



Fabricated  
**Madness**



**Robot  
Sea  
Monster**



*Dr. Zammsy Game Design Whitepaper*

# Revision History

Date	Version	Changes	Author
12/30/21	0.5	Draft document first published to web	KV/JK/CA/GS/WH

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# Executive Summary

## The Chronicles of Dr. Zammsy

The Chronicles of Dr. Zammsy is a whimsical, fantasy intellectual property developed as a creative extension of the works of popular illustrator, painter, and conceptual artist Matt Gaser.

This world explores the masterful story of Dr. Zammsy brought to you on the WAX blockchain. A deadly virus sweeps across the world of Gallagan, engineered by the evil Queen Vizdeedra. Dr. Zammsy and friends are in a race to find the cure before the entire fabric of the multiverse is obliterated.

Players get commemorative NFT cards that can be used to produce a Replicon Nexus or the playable cards. This process is made through the card transformation feature in the Holicron Splicer that can be found in the game. Modifiers known as Decorations can then be added to the resulting Battle Card and play a cardinal role in altering the attributes specific to the cards.



## NFT Collectible Cards

The property is currently portrayed in a series of collectible digital cards now being sold to, and collected by, fans all over the world. These cards are trackable and tradable as unique persistent non-fungible digital tokens (NFTs) using blockchain technology to authenticate their uniqueness and provenance through the WAX (Worldwide Asset eXchange) blockchain ecosystem, providing the safest, most convenient, and most environmentally friendly way to create, buy, sell, and trade virtual collectibles.

## Dolo Battle Table Virtual Card Game

This document details design and production of an online competitive card game based around an in-world game called Dolo. This game will utilize existing and future NFT cards that players will collect and trade to build their own battle deck to match their strategy and play style. These cards will utilize a crafting and customization system, a single-player game-like experience.

## Additional Games and Media

Dr. Zammsy will also appear in an upcoming 3D virtual world game, an art process documentary already in production, and a planned animated series in partnership with a major streaming network.

Wherever the world of Dr. Zammsy expands, official content will abide by 3 key rules. 1) Function as a compelling, self-contained experience that, even in isolation, conveys the essence of the Dr. Zammsy brand vision. 2) Adheres to established canon. 3) Contributes new information to the brand's ongoing, overarching, meta-narrative, promoting continued relevance and discussion.

<b>The Chronicles of Dr. Zammsy Near-Term Release Calendar</b>		
<b>Event</b>	<b>Event Type</b>	<b>Event Date</b>
Whitepaper Public Release	Communications	12/31/21
Auction	Communications	1/14/22
Card Series 3 Release	Product	ANNOUNCING SOON
Holicron Splicer	Product	ANNOUNCING SOON
Dolo Battle Game Open Beta	Product	ANNOUNCING SOON
Dolo Battle Game 1.0 Launch	Product	ANNOUNCING SOON
Gallagan 3D World - Med Bot Experience	Product	TBD
Gallagan 3D World - Halobridge Hospital	Product	TBD
Gallagan 3D World - Halobridge Island	Product	TBD

## Social Media

For the latest Dr. Zammsy news, contests, rare cards, events, and give-aways of Dr. Zammsy and Matt Gaser digital and physical prizes, follow us on all channels!

Instagram: [@drzammsy](#)

Telegram: [@drzammsy](#)

Facebook: [@drzammsy](#)

Discord: DrZammsy

Email: Sign up at [www.DrZammsy.com](http://www.DrZammsy.com)

YouTube: Subscribe at [www.youtube.com/DoctorZammsy](http://www.youtube.com/DoctorZammsy)

## Story of Dr. Zammsy

When a mysterious virus infects his beloved community, the quirky Dr. Zammsy desperately quests across his fantastical world to find the cure.

He soon discovers the illness was engineered as part of a sinister inter-dimensional plot threatening not only his world, but all existence in the multiverse.



Dr. Zammsy, busy solving a mysterious migraine issue for his bugbear patient, is summoned as a medical expert to investigate a curious substance. A strange goo is infecting the forests of Gallagan and poisoning the local population of Orgaton giants. Upon study, Dr. Z finds the goo is a highly sophisticated army of nano-soldiers that are quickly multiplying and will soon take over the entire country... eventually spreading to his own home!



Dr. Z's research yields a clue: a unique genetic signature relating to an ancient Age'ed Youngling myth about a spurned witch-queen delivering vengeance from far away. He reports this to the high council of Halobridge Hospital, but they dismiss the doctor's warnings as superstition and write him off as a loony.

Frustrated by the council's lack of sense (or abundance of corruption), Dr. Z sneaks back into the forest to administer his own vaccine to the ailing giants and trees. But it all goes terribly wrong as his vaccine strengthens the infection and it spreads exponentially quicker, consuming the entire forest and setting him and his team on the run.

Dr. Zammsy must now redeem himself by finding a cure, solving an ancient mystery, and saving his world.

This is going to be some house call.

## About WAX

WAX has innovated vIRL® NFTs, which are different from the standard NFTs you'll find on other blockchains. They feature a host of dynamic functionality including app/video game integrations, marketing tools and V-commerce capabilities — linking a vIRL® NFT to a real-world item, so you can transfer ownership without needing to physically ship anything until a collector is ready to claim it as their own. Every vIRL® NFT is minted on the energy efficient and carbon neutral WAX Blockchain that puts the environment first.

WAX is the leading NFT network and has successfully facilitated the trade of millions of NFTs from partners including Topps (Major League Baseball), Capcom (Street Fighter), Funko, Atari, Sony's Funimation, and famous films (Princess Bride and SAW), world-renowned entertainers (Deadmau5, Weezer and William Shatner), and many more.



WAX features a WAXP-to-Ethereum (ETH) bridge that allows WAXP token holders to convert their tokens into WAXE, which is an Ethereum-based ERC20 utility token.

Users willing to participate in WAX tokenomics need to burn their WAXP tokens in order to get WAXE through the Ethereum bridge. They will then need to stake the WAXE tokens on the Ethereum distribution contract.

WAXG is an Ethereum-based ERC-20 governance token that is distributed to WAXE stakers. The distribution is based on a set timetable and is proportionate to the percentage of the WAX Economic Activity pool. The token holders can govern the allocation and distribution of economic value on the platform as a result.



The WAX Economic Activity pool is a smart contract that accumulates a percentage of generated WAX fees and can be converted into ETH for distribution to WAXE stakers. It can also be given to WAXG token holders that decide to burn the tokens they already have.

## About VOID Tokens

VOID tokens were originally launched on the EOS blockchain, with a distribution made to wallets via an airdrop. The snapshot for the airdrop was taken on October 10th, 2018. The airdrop took place March 14th to 15th, 2019. 15% of the total VOID supply (9,375,000,000 VOID) was airdropped to EOS wallets holding 100+ EOS tokens. All qualifying wallets received roughly 300,000 VOID tokens each.

A further 40% of the total VOID supply (25,000,000,000 VOID) was made available to be claimed for free through our staking dApp up until May 14th, 2019. Only 2/25 Billion was claimed during this event, the remaining moved back into the Onessus treasury to be distributed back to the community in other manners.

VOID tokens were then bridged to the WAX network March 22nd 2021. EOS wallet holders with VOID tokens running on EOS are able to send their tokens to the WAX network by sending them to a designated EOS address, VOIDeostowax, with the users' WAX cloud wallet address as the memo.



# I. Game Overview

This section provides a general introduction and description of the game objectives, as well as the definition of the elements used in the document.

## A. Name

Chronicles of Dr. Zammsy

## B. Genre

PvP Card-based play-to-earn real-time strategy game  
In the genre of Clash Royale

## C. Target Audience

- Gamers interested in new competitive titles
- People who want a side hustle that's fun
- NFT investors
- Digital art investors & collectors
- Fans of Matt Gaser
- People interested in learning about NFTs and Crypto in a fun way

## D. Platform

Initial development for WebGL

## E. Players

Two-player game

## F. Game Mode

Multiplayer: PvP



## G.Lexicon

Item	Description
VOID	The official primary currency of the game. Acquired by playing a Dolo battle, it can be spent to purchase, craft, and level up cards.
Dolo Battle Table	A battle game played in Gallagan using character, places and items from the history of Gallagan
Mana	Energy for using cards
Mana flow	The amount of energy the hero gains every round. Deployed units can alter the value.
Mana pool	The current amount of mana the hero has available. Players start with the same amount at game start.
Battle Satchel	The 3D Card Holder transforms a Replicon Nexus to a playable card.
Playable Card	Cards used in the Dolo Battle Game. Can have decorations added based on number decoration slots available
Decorations	NFTs that are burned to add powers to the Playable Card. Decorations can be removed from playable cards but then it is gone. Decoration types are Rivets, Sockets, Crowns.
Rivets	Decorations that can alter a playable card's statistics. (Attack, Health, Speed, etc.)
Sockets	Decorations that add powers to the playable card
Crowns	Decorations that add powers to the playable card
Holicron Splicer	The in-game machine where Replicon Nexus cards are combined with a Battle Satchel to make a Dolo Battle Table playable card.
Replicon Nexus	Cards representing important points in time in Gallagan which can be used in the Holicron Splicer to make Dolo Battle Table playable cards. A battle satchel is required (the satchel is burned) and the Playable Card's powers and characteristics are affected by the type of battle satchel used.



## II. World Feature and Layout

**Gallagan** is a massive 3D multiplayer adventure world in which there is an in-world collectable battle game, reenacting important battles and events in Gallagan's story. The cryptocurrency VOID (will be the only currency *initially*) is used as the premium in-games world currency.

Once the full game is live, the world's evolving story will reveal limited edition commemorative event cards, which will be available for a specific time period (target is one week). Users will adventure in the world to earn resources that are used in crafting card decoration elements and cardholders. Replicon Nexus cards can be used with Battle Satchels to generate Dolo battle cards. Dolo battle cards are used in battle games on the Dolo table which gives out VOID as a reward.

We will launch the game's economy as an interactive experience that will be used to fund development and complete the whole vision.

Before the game is playable, there will be limited edition sales of Replicon Nexus cards, Battle Satchels, and Decoration cards to pay for the development of the game.



Each week a unique newly minted card will be put on sale, this will mimic the release of a limited edition Replicon Nexus card. An unlimited number will be available for purchase, but only during that week. Additionally, a corresponding limited number of Decoration Card NFTs will be available for sale. However, users will have to purchase these as random loot box items. As the sale of Replicon Nexus cards increases, the number of Decoration Cards will also increase in the loot box mix. The number of high-grade items in the loot box at any time is publicly known.

A limited edition Replicon Nexus card can use a Battle Satchel to generate an undecorated Dolo battle card NFT related to that event or character. This causes the Battle Satchel to be burned in the creation of the Dolo Battle Card.

This allows users to purchase cards and experiment with the decoration system to find optimal decoration attachments to Dolo Battle Cards, and explore the game's economic outcomes while contributing to building the game and warehousing future value for themselves.

# Development Stages

## 3D World Layout

### Gallagan Med Bot Experience

To provide a taste of the upcoming full 3D world experience, the Med Bot Experience allows visitors to the website to take control of one of the Med Bots in the Halobridge Hospital and move through the world interacting with the environment.

Control of the Med Bot is governed by a NFT card and control is granted for 1 hour per day. If multiple visitors wish to control the Med Bot, the visitor with the lowest NFT mint number has priority.

**Expected availability: June 2022**

Deployed on Website

### Gallagan 3D World Halobridge Island & Halobridge Hospital

The initial launch of the Gallagan 3D World is Halobridge island and hospital.

Players join the 3D world and are able to gather resources to make battle satchels and/or decorations. This is the start of the full world economy for in-game currency and resource gathering. The focus is balancing the economy and allowing players to craft items for the Dolo Battle game.

Expected availability: TBD

Deployed on Website



# Dolo Battle Game

## Holicron Splicer

This is an Unity environment living on the Dr. Zammsy website allowing players to build sample battle units for the Dolo Battle Ground game. This allows players to explore how units are built with battle satchels and Replicon Nexus, and how decorations can be added to customize their units.

The player will see what the unit looks like and the stats of the unit after each customization element is added or removed

Expected availability: April 2022

Deployed on Website

## Dolo Battle Game First Playable

This is an Unity environment in a closed environment where testers can battle other testers to identify further development changes and ensure the game play loop is fun and engaging.

There will be no animations or VFX.

Testers can create battle cards from Replicon Nexus and add decorations from within the environment. Emphasis on finding edge cases around customizations to avoid potential exploits as the game moves to public access.

Expected availability: August 2022

Deployed on Website

## Dolo Battle Game Alpha

This is an Unity environment in a closed environment where testers can battle other testers to identify further development changes.

First pass of animations and VFX

The goal of this stage is to identify the best elements of the game and refine them for the Open Beta.

Expected availability: TBD

Deployed on Website



## Dolo Battle Game Open Beta

This is an Unity Environment on the Dr. Zammsy website allowing invited players to battle other players. The site will allow players to use their purchased NFTs to build battle cards from Replicon Nexus. Players can purchase battle satchels and decorations.

Final animations and VFX are final or close to final

The goal of this stage is to increase the number of people who have played the game to further identify any exploits or balance issues.

Expected availability: TBD



Deployed on Website

### Dolo Battle Game Launch

This is the final game launch. Players do not need an invite and the game balance is in the final state. Players must purchase battle satchels and decorations until the 3D World is launched.

Final animations and VFX are finished for all units.

Expected availability: TBD.

Deployed on Website.

## III. Gameplay and Mechanics

### Objectives

- To win as many matches as possible.
- To collect and concoct a set of powerful cards.
- To increase Health regeneration time and Mana.
- To level up.
- To earn VOID.

### Attributes

Contains the game elements that affect the core game experience.

#### Mana Cost

The points of Mana required to play a Battle Card

#### Attack Power

Points of damage inflicted in a single attack.

#### Attack Range

The maximum range where an enemy unit or building can be attacked.

#### Attack Speed

The time interval between unit attacks



## Target Type

Unit attack priority. Possible options: Attack Nearest Enemy, Attack Nearest Enemy Building (ignore units). Some powers may override this.

## Area Effect Type

Added unit power to attack more than one at a time. Options are:

- Line - unit does damage to all units in a line out to unit attack range directed at nearest enemy unit
- Cone - unit does damage to all units in a cone out of unit attack range centered on nearest enemy unit
- Circle - unit targets nearest enemy unit and all units within the attack range take damage
- X2 - unit targets two units within maximum range
- X3 - unit targets three units within maximum range

## Attack Rider Type

Units with this power have special effects that can change enemy units behavior. Options are:

- Slow - Units have reduced Unit Speed and increased attack speed (longer time between attacks)
- DOT - Units take of the attack damage each second for the next few seconds
- Heal - Unit only targets friendly units and heals attack power for each attack
- Teleport - Unit is teleported to their main tower
- Confusion - Unit now targets nearest unit no matter the owner for the next 3 seconds
- Wander - Unit now moves randomly for the next few seconds

## Unit Speed

Unit movement speed. Move towards the nearest valid target type for the unit and stop when you get into range.

## Movement Type

Unit has special movement features. Options are:

- Charge: The first attack by this damage does double. If a unit moves a TBD units of movement this resets
- Taunt: Enemy units within unit's max range times a multiplier must move towards this unit and attack
- Stealth: This unit cannot be damaged until it makes an attack. The first attack of this unit does double damage

- Grapple: If this unit moves within .5 units of an enemy unit, the enemy unit cannot move
- Sprint: This unit moves at double speed until attacked or until a few seconds have elapsed. Then the unit moves at half speed for the same number of seconds
- Slime: This unit leaves a trail behind them that slows enemy units
- Acid: This unit leaves a trail behind them that damages enemy units for a fraction of its attack value



## Health

The maximum amount of damage a unit can take before being removed from the battlefield.

## Shield

Unit has health that regenerates over time. Base regeneration is attack speed times a multiplier for a fraction of max shield health. Shield health is based on percentage of standard unit health

## Damage Aura

Unit has an area effect equal to a fraction of unit range. All enemy units in the range take a fraction of attack damage

## Damage on Death

Unit has an area effect equal to a fraction of unit range. All enemy units in the range take a fraction of attack damage when the unit dies

## Healing Aura

Unit has an area effect equal to a fraction of unit range. All friendly units in the range heal health equal to a fraction of the unit's attack damage

## Unit Generation

Unit spawns minions of a specific type (defined by decoration) every attack speed times a multiplier.

Minion units act as normal units for that type



## Mana Generation

Unit increases the player's mana pool by 1 extra point per the decoration level every 10 seconds (10% faster at level 1)

## Elo Ratings

The players' ratings depend on the ratings of their opponents and the result scored against them. After every game, the winning player takes points from the losing one and the number is determined by the difference in the two players' rating. The more a player wins a game, the more their ratings go up & vice versa.

The specifics:

- If a higher player wins: Only a few points are taken from the lower-rated player.
- If a lower-rated player wins: A lot of points will be taken from the higher-rated player.
- Draw: Lower-rated players will gain a few points from higher-rated players.

The calculation goes the same on 2v2 games but the elo rating will be divided into two. Thus, beating a higher-rated opponent gives more points than beating one with a lower rating. Similarly, when you lose to a player with a lower score, a player user's rating will decrease more than if the opponent had a higher initial rating. In addition to this, even if a player loses a game, they will still get points, and the more they participate or play in a match, the more they earn these points.



## Cards

Acquisition of the cards can be through the following:

The Commemorative Cards, also called Replicon Nexus cards, will be on sale and distributed in loot boxes prior to the release of the game. This can be used with the Battle Satchel to create the Dolo Cards for playing.

If players are not able to get the Commemorative Cards, or want to add a new set of cards, this can be made possible by engaging with other Dr. Zammsy products and social media channels to earn the right to purchase. These Replicon Nexus cards, same with the Commemorative Cards, are used with the Battle Satchel to generate the Dolo Battle Cards.

The Dolo Battle Cards that are generated are the only set that are used in the actual game. Several elements can play a part as to what attribute it can get, as well as the rarity.

Dr. Zammsy Dolo Cards can currently be purchased three ways:

- **Primary card packs:** [wax.atomichub.io/drops/drzammsydolo](http://wax.atomichub.io/drops/drzammsydolo)
- **Rare and sold-out cards on the secondary market:**  
[wax.atomichub.io/market?collection\\_name=drzammsydolo](http://wax.atomichub.io/market?collection_name=drzammsydolo)
- **Regular drops of new individual cards:** [neftyblocks.com/c/drzammsydolo](http://neftyblocks.com/c/drzammsydolo)

Specific Cards are categorized as:

## Battle Cards

### Ground Units

Cards that create basic ground attacking units with melee attacks

### Flying Units

Card that create flying attacking units some with range some with melee attacks

### Ranged Units

Cards that create attacking units with ranged attacks

### Instant Effects

Cards that create an instant effect like an attack to enemy units or buildings, healing to friendly units, or affects the stats or powers of enemy or friendly units. (slow enemy units, increase attack power of friendly units)



## Buildings

Cards that create temporary buildings on the battle map to attack enemy units, generate units, or provide healing to friendly units

## Hero

The main characters that can be transformed into units in the battlefield and are stronger than normal ground units

## Generator

Cards that create minion units on the battlefield to attack enemy units and buildings

## Decorative

Can be classified into the following types. Details found in [Decoration Mechanics](#)

- Rivets  
Cards that improve the stats of a unit.
- Sockets  
Cards that add abilities to units.
- Crowns  
Cards that add abilities to units.

## Decks

Each deck must have 10 Dolo Cards that can be converted to units. Players can have a maximum of 3 decks that are selected pre-game.

## VOID

VOID is the official primary currency of the game. A player can acquire VOID by winning a battle, and it can be spent to purchase, craft, and level up cards.





## Gameplay Rules

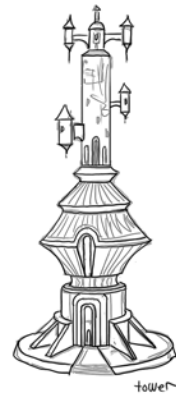
This section defines what the players can do during the core game battle.

### How To Win

The goal of the game is to destroy the most numbers of the opposing towers within a 3-minute timeframe. If a player loses his main central tower, the game ends immediately with the other player winning.

**Overtime Period:** *An additional 2 minutes of game play. Happens when there are no towers destroyed after the regular game period ends or if the players are tied in towers destroyed. If at the end of the overtime period players are still tied, the winner is the one that has done the most damage to enemy towers.*

**Draw:** *Happens if the players are tied in the number of towers destroyed even after the overtime period and both of the players' towers are on equal health.*



### Battle Board

The game is played on the Dolo Battle Board screen. Each player has an owned section of the board. The active player is at the bottom and their opponent is at the top of the board. The center of the board has a trench that ground units cannot cross. Flying creatures can do so. The trench has two bridges for ground units to cross. The bridges cannot be targeted or attacked in any way.

At the start of the game, players may only place units on their side of the board. Most instant effects and advanced units can ignore this restriction.

Each Player has three towers on their side: One Leader Tower and two Companion Towers. If a player's Leader Tower is destroyed, the game is over. When one or both of a player's companion tower is destroyed, opponents are able to place units on the player's side of the board.

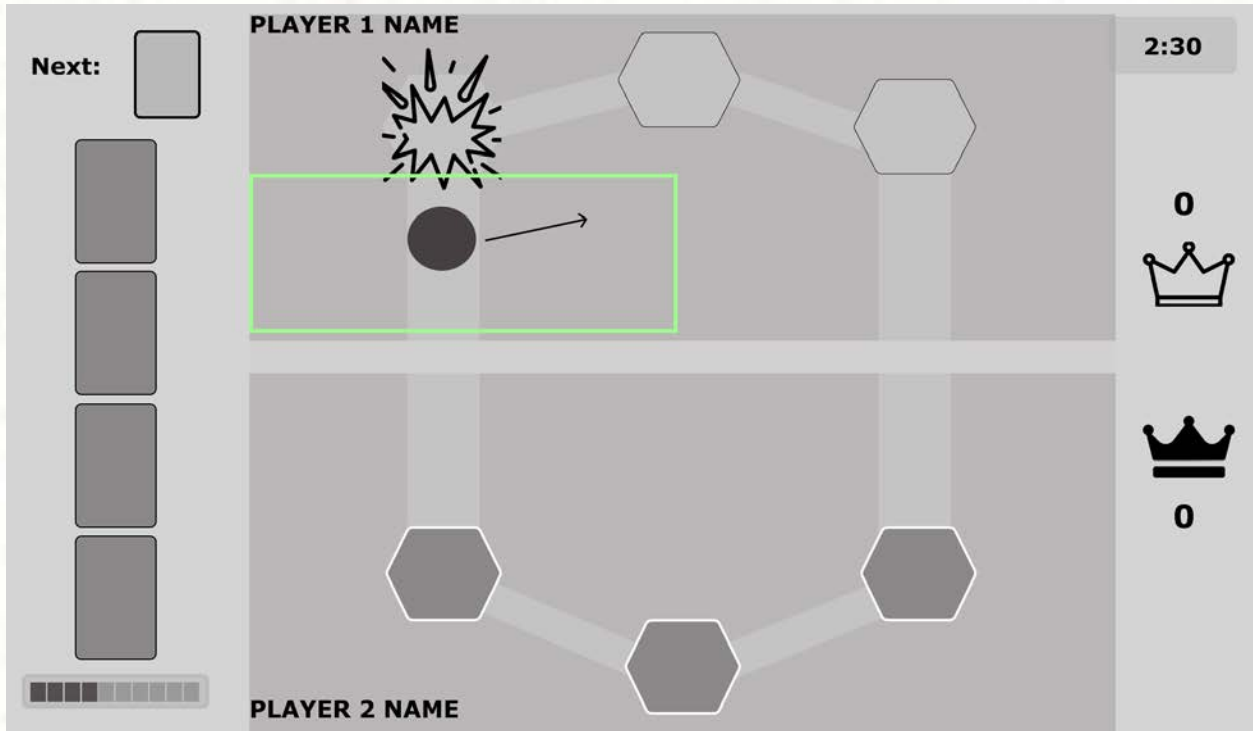


Image 1: The tower is destroyed and units are now able to deploy into the highlighted area.

## Game Flow

### 1. Pre-Battle Phase

- Players can create a deck composed of 10 cards that can be used during the game. If there are not enough cards available to complete one deck, all cards are added.
- Prior to searching for an opponent, a player selects a deck to use.

### 2. Battle Phase

- Both players start with the same amount of Mana Pool which then fills to the maximum amount.
- Four cards are dealt to a hand and can be replenished when the cards are dragged to the field to play.
- A player selects a card to drag into the battlefield depending on the mana available. The player can only drag cards into certain playable areas. Some cards have abilities that allow it to be deployed in any area of the map but others require the card to be deployed on the player's side of the map or near enemy destroyed towers.

- d. They can choose any and as many cards they want assuming they have enough mana to consume.
  - e. The mana flow is replenished by 1 per 5 seconds.
  - f. Each unit has a corresponding element to attack. The details are not displayed during the gameplay.
  - g. Units target enemy units based on their own priority. Some will ignore enemy units and focus only on buildings. Some will not be able to attack flying units.
3. End Game
- a. Both players will earn VOID depending on the battle result. Each player's Elo is adjusted based on the formula in the Elo Ratings section of this document.





## Game Elements and Logic

Describes the relationships between game elements, card types, decorations, Battle Card creation and customization.

### Holicron Splicer

*The Holicron Splicer displayed in the Main Menu. This is designed to generate a playable card from a Replicon Nexus using a Battle Satchel. A player puts a Replicon Nexus card in the Holicron Splicer engine and selects a Battle Satchel to place in the Holicron Splicer and triggers the generation. This results in a playable card and the loss of the Battle Satchel. Once there is a playable card, the player can add decorations such as Rivets, Sockets, and Crowns to change specific qualities. Each type of Playable Card has decoration limits. It will take from a minute to up to 3 hours to process the decoration change, depending on the complexity and the number of the decorations.*

### Decoration Mechanics

Between games, the player may burn Decoration assets to make permanent changes to a Playable Card.

The card name, text box and displayed statistics will update with the decoration effects, and the player will confirm their selections before any assets are consumed.

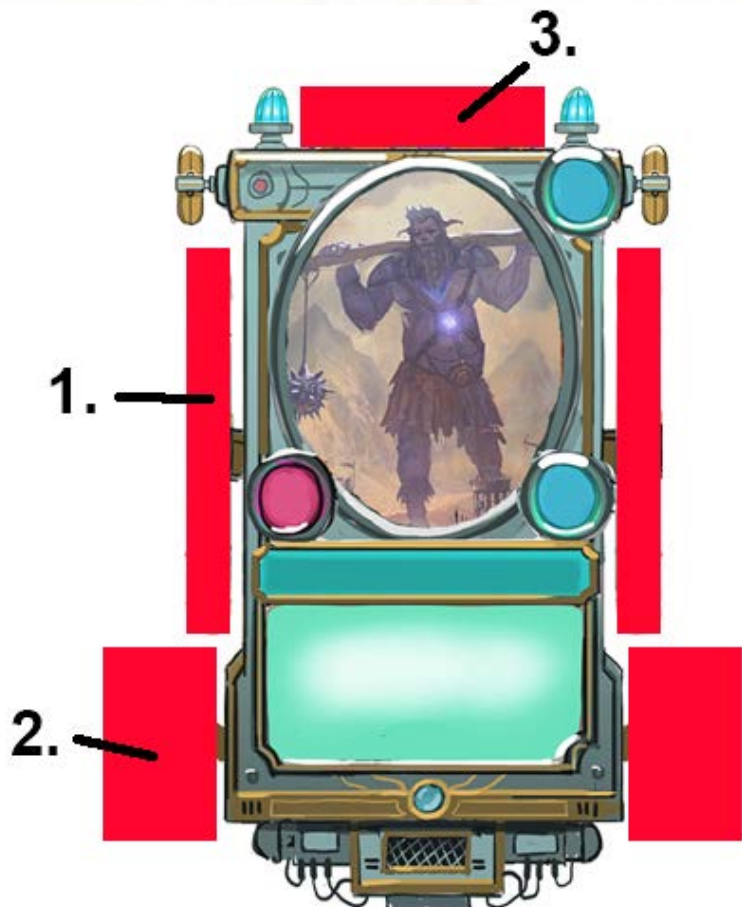
#### 1: Rivets

Inexpensive decorations that boost the default statistics.

Rivets come in a rarity scale ranging from Burned Out Waxundrium (common) to White Waxundrium (legendary) that provide a larger stat bonus the more rare it is.

In configuration mode, every Battle Card has two (or more) areas that can accept rivets, with a limited number of available slots. By default, these are right-hand side to upgrade Health values, and left-hand to upgrade Attack.

Rivets can also be applied to specific Socket and Crown assets, to upgrade the stats of those abilities.



## 2: Sockets

Sockets are moderately valued decorations that add new abilities to the Battle Card. Proposed default number of Socket slots is 2.

Example Socket powers:

- Freezing/Slowing/DOT Attack
- Shield
- Area Effect Attack
- Faster Deploy
- Special Movement
- Swarm
- On-Death effects (explode, heal allies, spawn minions, etc)

Sockets themselves may have slots for 2 to 4 Rivets, which allows upgrades to the stats of a socket-based ability.

## 3: Crown

High value decoration that significantly upgrades the Battle Card, primarily focused on passive or aura based effects . There is 1 available slot.

Example Crown powers:

- Damaging Aura
- Healing Aura
- Taunt enemies
- Spawn Minions

Certain Crown attachments may have slots for 2 to 6 Rivets, which allow upgrades to the stats of a crown-based ability.

## The Battle Satchel

The satchel transforms the Replicon Nexus to a playable card. There are six types of Battle Satchel game elements in the Dolo game.

Type	Details
Ground	<i>Mech, Car, Tank, Infantry, Truck</i>
Ranged (Artillery?)	<i>Cannon, Jet Injector, Archer, Catapults, Lightning Emitter</i>

Airborne	<i>Ornithopters, Jets, Balloons</i>
Building	<i>Tunnels, Mines, Tree House, Castles, Town, Farm, Hospital, Laboratory, Bridge, Observatory</i>
Instant Effects	<i>Barrel, Portals, Mechanical Effect, Virus, Remedy</i>
Hero	<i>Wax Waxundrium Enhanced (each color separate frame), SWORD OF PALAGON, Vizdeedra Scepter</i>

## Cards on the Battlefield

The battlefield is displayed on the screen once a match has commenced. Composed of 3 towers facing opposite each player. Four cards are randomly from the player's current deck and are displayed with the mana cost displayed. These cards become units once dragged into the field and the mana cost is paid.

During gameplay, Battle Cards will be used as unit sprites, but minimized for smaller resolution. Features and icons will need to communicate a unit's basic attributes, even at a smaller size and while moving.

### 1: Unit Type

The assumption is that Battle Satchel's color and contours will be enough to communicate a unit's basic category, but it may be necessary to add an icon for the same purpose. The color of a the Battle Satchel will be related to the rarity of different colors of Waxundrium.

### 2 and 3: Attack and Health stats

### 4. Abilities

A unit's default and socket abilities will be communicated through icons in the text field.

We are assuming a maximum of 2 or 3 such abilities.

### 5. Health Bar

A status bar at the bottom of the card shows current health as a proportion of the default.





If a unit has a Shield ability, a regenerating overlay will be included as part of the health bar.

Status effects (Frozen, DOT) will be displayed as a visual effect over the unit's portrait.

## 6. Particle Effects

Crown effects and other aura based abilities will be displayed using particle effects.

Example, a unit with an electrical field will display crackling bolts of energy at a radius commensurate with the Crown's range.

### Rollover

When the user moves the cursor over a unit in play,

- Limited text appears that provides explanation of any abilities
- The units attack range is displayed as a ring



## Collections

Collections are accessed through the main menu, displaying all the available cards, the types, and decorations. Players can add, modify, and remove cards from their deck.

## Game Resources

Included in this section are the experience and leveling strategy.

### Experience

*This is determined by:*

1. *The total number matches.*
2. *The number of games won.*
3. *The number of times the player brought down the opponent's tower.*
4. *The additional points for destroying the opposing player's tower.*
5. *The number of upgraded or concocted cards.*





# IV. Game Characters

Contains the list of the characters and units in the game.



## Heroes

- Dr. Theodore Zammsy
- Giant Orgaton
- Morris Minor
- Age'ed Youngling
- Age'ed Youngling Black Series
- Vizdeera
- Virus
- Cure
- Farmer Randle Middleton
- Spotted Cowl
- Prof. Vagnus Zeal
- Katriese Middleton
- Vizdeedra Black Series
- Prof. Vagnus Zeal
- Sickly Giant
- Orgaton Dead
- Combat Medic Zammsy
- Palagon Troll
- Dr. Zammsy Skiff Worm
- Innernautilus Drop Ship
- Capt. Xander Romsdal
- Med Bot 3B-30
- Dr. Zammsy Spritzer

## Buildings / Towers

- Snookum Beast Surgery
- Middleton Farm
- Dr. Zammsy's Laboratory
- Dr. Zammsy on the Road
- Bridge of Sabrica





## Decorations

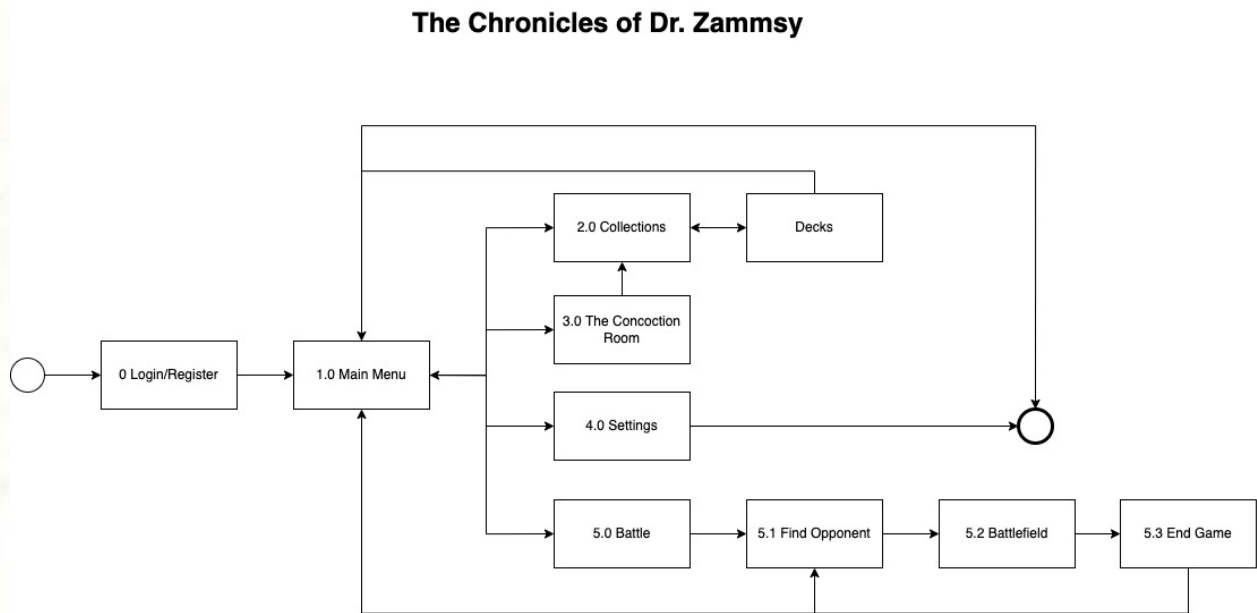
- Sword of Palagon
- First Blue Waxundrium Block Crystal
- Blue Waxundrium Block Crystal
- Dr. Zammsy Eye Replacements
- Panthus Scribical
- Theramos Delos Galimentis
- Innernaut Replicon Shield
- VOIDKOR Z-MECH 5 (SUB SUIT)
- CB-5 Jet Injector with Ibumecton
- CB-5 Jet Injector with YoshiBlu



# V. Flow Diagram and Wireframes

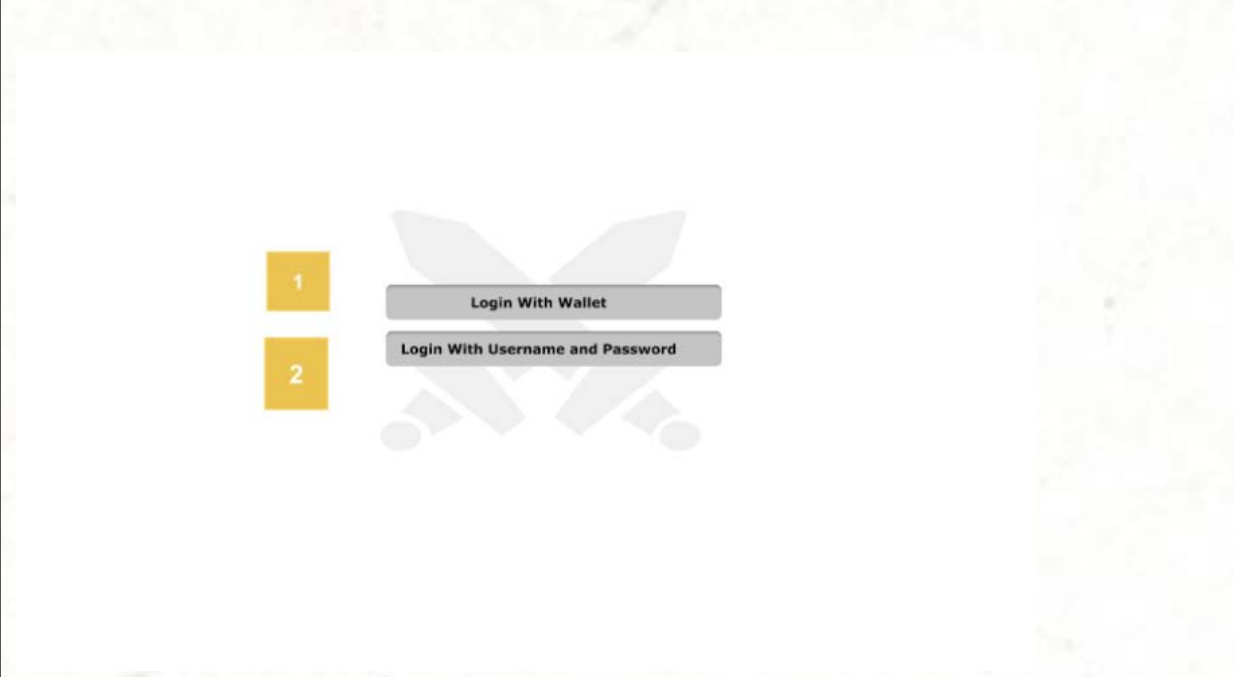
The flow diagram displays the user interaction with the system and the screens. Whilst the wireframes add visual illustration of the screen elements and their definition.

The flow below starts when the user logs in or registers for an account and ends when the user logs out from the Settings screen.



# Wireframes

Screen #	0	Login / Register
----------	---	------------------



1

2

Login With Wallet

Login With Username and Password

**Log in**

3

4

Remember me      [Forgot password](#)

5

**OR**

6

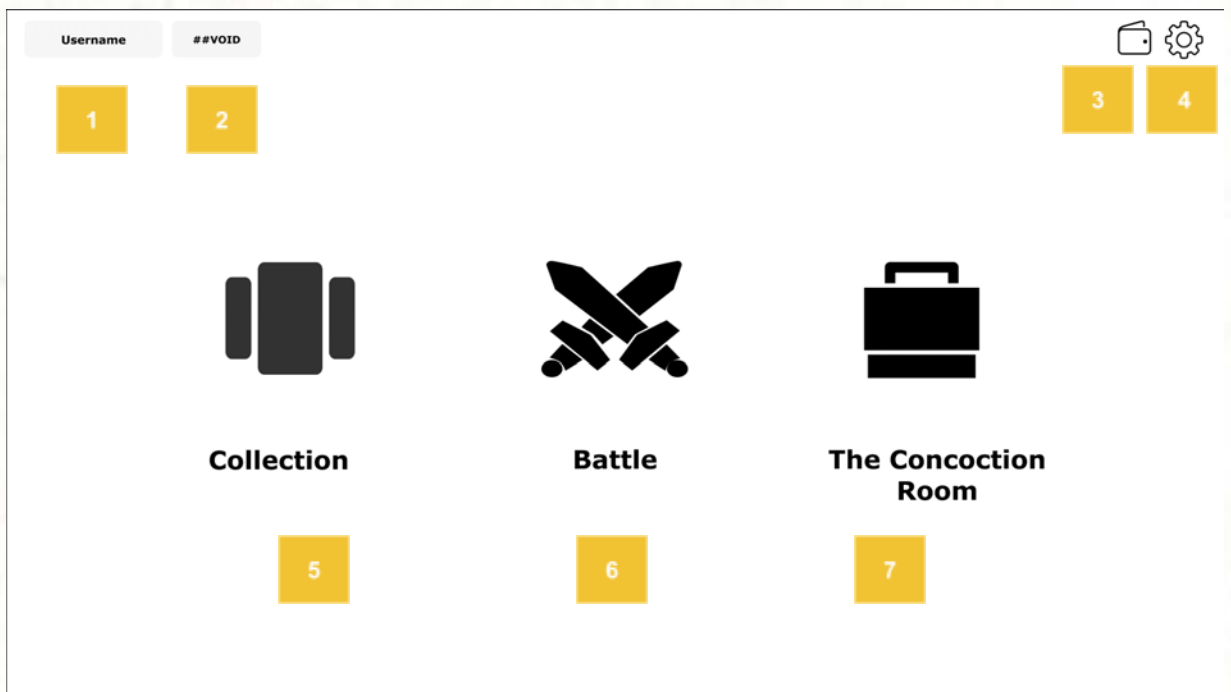


The screenshot shows a registration form titled "Register". It features several input fields and buttons, each with a yellow callout box containing a number from 7 to 15. The fields include "AutoGenerated Username" (with a refresh icon), "Email", "Confirm Email", "Password" (with an eye icon), and "Confirm Password" (with an eye icon). A checkbox is present for "I accept the Terms and Conditions". A "Register Account" button is at the bottom, and a link "Already have an account? Login here." is at the very bottom.

Element #	Element Name	Description
1	Login With Wallet Button	Redirects player to an external site to login via Wallet
2	Login with Username and Password Button	Go to Login Screen
3	Email Textbox	Input the email
4	Password Textbox	To input password
5	Login Button	Checks if the email and password are correct, and logs the player in
6	Create an Account Button	Go to Register Screen
7	Username	Generated Username
8	Refresh Button	To generate another username for the player
9	Email Textbox	To input email
10	Confirm Email Textbox	To re-enter email

11	Password Textbox	To input password
12	Confirm Password Textbox	To re-enter password
13	Terms and Conditions Checkbox	Requires player to read and accept the Terms and Conditions
14	Register Account Button	Checks if the Terms and Conditions checkbox is checked and if email address and Password are valid, then creates the player's account
15	Login	Go to Login Screen

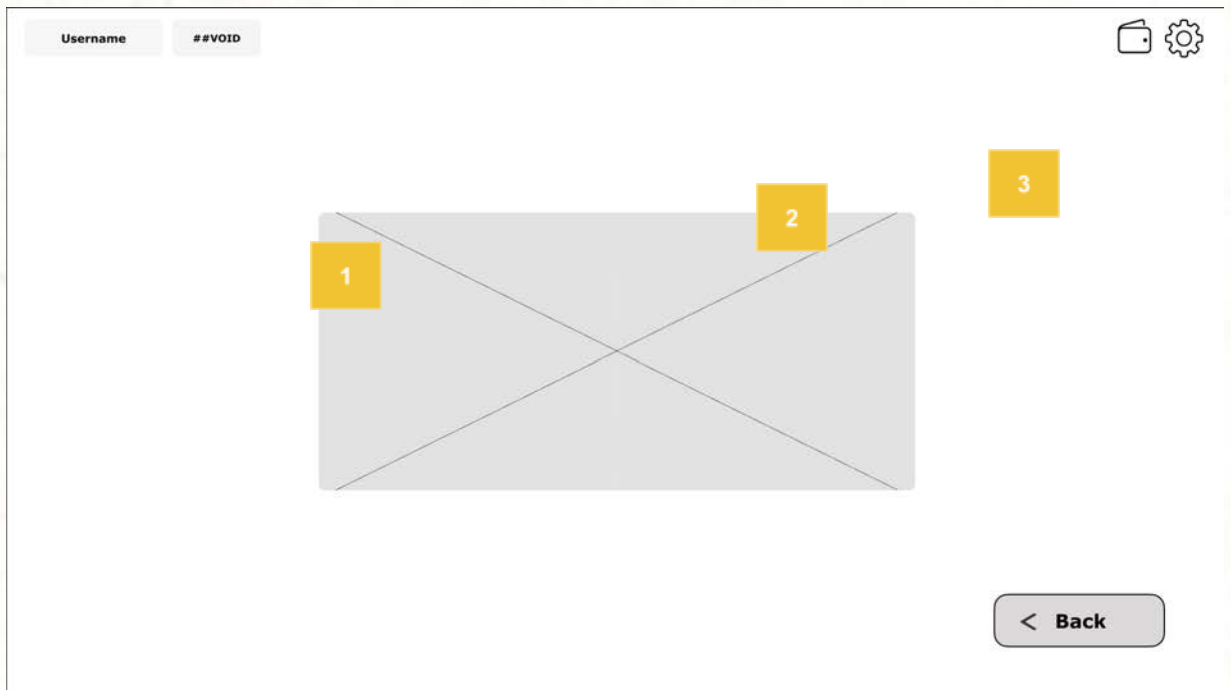
<b>Screen #</b>	1.0		Main Menu
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Element #	Element Name	Description
1	Username	Displays the player's username
2	VOID	The amount of VOID a player has
3	Wallet Button	On- Click - Show if the account is connected to a wallet
4	Settings Button	On-Click -Go to Settings Screen
5	Collection Button	Go to <i>Collection</i> screen
6	Play Button	Go to <i>Select Deck</i> screen
7	The Holicron Splicer Button	Go to <i>The Holicron Splicer</i> screen



<b>Screen #</b>	3.0		The Holicron Splicer
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Element #	Element Name	Description
1	Replicon Nexus Card slot	A space where players can drag and slot the Replicon Nexus they want to make a Playable Car with
2	Battle Satchel Slot	A space where players can drag and slot the Battle Satchel they want to use to make a playable card. This destroys the Battle Satchel
3	Playable Card Result	Where the playable card is displayed before the player make the choice (not the final statics but the frame) and where the final card is displayed after the Holicron Splicer is complete

Username ##VOID  

**1** Battle Cards Decorations



**2** **3**

Deck #1  
Deck #1

**4**

New Deck

< Back

Username ##VOID  

Battle Cards **5** Decorations

**6** Rivets Crowns Sockets

Deck #1  
Deck #1

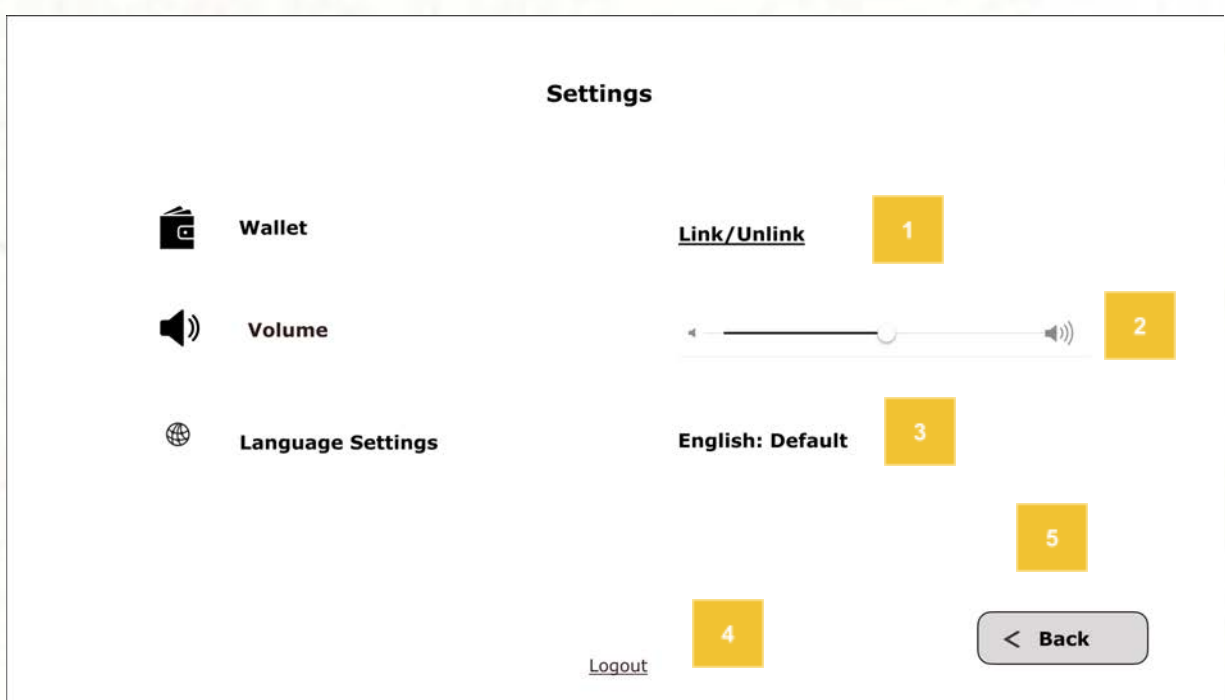
New Deck

**7** < Back

Element #	Element Name	Description
1	Battle Cards Tab	Select to display all Dolo Battle Cards
2	Battle Cards List	Where the available Battle cards are displayed
3	Decks	The list of the decks created by the user
4	Create New Deck Button	Displays all card lists to select and add the cards into a new deck
5	Decorations Tab	Displays all the Decoration Card list
6	Decoration Types	Displays all the cards specific in the selected type
7	Back Button	Go back to Main Menu

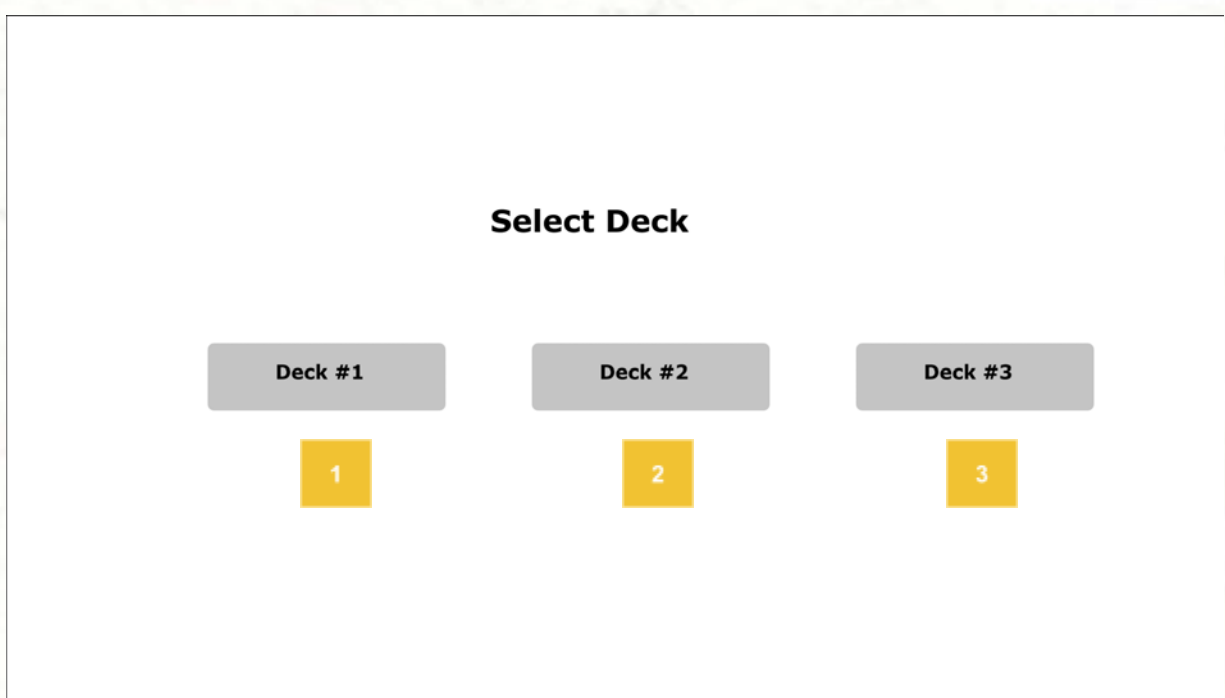


<b>Screen #</b>	4.0		Settings
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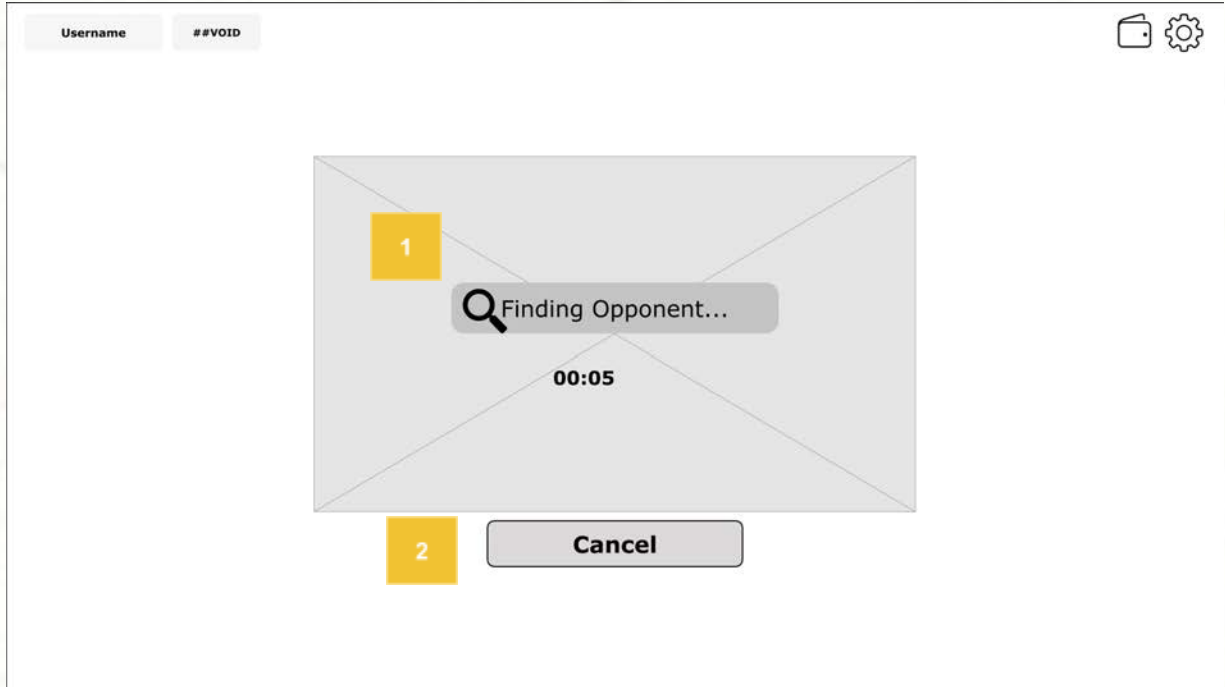
Element #	Element Name	Description
1	Unlink/Link Button	Connect or disconnect a wallet to user's game account
2	Volume Toggle	To increase or decrease volume
3	Language Settings	Select / change primary language
4	Logout Button	On Click - Logs out user and exits the application
5	Back Button	Go back to Main Menu

<b>Screen #</b>	5.0		Battle: Select Deck
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Element #	Element Name	Description
1	Deck 1 Button	Selects Deck number 1
2	Deck 2 Button	Selects Deck number 2, if available
3	Deck 3 Button	Selects Deck number 3, if available

<b>Screen #</b>	5.1	Matchmake
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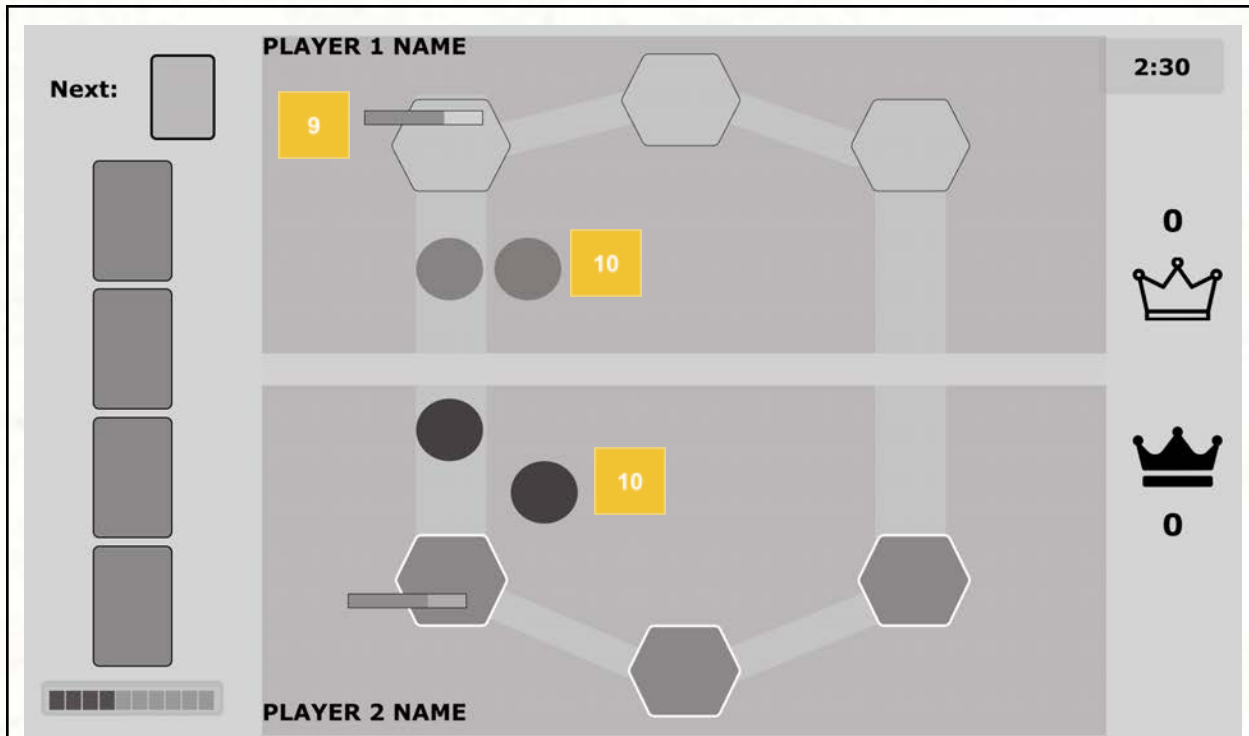
Element #	Element Name	Description
1	Finding Opponent Animation	Animates while system is finding a match
2	Cancel Button	Go back to Main Menu



Screen #	5.2	Core Game: Battle Field
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The interface displays a central hexagonal board divided into two sections. The top section is labeled "PLAYER 1 NAME" and contains three light gray hexagons connected by lines. The bottom section is labeled "PLAYER 2 NAME" and contains three dark gray hexagons connected by lines. A central horizontal bar separates the two sections. A yellow square with the number "4" is positioned in the center of the board. On the left side, there is a "Next:" label, a small empty box, and a vertical stack of four gray rectangular buttons. A yellow square with the number "1" is next to the top button, and a yellow square with the number "2" is next to the second button. At the bottom left, there is a progress bar and a yellow square with the number "3". On the right side, there is a yellow square with the number "6" and a timer showing "2:30". Below that, there is a yellow square with the number "7", a crown icon, the number "0", another crown icon, the number "0", and a yellow square with the number "7". Yellow squares with the numbers "8" and "5" are also present near the hexagons on the left and right sides of the board, respectively.



Element #	Element Name	Description
1	Next Card	The card in line to be added to the set of cards ready for battle
2	Card Pool	The cards available for the user to select from and use in the battlefield
3	Mana Pool	The number of mana the user has
4	Battlefield	Has line dividing players' side, the pathway and the space where players can put their units in to attack the towers
5	Towers	This is in the battlefield and the only elements that can be attacked by the player's unit/s
6	Timer	The mm and ss from the time the game started and units are deployed
7	Crown	The number of crowns each player has defeated
8	Name	Displays the players' name
9	Tower health	Displays the tower health
10	Units	The deployed units

Screen #	5.3	Win Screen
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Element #	Element Name	Description
1	Player 1 Name	Name of the Battle loser
2	Player 2 Name	Name of the Battle winner
3	Gained number of VOID	The amount of VOID a player gets after finishing the game



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