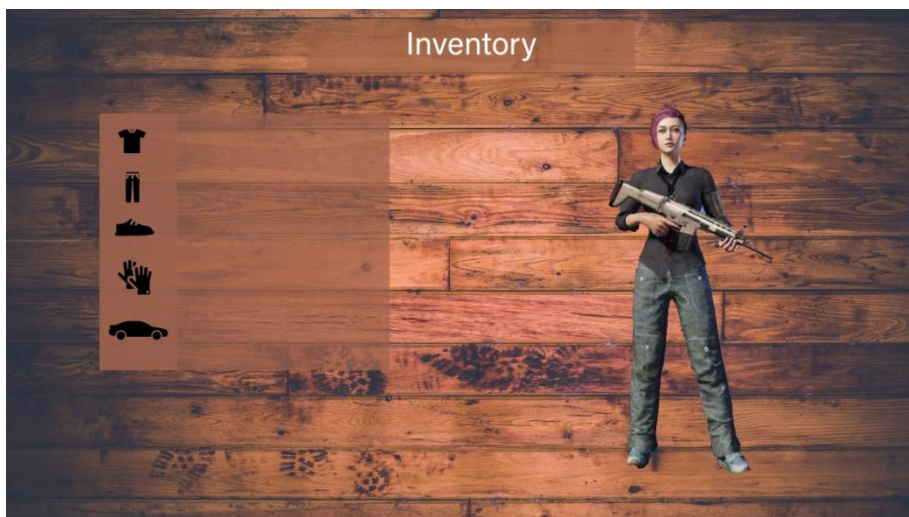
Sponsorship

In this interface you will find the option to sponsor, you can sponsor other players, there is also the bar that accumulates the amount of prestige earned, the pack you can get once the bar is full.

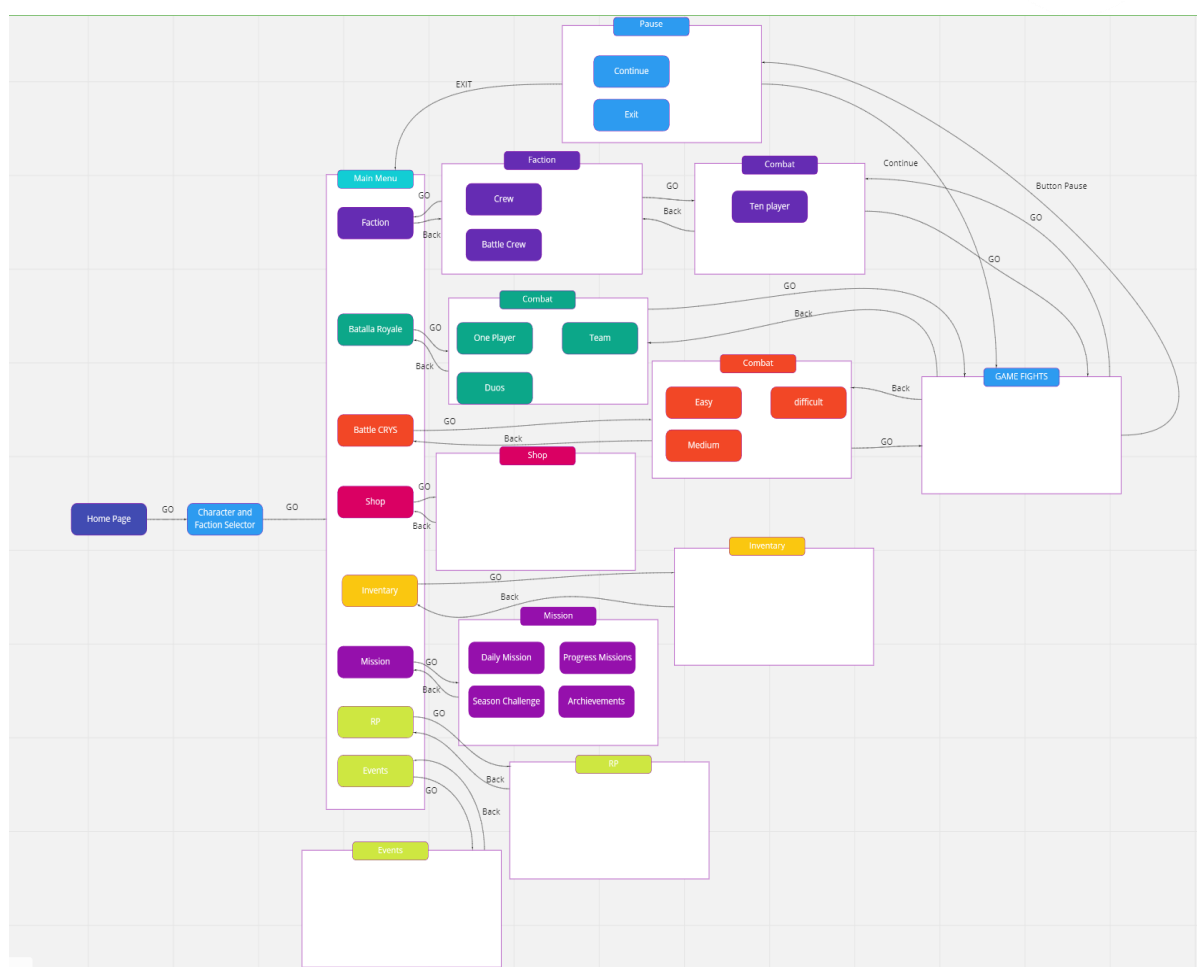


Player's inventory

In this interface, you can see everything the player has collected during the game. It is stored by categories, (clothes, cars, factions, furniture, boxes and trophies).



4.3 Navigation flow



5. Audio

General explanation of what audio should be like.

The music style is a mix of Orchestra and Rock music, (for example, just as in *House of Paper* or *Gladiator* with songs like “Bella Ciao”). With this music what we want is that the player feels identified with his avatar and faction. Also, that he wants to fight and grow with it.

In the beginning, when you choose the character and the faction, the slow and relaxing music plays, which should not distract the player from creating his character.

Once in the main menu, the Orchestral music plays with different instruments in each layer (piano, drums, guitar, violin and more) in a loop, with the drums predominating in intensity preparing the player for battle. Pressing the icons has a sound effect, as well as the Start button, where the sound is different preparing the player for his adventure.

The activation sound in all CRYs stations is the same but depending on the type of traps that are hidden there are different sounds (such as Bomb, Turret, Hole and Laser). Depending on the projectiles fired the sound changes. If the player is close to the station, an electric buzzing sounds vary in intensity if the station is activated or deactivated. When sixty per cent of the station is destroyed, a warning-type alarm is activated.



While fighting, the sounds of footsteps, weapons, cars and so on, can be heard to help the player locate the enemy.

On the outdoor maps, ambient sounds are determined by the area and objects you encounter or can interact with. However, on indoor maps such as the maze, moving walls sound five cracks before they start to actually move and as they open, the sound changes.

References

Bella Ciao

https://www.youtube.com/watch?v=RTwPUUn1Q6g&ab_channel=Megaparty

Gladiator

https://www.youtube.com/watch?v=-yOZEiHLuVU&list=RDTnpoy6N0Yjl&index=2&ab_channel=mrgice3

Epic Music

https://www.youtube.com/watch?v=BZdIROLRQ14&ab_channel=PremiumMusicHQ

Mix Bella Ciao with electronic music

https://www.youtube.com/watch?v=EeE-XVw4-jA&ab_channel=SoundOfLegend

6. Game Goals

6.1 Progression Tools

1. The player level system consists of unlocking the different Battle options as you level up. First, you start with single player, duo or team battles. As you progress through the levels you unlock Clan Battles and CRYs Battles.
2. The ranking system consists of unlocking the rankings (bronze, silver, gold, platinum, diamond and scorpion) of the different game formats to get the special rewards of each ranking in the different shops. Depending on the category, different things are unlocked.
3. Be the best sponsor of the game and increase the player's prestige.

6.2 Short term Goals

1. Win battles to improve your ranking, collect experience, money, gems, etc.
2. Participate in the sponsorship area and improve your prestige.
3. Create or join a clan.
4. Grow within the Faction as a clan.
5. Get the daily quests done.
6. Fulfilling the challenges and events of the week.
7. Unlock the different types of battles.



6.3 Midterm Goals

1. Rank up in the clan.
2. Complete most of the missions.
3. Rise in the rankings of sponsors, factions, clans, global.
4. Get the rewards of special seasonal events.

6.4 Endgame Goals

1. To be at the top of the leaderboard according to categories and style of play. Get the Faction to be on top of the other factions.
2. To get the clan to be in the top rankings by faction.
3. Achieve the most CRYs defeats.
4. Achieve the highest prestige ranking.
5. Unlock the weapons, skin that the player likes the most.

7. Freemium Features

7.1 Virality

1. Inviting a friend receives prestige.
2. Sharing the game via a social network receives gems.
3. If the invited friend stays in the game for a week you get gems.

7.2 Retention

Daily rewards with daily missions such as, for example, you will have to crash a certain type of vehicle, play a certain type of map, use a certain type of weapon, get a specific item in battle, etc.

1. **Daily rewards:** with daily missions such as having to crash a certain type of vehicle, play a certain type of map or use a certain type of weapon, will get a specific item in battle.
2. **Social interaction with other players like in clans.**
3. **Temporary events:** The time to play will be subjective to the type of event and can vary from a fortnight to a month. Some of the temporary events are Christmas, Easter, Halloween, etc. These will be announced a week in advance and prizes will be available.
4. **Monthly updates and game balancing.**



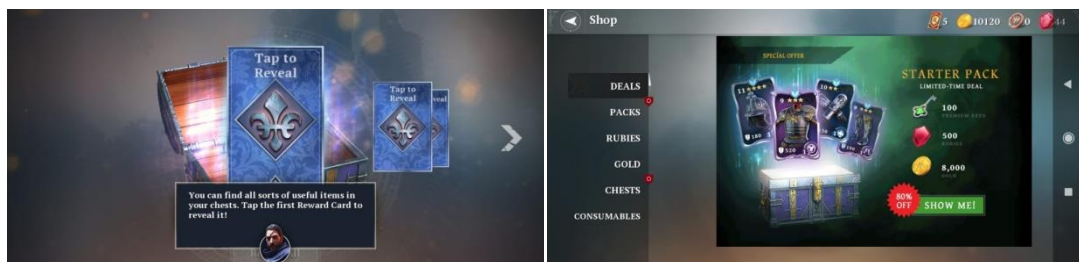
7.3 Monetization

In this section, I have added pictures of other games to reference the idea to monetise the game.

1. **Gems:** To get gems in the shop you must buy them. There are packs of different amounts of gems.



2. **Loot boxes:** are boxes containing skin, gold, badges, prestige, and when you buy them, their content is random. The boxes are colour-coded and the contents inside vary according to colour.



3. **Booster:** weekly packs can also be purchased with a couple of multipliers that serve to double the rewards received at the end of the fights.
4. **Battle pass:** It has a free part and a paid part. By gaining experience in the game you can unlock and get the rewards. The experience you gain in the different battles will be accumulated to level up and you will be able to get prizes as you go along. One part will be free and to access the VIP part you will have to pay.

