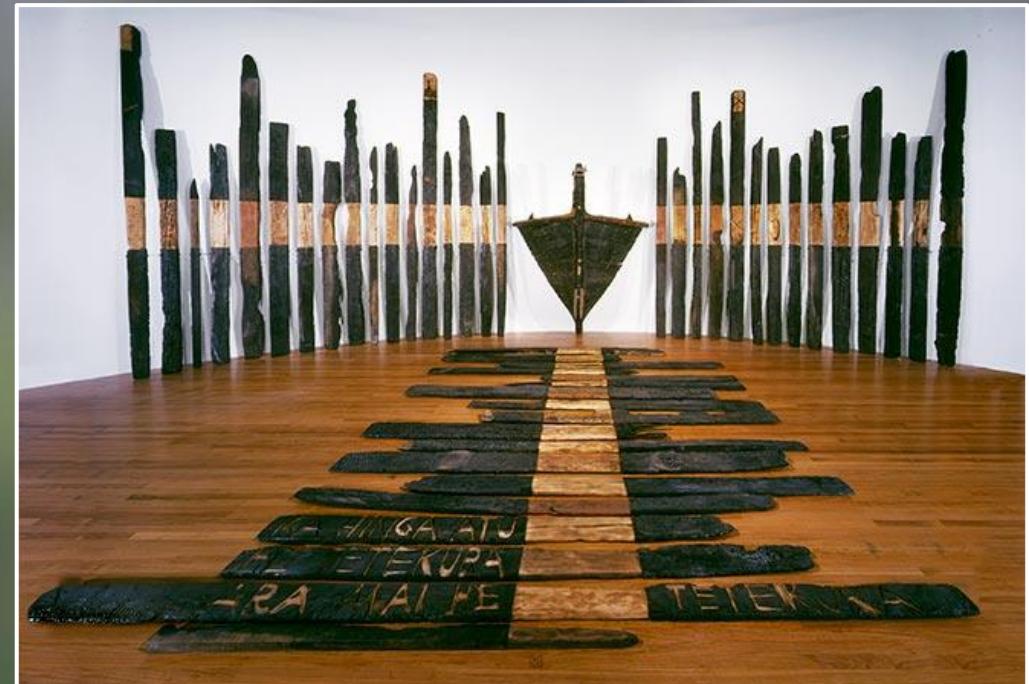




Artistic Inspiration

The first thing that came to mind when I understood the meaning of the image is the reconstruction and reuse of materials to create something new from the old, even from the destroyed.

The entire concept of the game to be presented is based on this perspective of updating objects or even simply utilizing destroyed or abandoned resources for a new purpose.



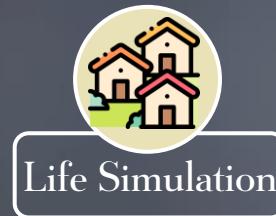
When Coral Island meet Casette Beasts in the universe of Moana





General Informations

In a world fragmented into **numerous** small **paradisiacal islands**, a newcomer builder utilizes their **skills** in town to **develop** machines from used materials capable of **combating** increasingly problematic **monsters**.



Life Simulation



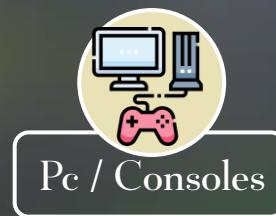
Top Down



Solo



Casual



Pc / Consoles



Premium

Audio & Visuals

Audio

Visual

Rating

Pegi

Chill

Pixel Art

12





Story World



Story World

Political

The city is **governed** by a **municipal council** with representatives elected by the residents from various **professions** to ensure that **everyone's** voices are **heard**.

The **mayor** plays a **central role** as the organizer of these meetings but is not the only one empowered to make decisions; **everything** is decided by a **vote of the council**, with each voice carrying equal weight. The role of the mayor serves to **determine** who will represent the village in **negotiations or conflicts**.

Every **month**, a meeting is held to discuss multiple topics related to the **future** of the city or commerce. Each **representative** can call for an emergency assembly at any time to vote on **decisions**.

There is **no penal system** in any village in the world; decisions are made by the **municipal councils** and the residents themselves, given the sparse population. If someone is **deemed guilty**, they are not sent to a location; instead, they are **simply banished** from the village in question, and neighboring representatives are **informed**.





Story World

Economy

The **economy** of the world primarily relies on the **production** of the respective **professions** in each of the populated villages. There are villages with larger populations and thus **greater influence**. Trade is very **common**, ranging from requested services to the sale of goods.

Ambassadors are appointed by each village to represent them in commercial **agreements**. Gold coins are used as the global currency, possessing physical value rather than speculative value to **prevent abuse**.

Some **trade routes** have been established between the different villages, allowing for lasting economic relationships. These villages are often **very close** to each other. Additionally, all **trade** is conducted by **boat** due to the **geography** of the world.





Story World

Religion

The **overwhelming majority** of people adhere to a **polytheistic** religion and believe in multiple gods who embody various aspects of nature. Each deity is revered equally, and there is **no supreme deity**.

Regular **rituals** are organized to celebrate the gods, involving offerings, chants, dances, etc. **No** human or animal **sacrifices** are performed.

All these religious aspects are accentuated by **mythology**, which tells heroic tales of men battling fearsome monsters and saving villages. The most **well-known legend** speaks of a gathering of six immensely powerful monsters, each representing different elements of nature, hidden in **temples** at the **four corners** of the world. (These are the monsters the player will have to **defeat**.)

Beliefs are **against** the use of monsters in combat, justifying that nature is not meant to be violated. Therefore, it is **very** rare to encounter people practicing **combat** with **monsters**, but not impossible.

There is a great **openness of mind**, and everyone can practice the religion they choose **without fear** of rejection. The inhabitants are **open-minded**.





Story World

Climate

The world is based on a **tropical environment**, with temperatures being warm and **pleasant** (ranging between 25 and 30 degrees Celsius). **Similar to Earth**, there are **seasons**, which have a slight influence on the temperature, causing it to vary by about 4 to 5 degrees.

Precipitation is frequent, often intense but brief. **Seasons** also influence this rain, but it remains quite regular. These rains facilitate **agriculture**.

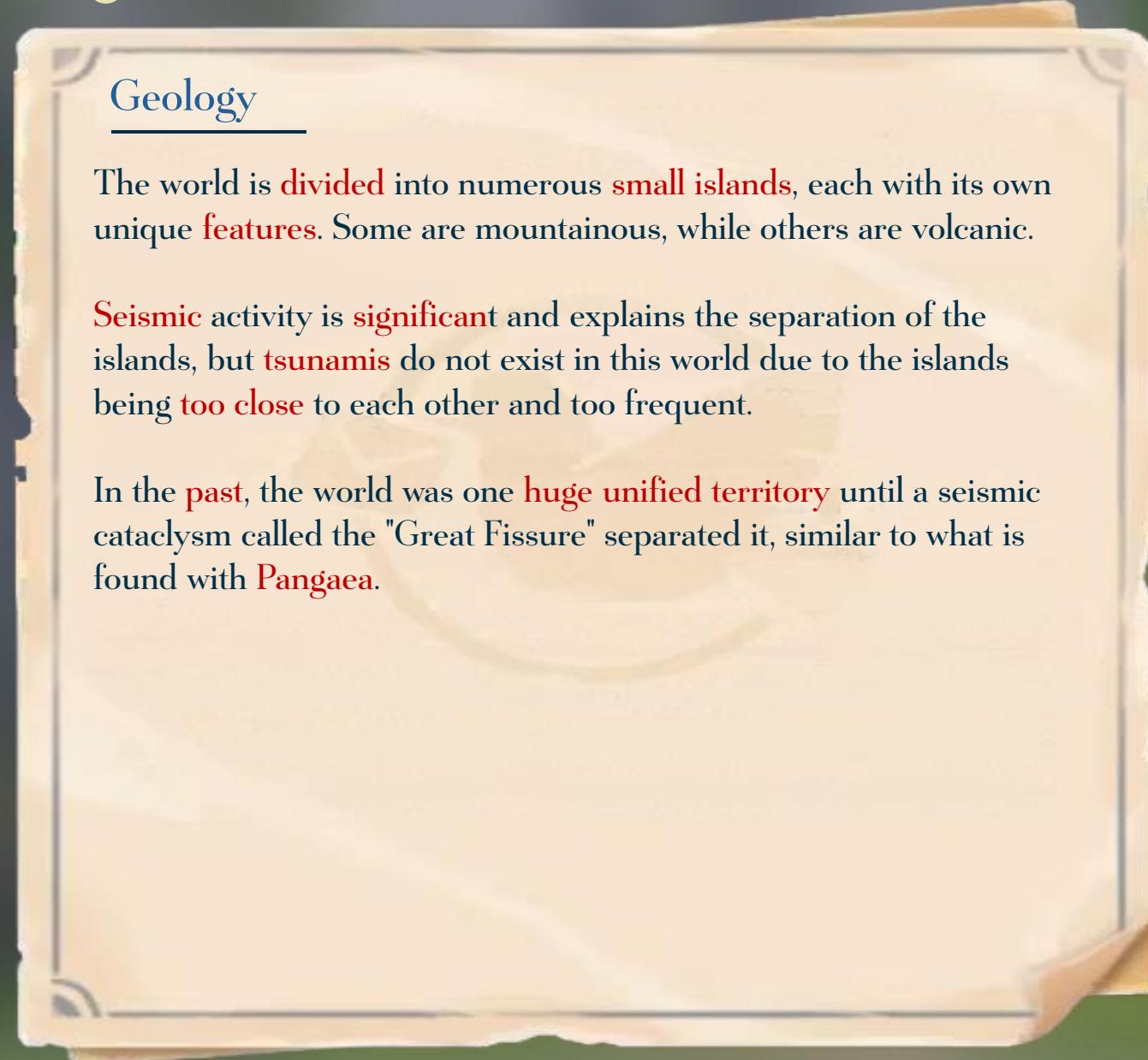
Some **islands** are **mountainous**, offering cooler and more temperate environments due to **altitude**.

Overall, the climate remains **very balanced**.





Story World





Story World

Fauna / Flore

The world boasts a **highly diverse** flora due to its numerous islands with different **landscapes**. None of them are particularly **dangerous**. Similar to what is found on **Earth**, there are palm trees, banana trees, ferns, etc.

Very **rare plants** are cultivated by the inhabitants and **allow** monster creators to **grant** multiple **abilities** to their creations. These plants have **no effect** on **humans** and are highly prized in commerce for their beauty. They can be found in **nature**, but in very small quantities.

The fauna consists solely of **monsters** with very different characteristics. Resembling animals in their behavior, they all have **varying** levels of **danger** and **physical** characteristics.

Monsters are usually **feared** for the majority of species, but there are some **less aggressive** ones that are tamed for **agricultural** or **breeding** purposes.

Each monster is **assigned** a **type** based on its species, but there is almost **no knowledge** about this among the inhabitants of the world, even though **scientists** study it.





Story World

Technology

There are **no major technological eras**, such as the Iron Age, for example. Technology is slightly based on magic as well as **mechanical force**.

The world has **foundry** technologies allowing the creation of steel and alloys. **Alchemy** is at the forefront of advanced thinking, allowing for the creation of instant **medicines**.

Magical crystals form the basis of all advanced **technologies**. Being very rare, they are used for power and the manufacture of very **complex machines**, as well as the creation of monsters. There is a simpler alternative with lower-quality crystals used as cores for monsters.

Artisanal technologies based on rare resources found throughout the world enable the design of **advanced machines**, ranging from mechanical recyclers to more advanced furnaces.

Motorization **does not exist**, and neither do computer technologies.





Characters

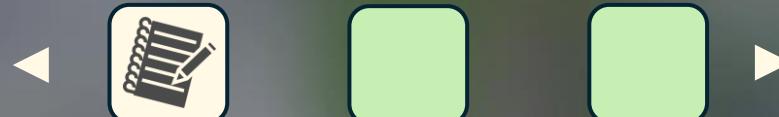


Characters



Maya Ireni
Guard / Adventurer

- **Dob :** 5 Springs 183 years after the Rift (23 yo)
- **Status :** Alive
- **Functions :** Introduction to the combat system / Available in the relational system
- **Notables Skills :** Martial Arts
Fishing
Weapon Mastery



Governing Psychology : Neutral Good

- I have a clear view of the island and i am proud to live here
- I value justice and strive to make faire decisions in all circumstnances
- Community is of great importance to me, i aim to be present in trouble
- I Consider myself the best at what i do

Born into a warrior family renowned for several generations. Grew up in a family of 3. Initiated into martial arts and sword combat from a young age. Lost her father in an accident for which she feels responsible.



Characters



Most Common

Bad Mood

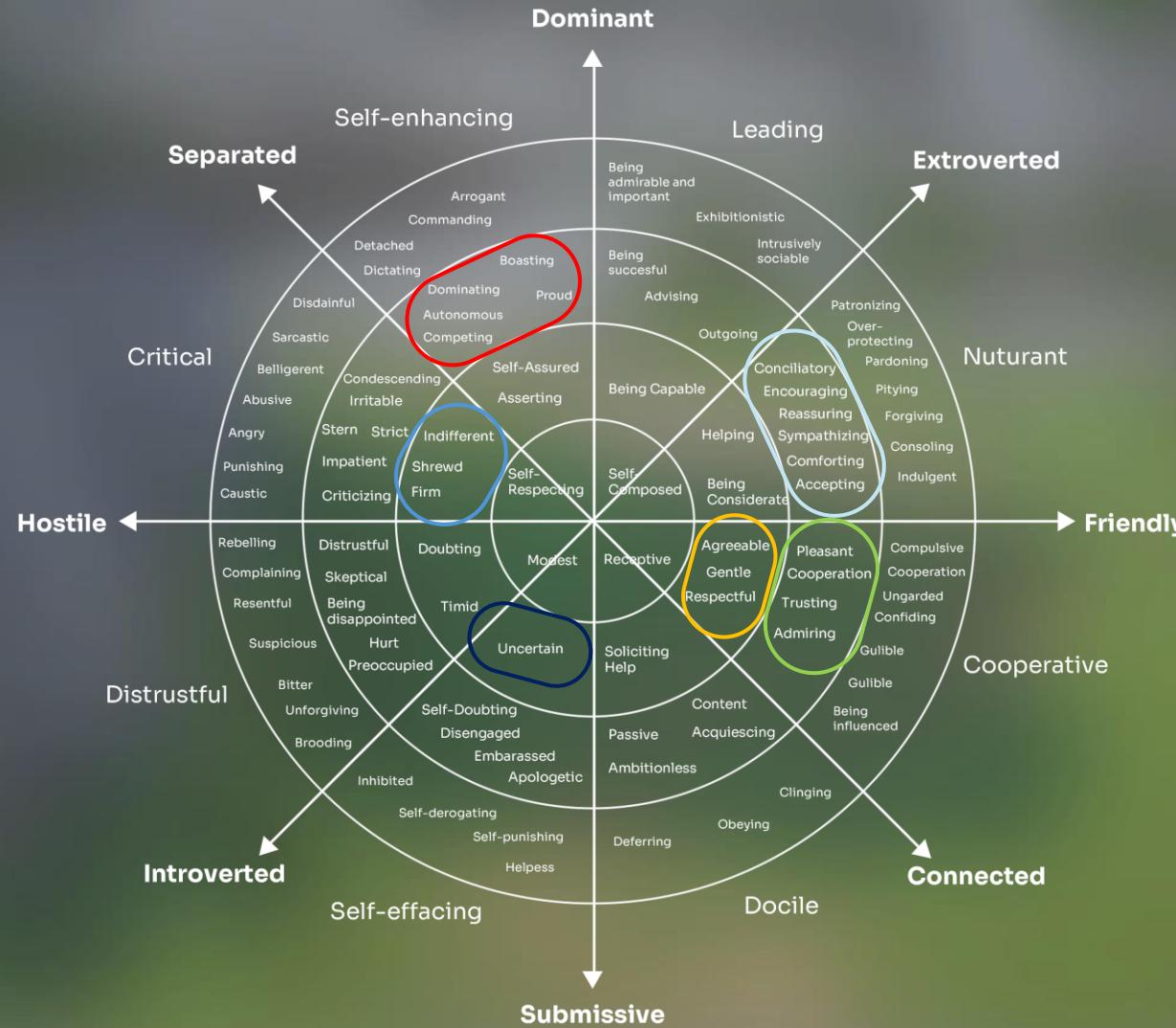
Angry



Most Common

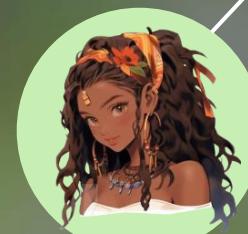
Bad Mood

Angry



Full Trust / Sibling Love

Consider as a mentor





Characters



Maya Ireni
Guard / Adventurer



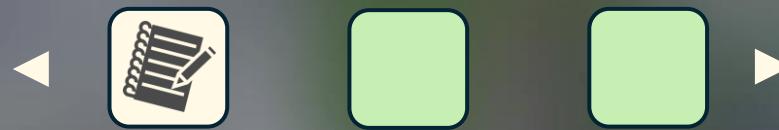
- **Details :**
 - **Appearance :** Tan skin, cream-colored eyes, wavy brown hair, 1.68m
 - **Gimmick :** Artisanal Bracelets
 - **Clothes :** White two-piece dress, floral orange bandana, multiple bracelets, black short shorts, multiple jewelry pieces
 - **Vehicles :** n/a
 - **Home :** Beachfront house
 - **Weapons :** Sword
- **Traits / Weakness :**
 - Empathy / Courageous
 - Impulsive / Difficulty expressing emotions

Attributes





Characters



Maui Ireni


Carpenter / Craftsman

- **Dob :** 9 Autumn 178 years after the Rift (27 yo)
- **Status :** Alive
- **Functions :** Introduction to the crafting system / Available in the relational system
- **Notables Skills :** Craftsmanship
Knowledge of materials
Negociation

Brother of Maya, raised in the same family of fighters, never liked violence and thus decided to pursue the path of art, leading to conflict with his father over this choice but supported by his mother. Was not present when the accident involving his father occurred. Regrets having been in conflict because of this. Went through a difficult period emotionally and financially with Maya during that time.

Governing Psychology : Neutral Good

- I love creativity and believe it's important to inject a touch of playfulness into our world
- I'm passionate about what i do but sometimes i crave something else
- My ambition is to become renowned artisan wherever i go
- I never feel ashame to show my weaknesses to others it's human no matter what they say



Characters



Most Common

Bad Mood

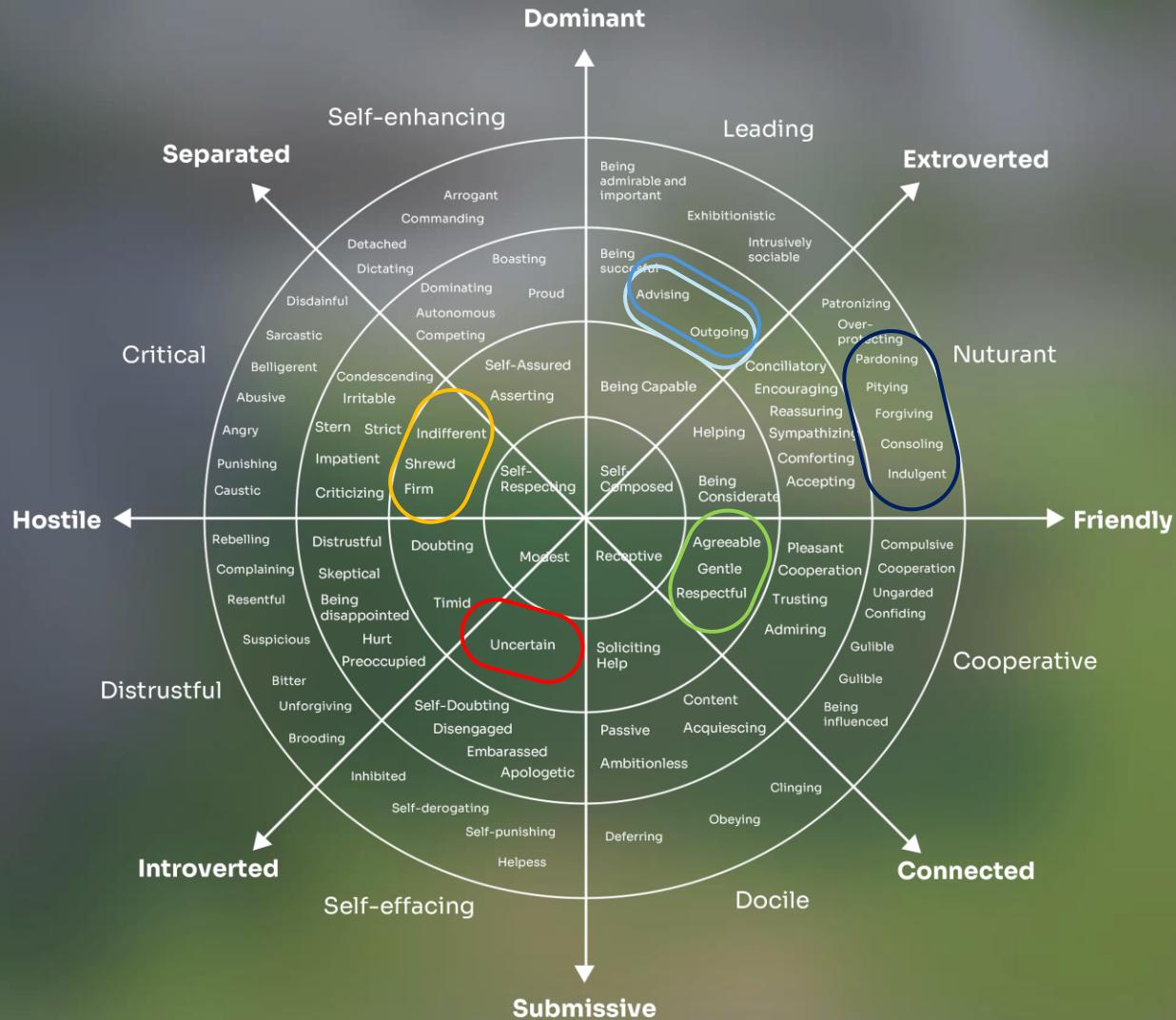
Angry



Most Common

Bad Mood

Angry



Respect

Brother / Sibling Love



Characters



Maui Ireni

Carpenter / Craftsman



- **Details :**
 - Appearance : Tan skin, chestnut-colored eyes, medium length hair in a ponytail, scar on the cheek, 1.86m
 - Gimmick : Artisanal Bracelets
 - Clothes : Gray Shirt, Black Buttoned vest, diagonal satchet, simple brown pants
 - Vehicles : n/a
 - Home : House near the forest
 - Weapons : n/a
- **Traits / Weakness :**
 - Creative / Ambitious
 - Inconsistent / Sensitive to criticism



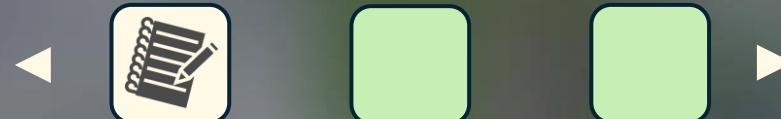


Characters



Maya Ireni
Mayor / Herbalist

- **Dob :** 12 Winter 160 years after the Rift (45 yo)
- **Status :** Alive
- **Functions :** Game Introduction, First Meeting /
Unavailable in the relational system
- **Notables Skills :** Botanical Knowledge
LeaderShip
MultiLanguage Comprehension



Governing Psychology : Neutral Good

- I am responsible and i must protect the inhabitants of this city
- I carefully plan the city's defenses to prevent any incidents
- It is possible to live in harmony by taking precautions
- Evolving the city is one of my main objectives

His father was a local fisherman, and his mother was an herbalist who was not a local. She went on an expedition for 5 years to study monsters and herbs. Upon her return, she was elected mayor due to her extensive knowledge of the world.



Characters



Most Common

Bad Mood

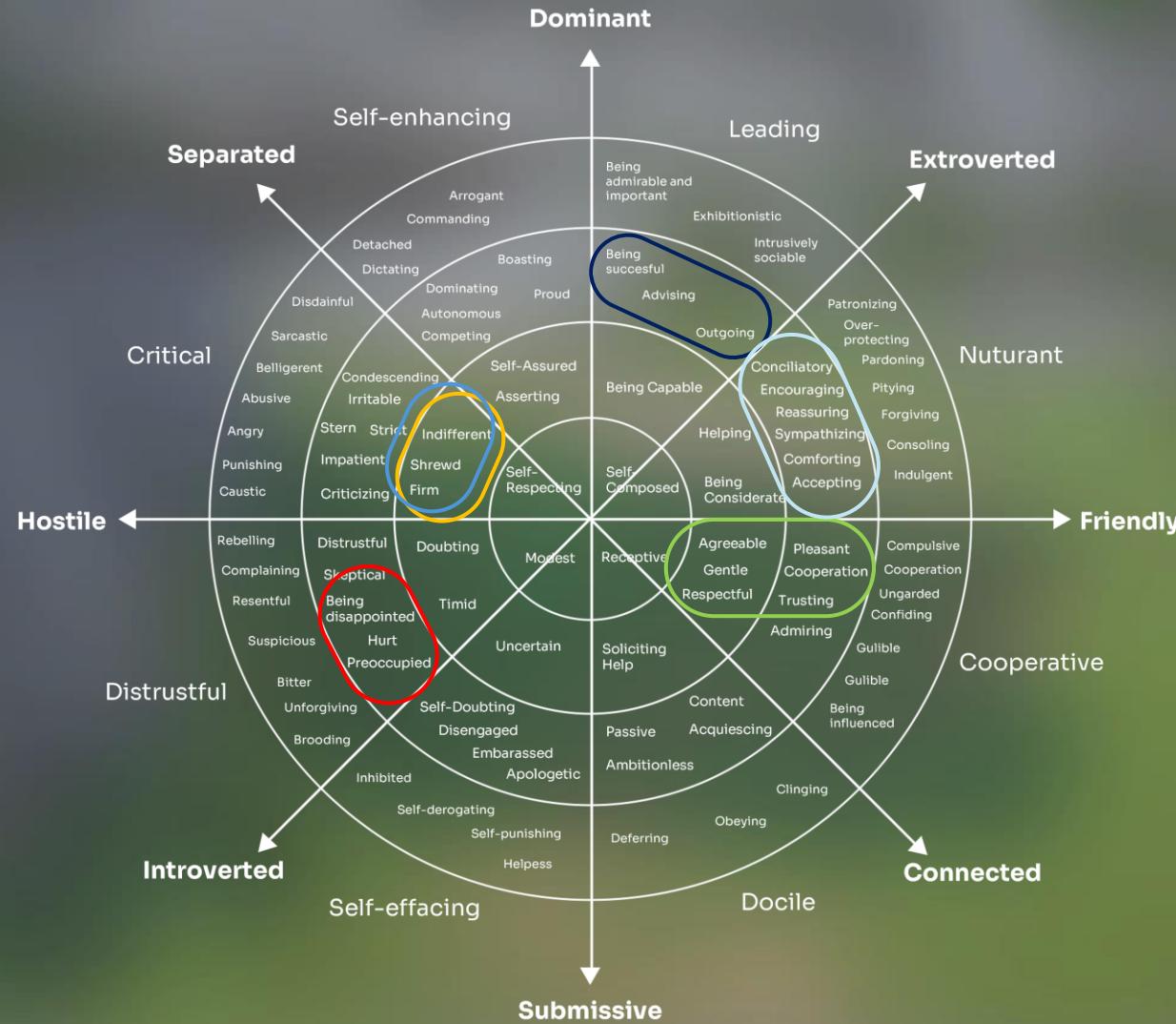
Angry



Most Common

Bad Mood

Angry





Characters

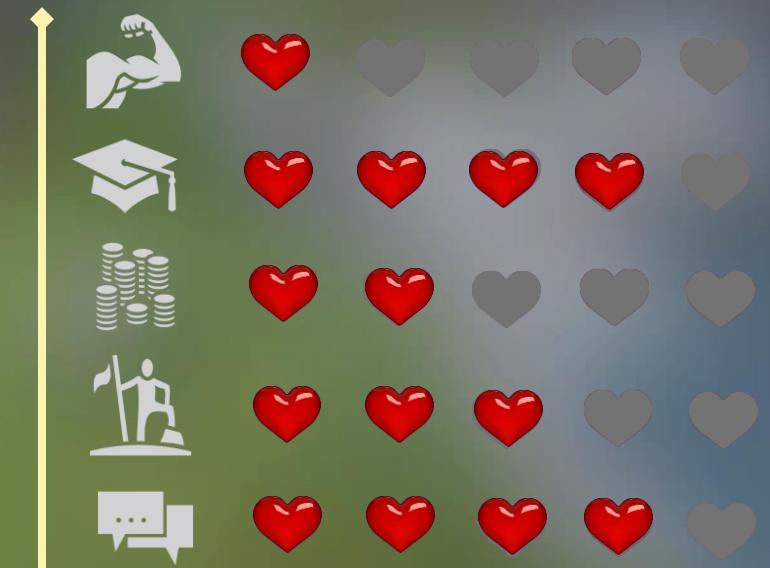
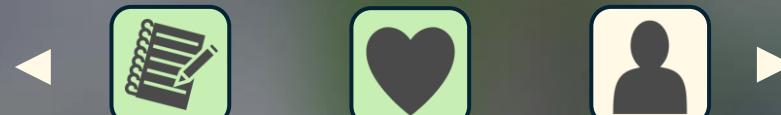


Maui Ireni



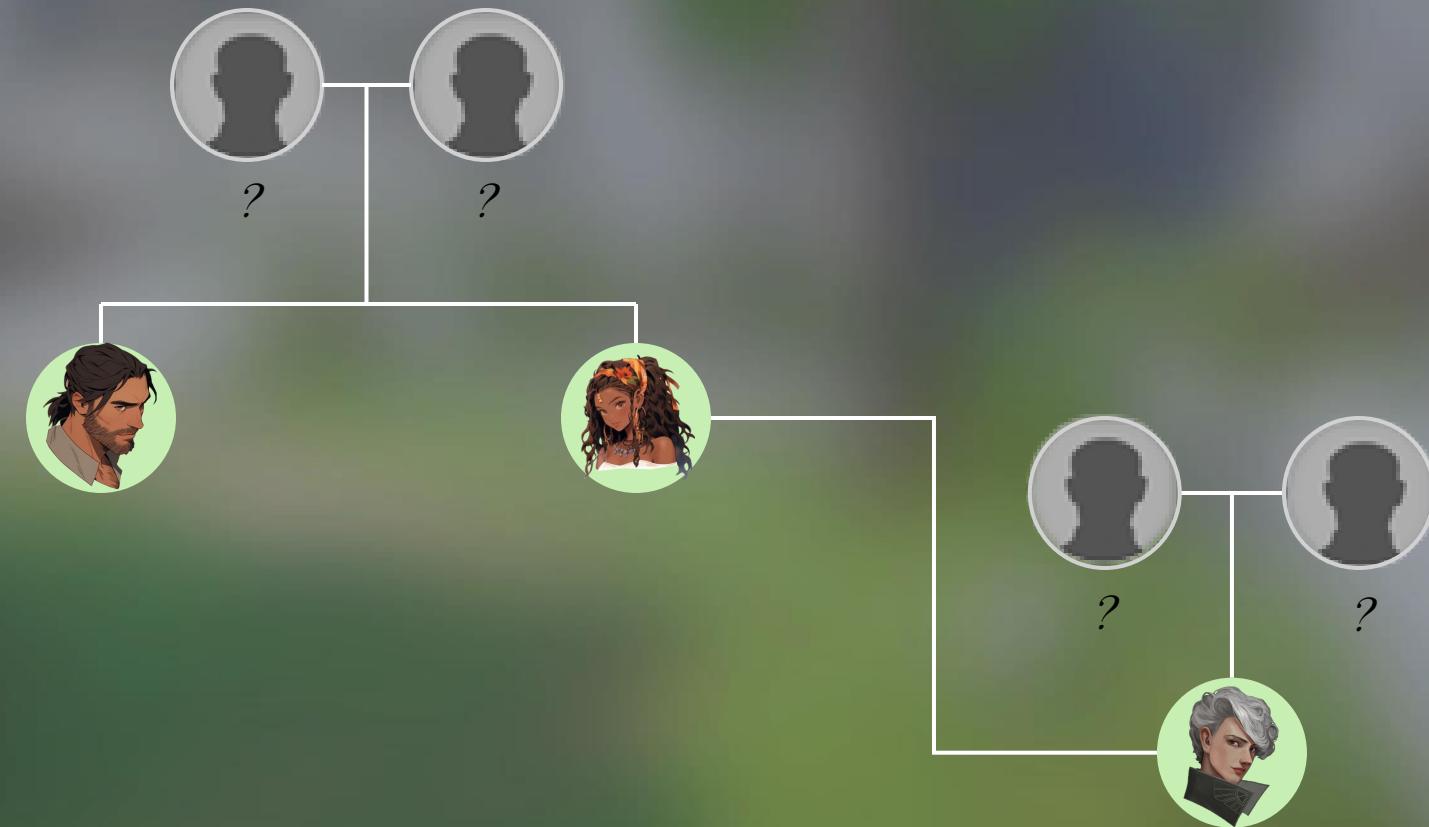
Mayor / Herbalist

- **Details :**
 - **Appearance :** Short White hair, brown eyes, prominent nose, 1,70 m
 - **Gimmick :** Bites Lip
 - **Clothes :** Long green coat, white short-sleeved shirt, bush pants
 - **Vehicles :** n/a
 - **Home :** House at the back of the city
 - **Weapons :** Spear
- **Traits / Weakness :**
 - Determined / LeaderShip
 - Rigid / Overprotective



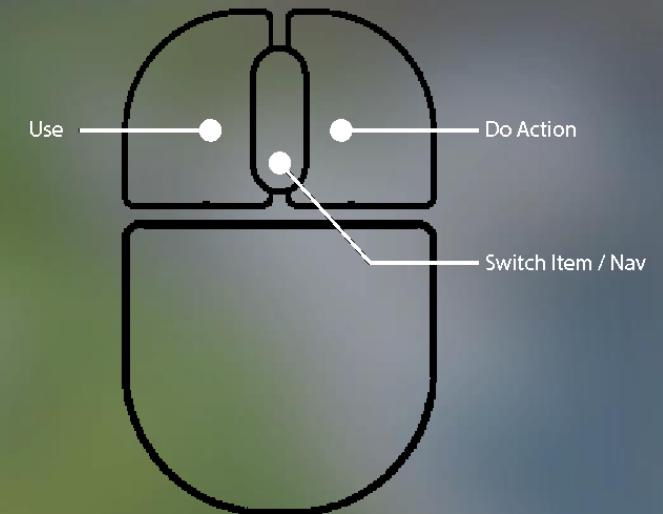
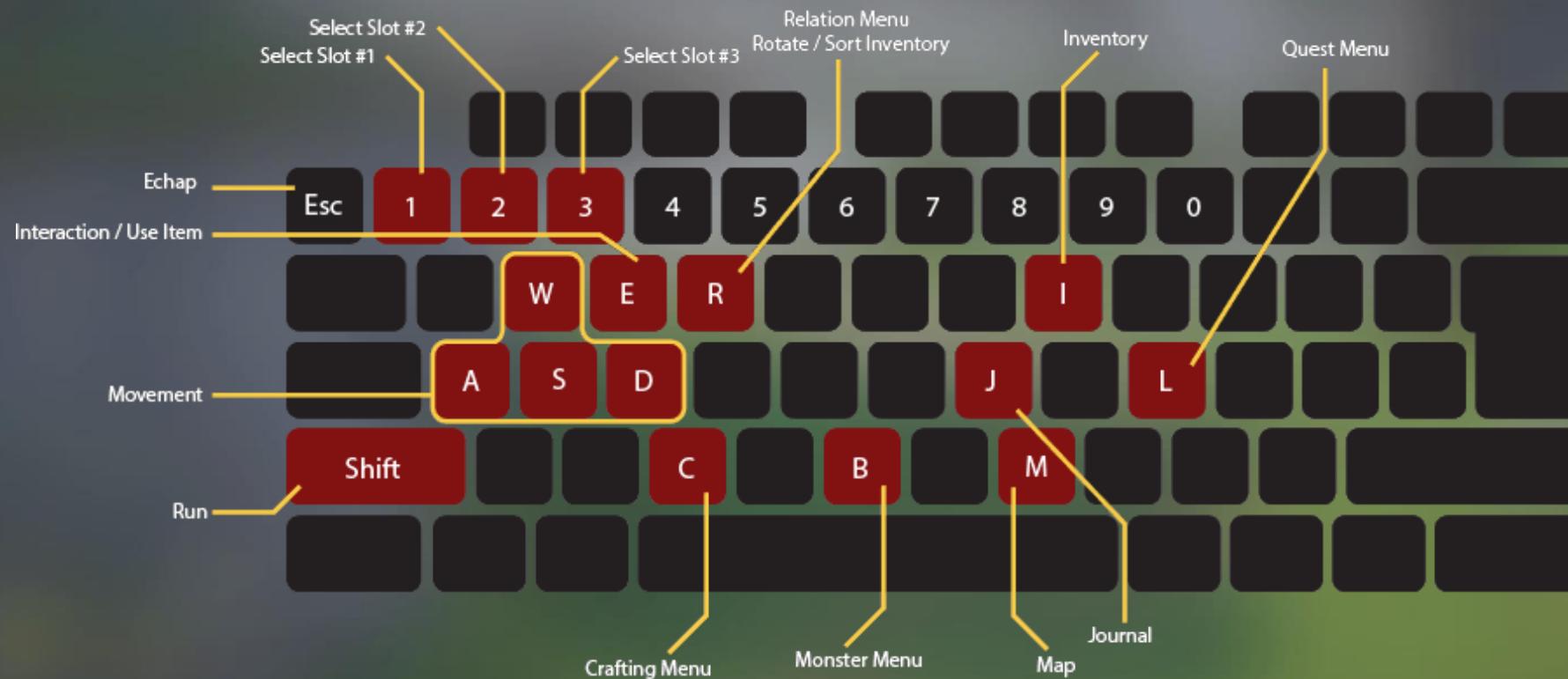


Characters



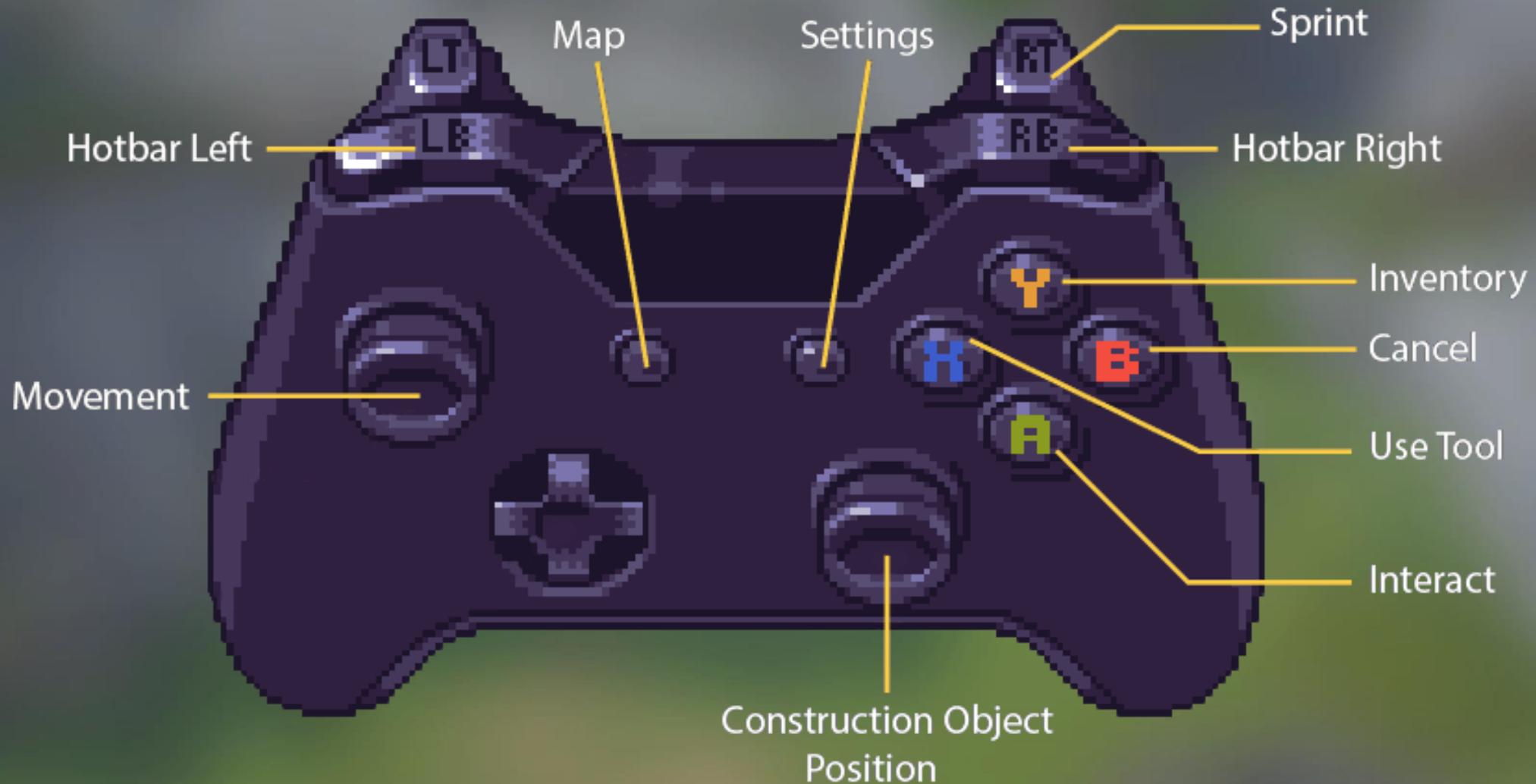


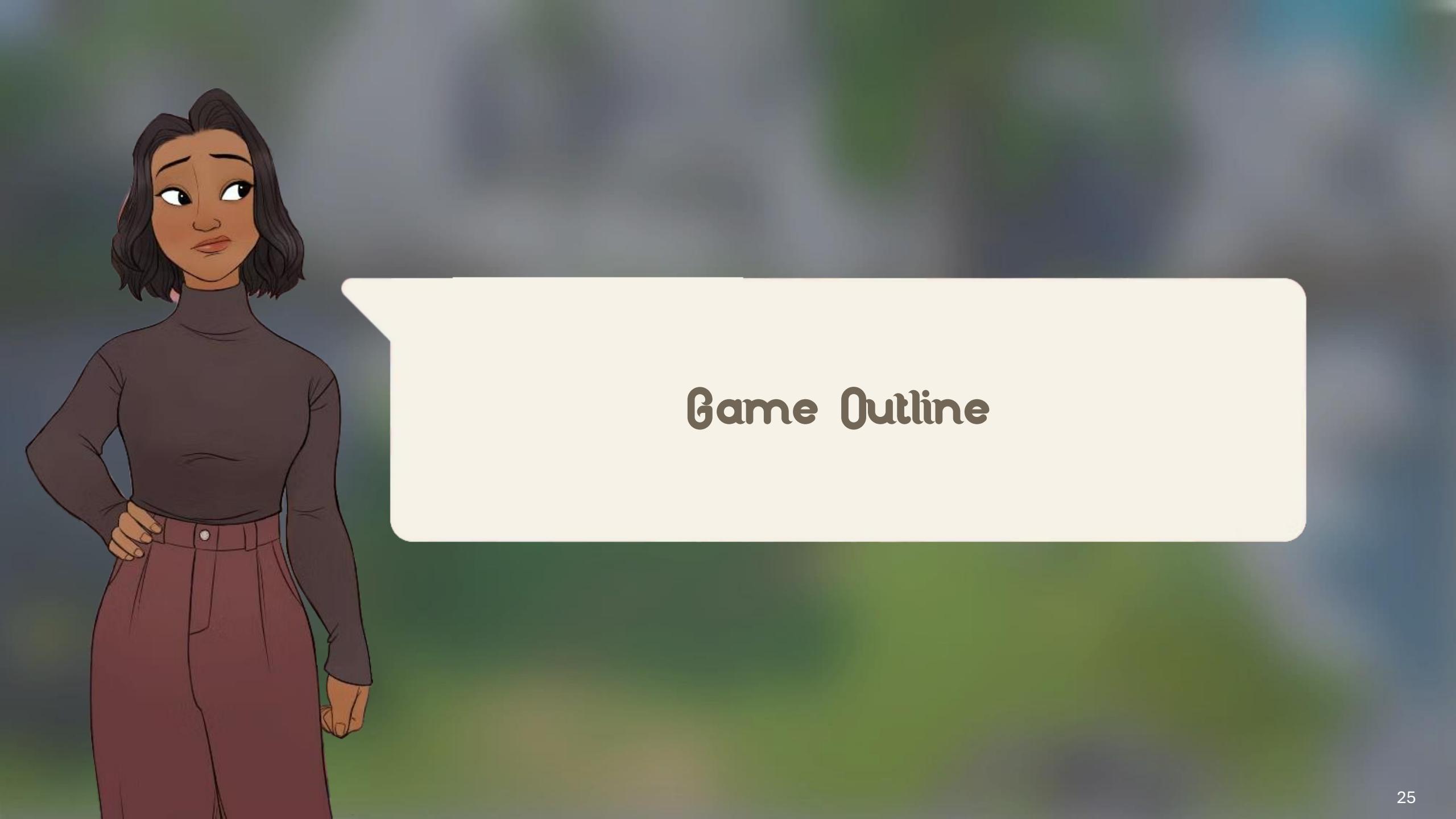
Mapping





Mapping

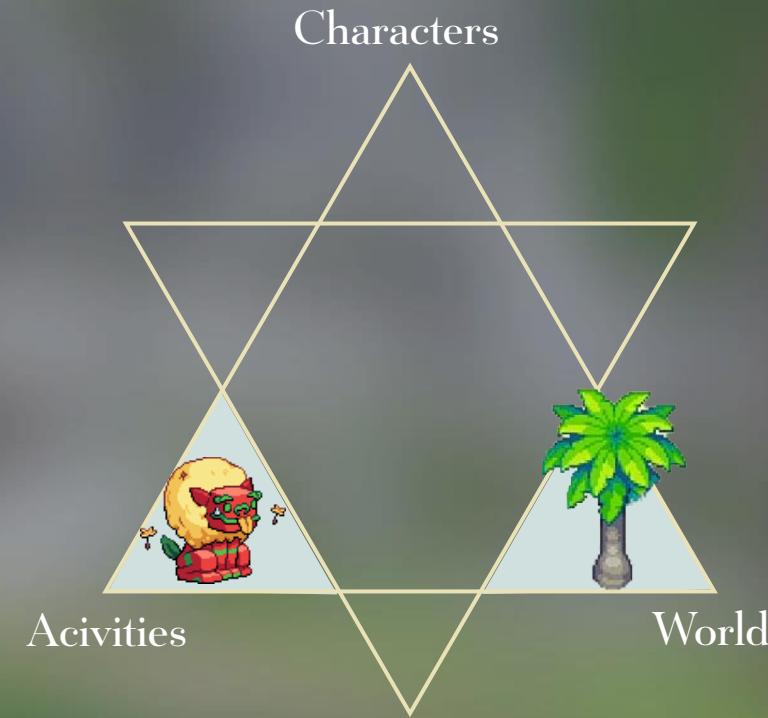




Game Outline



Game Outline



The **world** and **activities** are the weirds aspects of the game.

From its early moments, the player realizes that the world is teeming with **monsters**. Subsequently, they must **construct** entirely **unfeasible machines** to make them battle against each other, all with **materials** possessing **unreal properties** in normal circumstances.



Game Outline

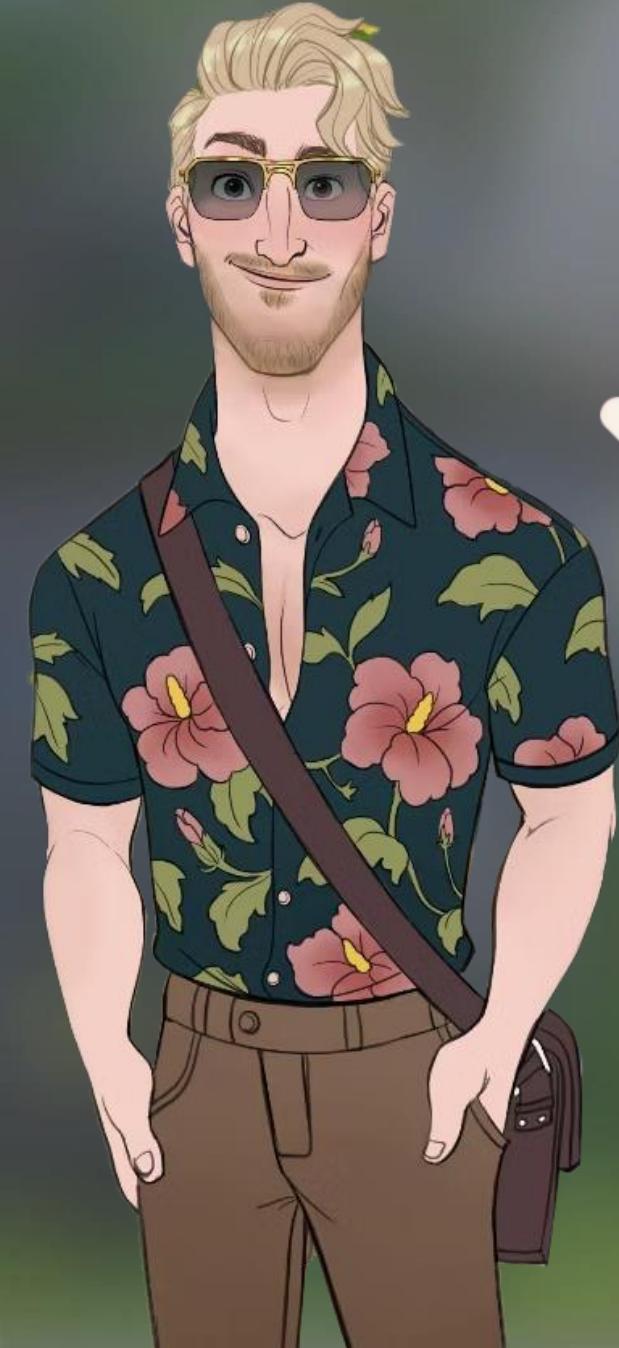
Narrative Type

Fully Emergent

In a world fragmented into **numerous** small **paradisiacal islands**, a newcomer builder utilizes their **skills** in town to develop **machines** from used materials capable of **combating** increasingly problematic **monsters**.



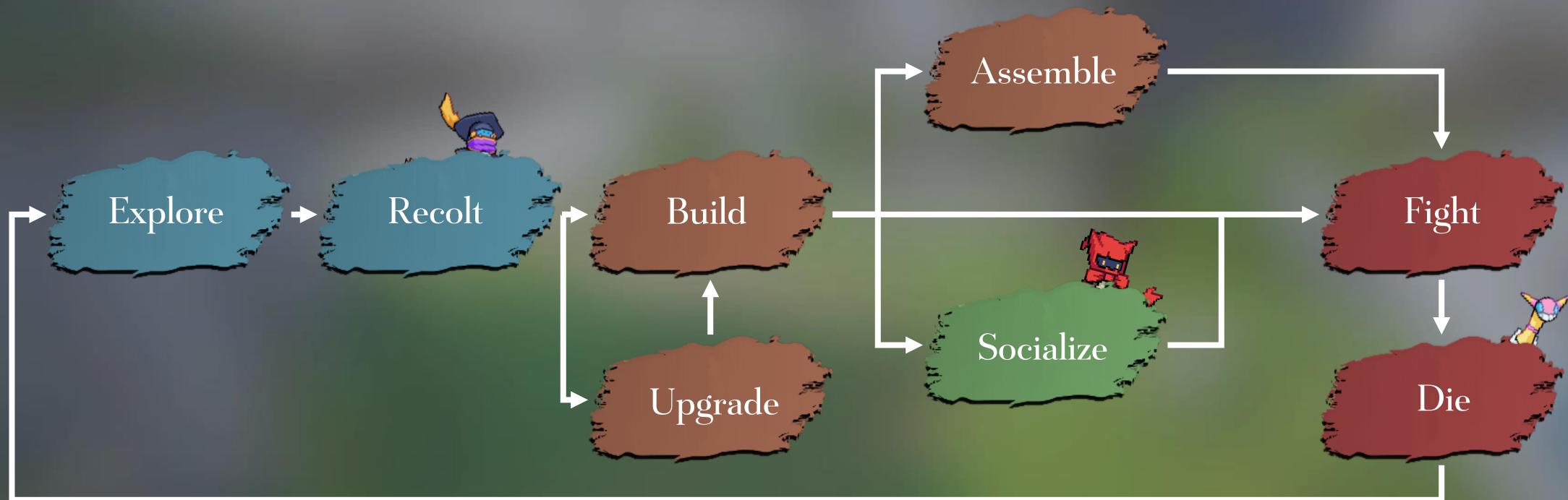
There are **numerous** paths to achieve one's **objectives**, allowing the player to develop at their own pace and with their **own intentions**



Gameplay



GamePlay





Feature : Fight

Combat in the game occurs in a turn-based manner with a movement mechanic that influences damage based on abilities.

Each monster has a type, and they have weaknesses based on the type of attack they face, resulting in greater damage when attacked by a type to which they are vulnerable.

The player can move their monster one square in a 3x3 grid in the following directions: Forward, Backward, or Diagonal. It's not possible for the monster to rotate at angles.

Each ability has a directional type, including abilities on the front lines, straight or diagonal, as well as close or long-range attacks (front or back squares of the grid). In addition to the directional type, each ability has one of the available types in the game. If this ability is used against an enemy that it's strong against, it deals bonus damage.

The player must position their monster in the right direction according to the enemy they face to increase their damage. Regardless of the ability, it inflicts damage, so it's a bonus.

In addition to this mechanic, each monster, including the player's, has one weakness represented on an axis. It's only possible to have a weakness on the sides or the front. If this weakness is hit during an attack, again following the same directional logic, the targeted monster receives additional damage.





Feature : Fight / Turn Sequence

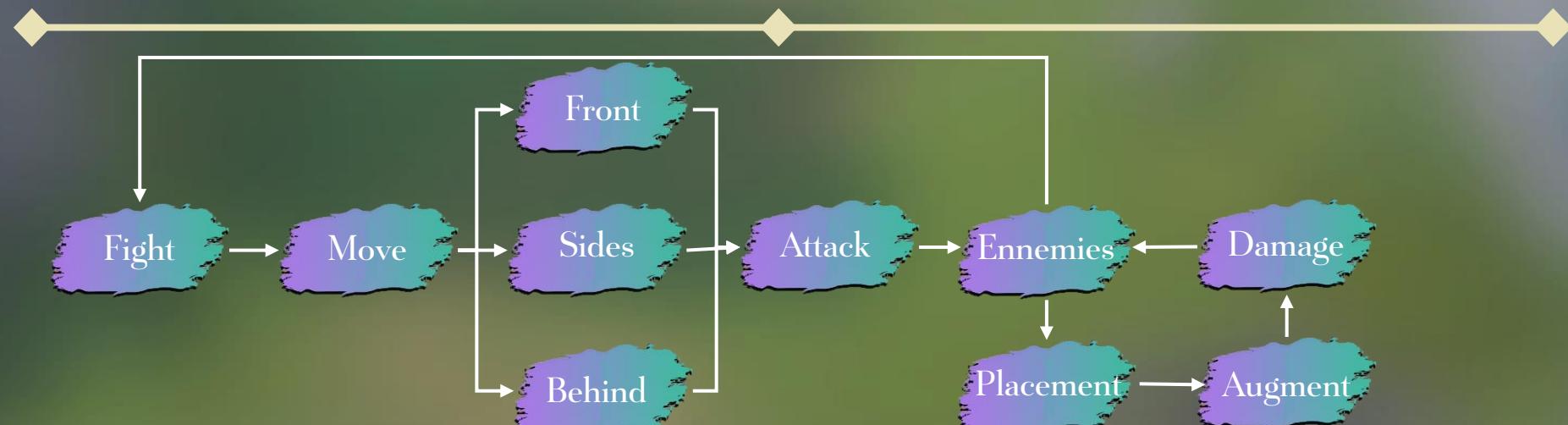
The monster with the **highest speed** always starts **first**.

The turn begins : The player selects the direction they want to move, then chooses between attacking, using an item, or changing the monster.
The opposing monster makes the same choices.

After both **participants** have made their selection, the two monsters move **simultaneously** based on the previously chosen actions. Then, the one with the highest speed attacks first.

If the player had chosen to **change the monster** during the movement phase, the current monster would have been replaced, and the new one placed in the **center of the grid**, while the enemy's attack remains unchanged.

This concludes the turn.





Feature : Assemble

The player can **craft** their own monsters using an **editor**.

Utilizing an in-game assembly table grants access to a **2D editor**, offering multiple options for blocks, dimensions, colors, and shapes to create the monster. Players can also **access** models shared by **other players** (Steam Workshop, Internet etc...).

Depending on the table used, players can **add different types** and **quantities** of blocks to their monster.

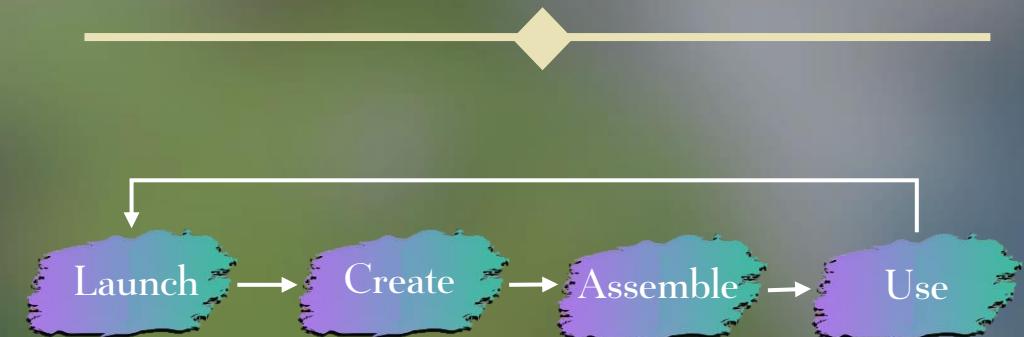
Initially, the monster's statistics (Speed/Defense/Health/Attack) are all set to 0. Each block placed adds a **small amount** to these characteristics based on its type (e.g., Steel would give +0.8 Defense). No **block** reduces **statistics**.

Special **abilities** are granted in the form of **special blocks** (referred to as Crystals in the game). When placed, these crystals allow the monster to use the corresponding ability in combat, with a maximum of **4 abilities**.



Robocraft

Drawn to life





Feature : Relations

The player can interact with NPCs who live their daily routines in the world. Each NPC has a relationship meter that quantifies the player's progress with them.

Players can **engage** in **conversation**, offer **gifts** of varying preference to influence relationship gain, and play activities with them. By **engaging** in **activities** together, such as mini-games or dining out, players can **earn** relationship points up to a **defined** maximum quantity.

Once a certain level of relationship is reached, recruiting the character becomes available. They will then fight alongside the player, though their actions will be determined by an automated system, requiring the player to provide them with a custom-designed monster.

Depending on the NPC, a **romantic** relationship may develop, unlocking new interactions with the player. However, **not all** NPCs are capable of entering romantic relationships.

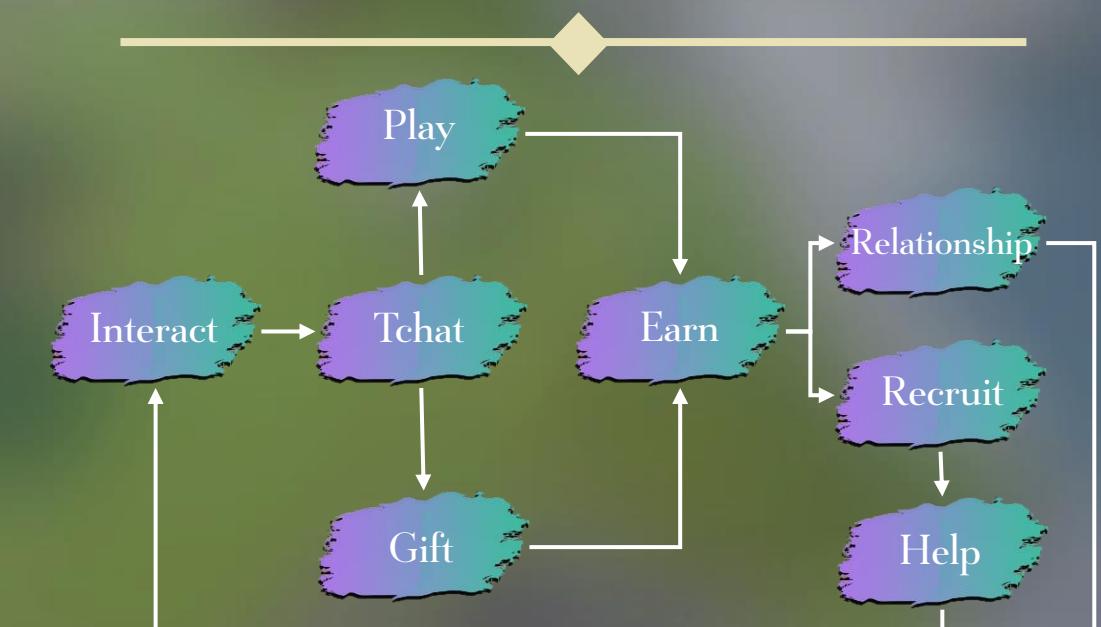
At the **peak** of a romantic relationship, players have the option to marry the character, allowing them to **move in** with the player.



Sun Haven

	Penny (single)	♥♥♥♥♥♥♥♥♥♥		<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Jodi	♥♥♥♥♥♥♥♥♥♥		<input type="checkbox"/>	<input type="checkbox"/>
	Robin	♥♥♥♥♥♥♥♥♥♥		<input type="checkbox"/>	<input type="checkbox"/>
	Willy	♥♥♥♥♥♥♥♥♥♥		<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Caroline	♥♥♥♥♥♥♥♥♥♥		<input type="checkbox"/>	<input type="checkbox"/>

Stardew Valley





GamePlay

Feature : Craft

Numerous **machines** are available, each offering unique functionalities.

The player can interact with them to access an interface where they can select the desired item to craft.

After **selecting** the item, the required materials are instantly **removed** from the player's inventory. The player can cancel the crafting process, allowing for the immediate recovery of the materials.

Depending on the machine's level of **advancement**, a queue is available, operating with a **maximum** number of items and slots (which evolve according to the machine's **level**).

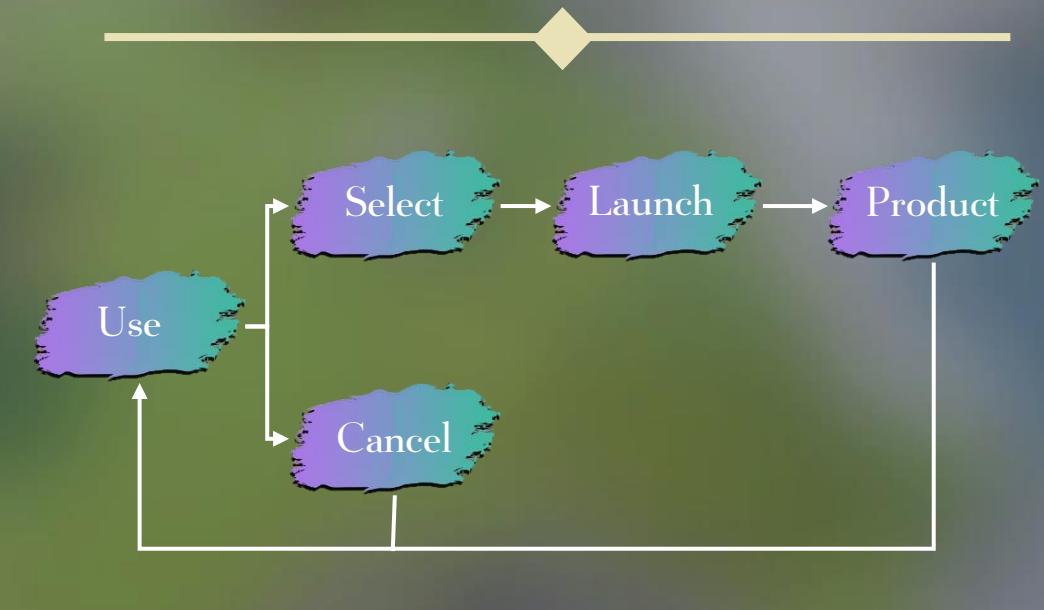
The player **must** come to **collect** the crafted items from the machine once the crafting process is **completed**.



Core Keeper



My time at Portia





Experience



Experience



Main View

Top Down

Inventory / Craft / Relation / Quest

NPC Shop / Machines / Deposit

Npc Interaction



Combat View

Side View

Monster Management

Fight

Editor







Experience



Mockup Main



Mockup Fight



Experience

Meta-Ld

Semi-Open

Macro-LD

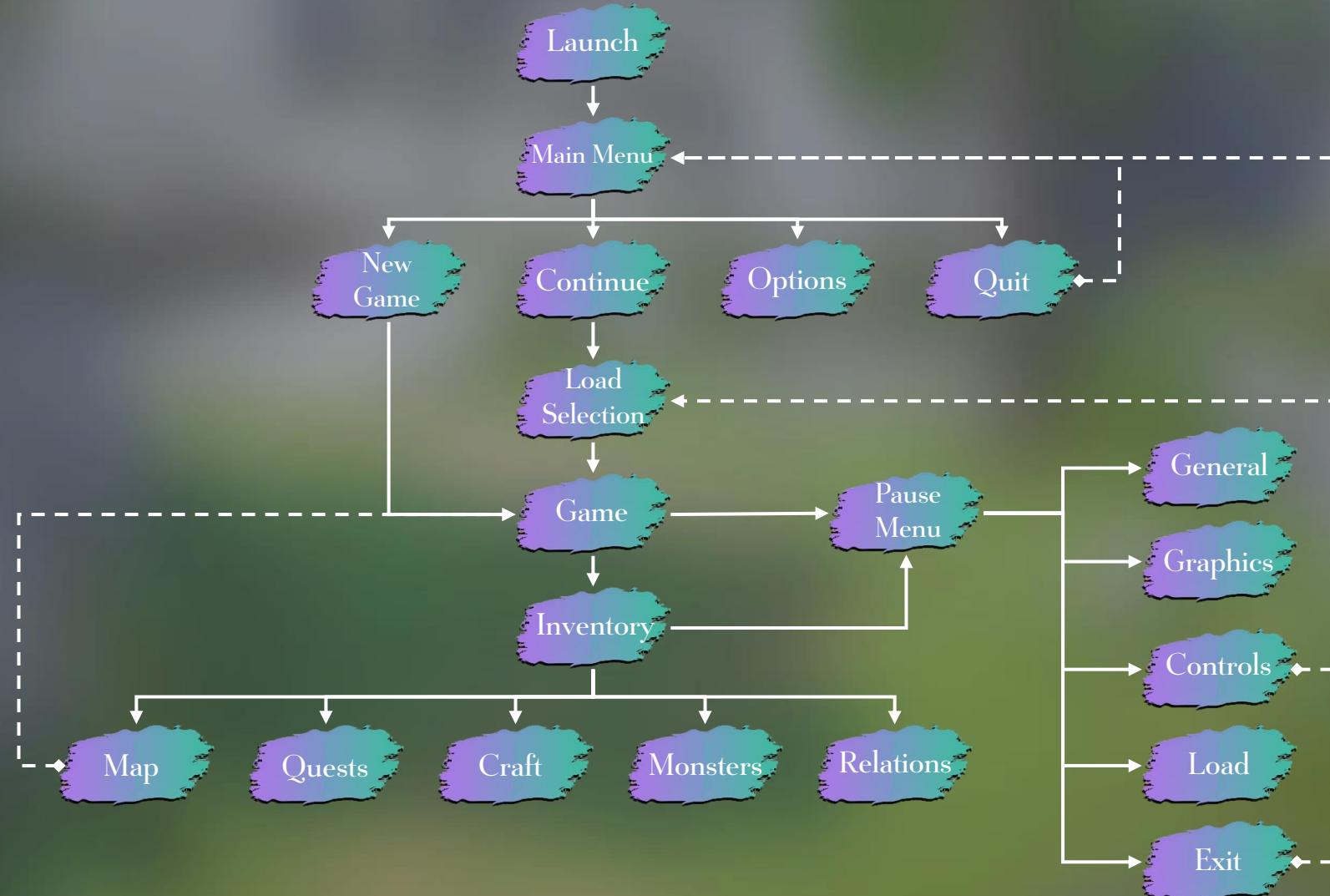
Semi-Open

Micro-LD

Linear



Experience





Game Elements



Game Elements – Interactive Elements

Assembleur



Allows the fabrication of robots and transports them into an editor.



Crafting Machines



Allows the crafting of multiple items available in the game.





Game Elements – Interactive Elements

Shipping Box



Deposit for selling items without going through the stores. Money is received the next day.



Requests Board



Allows interaction to view pending requests from residents





Game Elements – Interactive Elements

Trees



By interacting, the player shakes them to drop resources.



Mining Ressources



With the right tool, the player can gather resources , they fall to the ground.





Game Elements – Interactive Elements

Shipping Box



Can be harvested with a scythe.



Requests Board



Can be picked up without any particular tool.





Game Elements – Interactive Elements

Shipping Box



Opens a satisfaction menu displaying the various needs of the monster.



Requests Board



Upon contact, initiates a combat phase.





Game Elements – Collectables

Shipping Box



Falls to the ground when harvesting mining resources.



Requests Board



Falls to the ground when harvesting crops.



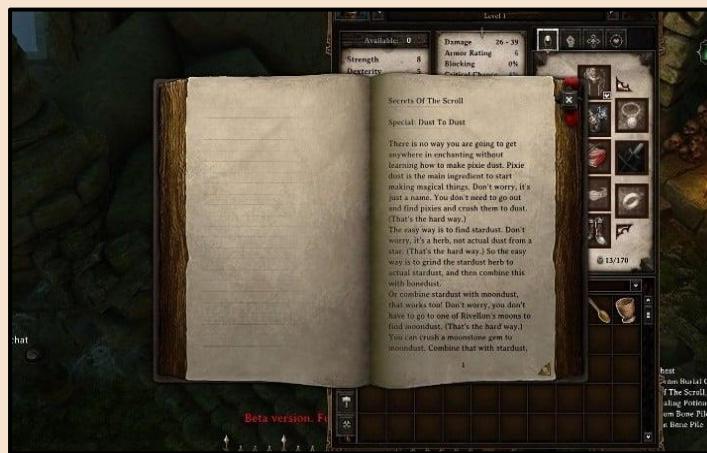


Game Elements – Collectables

Books



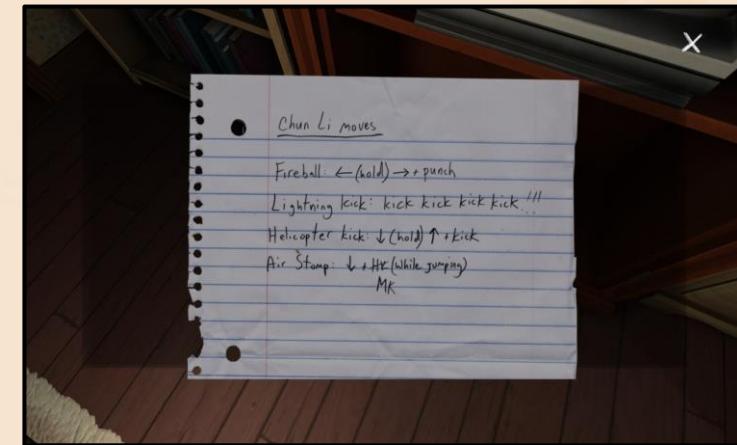
Found in the world, develops the story of monsters and the islands.



Notes



Guides the player towards the temples for their main objective.





Game Elements – Collectibles

Temple Key



Obtained after defeating a major monster in a temple, allows unlocking a boss room.





Ennemis



Ennemis



Type

Common Monster

Appearance

Small monster with a winged ghostly appearance

Infos

Skills / Perks : High Resistance / Versatility

Weapons : Attacking Abilities / Hands

Description

Monster commonly found in the mountains, relatively aggressive and territorial, capable of gliding for a short distance with its wings



Mountain Biome





Ennemis



Type

Common Monster

Appearance

Small larva with a long tongue,
topped with a water lily



Infos

Skills / Perks : Very Fast / Swimming

Weapons : Water Abilities / Tongue

Description

A very common monster on beaches, not naturally aggressive, possesses a poisoned tongue which it uses to capture its prey.

Beach Biome





Ennemis



Type

Common Monster

Appearance

Small sized Golem with a Dogu-Shaped form topped with a chef's hat



Infos

Skills / Perks : Good Special Attack / Small / Combat with weapons

Weapons : Attacking Abilities / Spoon

Description

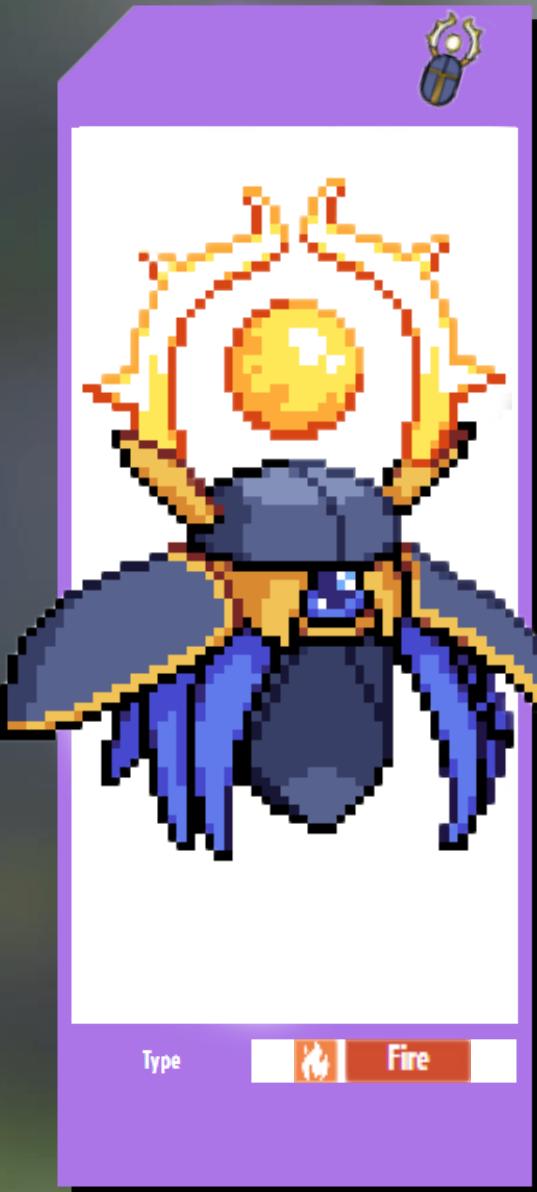
Monster easily found near dirt roads, very aggressive despite its appearance but not particularly dangerous.

Mountain Biome





Ennemis



Type

Rare Monster

Appearance

Medium size Scarab with an eye in the center of its body, six tentacular legs

Max HP 120

Neutral Attack 65

Special Attack 150

Defense 90

Speed 75

Infos

Skills / Perks : Strong Special Attack / Flying

Weapons : Attacking Abilities / Projectiles

Description

A very rare and particularly dangerous monster, found in forests and volcanic islands. It is capable of hurling projectiles at high speed that can fatally injure anyone hit by them.

Volcano / Forest Biome





Cutscenes



Cutscenes



After a long journey, the boat finally arrives, and just a few meters away, one can see the outline of the small island that houses a village.

The citizens are delighted to welcome a new member and greet them upon arrival with gifts and cultural items. After settling into their new home, it's time to explore the facilities and get to know the locals a little better.

Now that everyone is reassured about the new residents combat abilities, he's free to venture out and explore the island.



RTC

7 minutes

Village Tour

20 minutes

RTC

4 minutes



Exploration

15 minutes



During his exploration, the resident comes face to face with a monster. It's nothing too alarming, as monsters are common in this part of the world, but he lacks combat experience.

Fortunately, a village member passing by lends a hand, helping him navigate the combat environment.

The monster is defeated, and the resident feels proud of himself; he had never experienced a real fight before. Maya, the village member, congratulates him on his action.

Upon returning from an exhausting outing, it's time to learn the basics of crafting. Fortunately, the former resident of his new home had a rather spacious garden, leaving plenty of potential space for numerous machines.

Struggling at first, Maya's brother, a renowned artisan, comes to his aid, allowing him to build his first tables and very basic furnaces. In addition to assisting in fabrication, he offers clever advice on the overall functioning of craftsmanship.



RTC

4 minutes

Craft

15 minutes



Appendices



Appendices



Éloïse

Gender : Woman

Age : 20

Matrimonial status : Single

Job : Waitress

Education | Degrees : CAP Restaurant

Income : 1510 € net

Geographical localization : Nantes / 18 rue Fouré



Appendices



Bartle	Evaluation
Killer	+++
Achiever	-
Socializer	++
Explorer	++



GNS +	Evaluation
Gamism	+
Narrativism	-
Simulationism	---
Experimentalism	++



MDA +	Evaluation
Mechanic	+
Dynamic	++
Aesthetic	+
Kinetic	--



Lazzaro	Evaluation
Hard	+
Easy	+++
Serious	++
Social	+



Appendices



LeBlanc	Evaluation
Submission	--
Challenge	+
Discovery	+++
Fantasy	+
Narrative	+
Sensation	--
Fellowship	--
Expression	++



Gardner	Evaluation
Linguistic	---
Logical-Math	++
Naturalistic	+++
Spatial	+
Bodily-Kinesthetic	-
Musical	---
Interpersonal	+
Intrapersonal	-
Existential	--



Appendices

Personality Keywords

Ambitious

Empathetic

Creative

Stubborn

Impulsive

Insecure

Frustrating Elements

Absence of recognition for efforts

Insufficient control in Life

Feeling of being Misunderstood

Limited time for Hobbies

Dislike in Gaming Products

Very Challenging

Linear Narrative

Mature Content

Cluttered UI

Lack of long term Objectives



Appendices

Hopes

Simple and Original mechanics
High replayability
Relationship system
Many customizations
Quality of life systems
Numerous Exploration features
Objectives / Milestones

Gaming Goals

Relaxing after workdays
Exploring and discovering all aspects of a game
Shaping one's own narrative
Unleashing one's creativity
Feeling impactful



Similar Gaming Products



Pc / Consoles



Pc / Consoles



Pc / Consoles



Pc / Consoles



Pc / Consoles



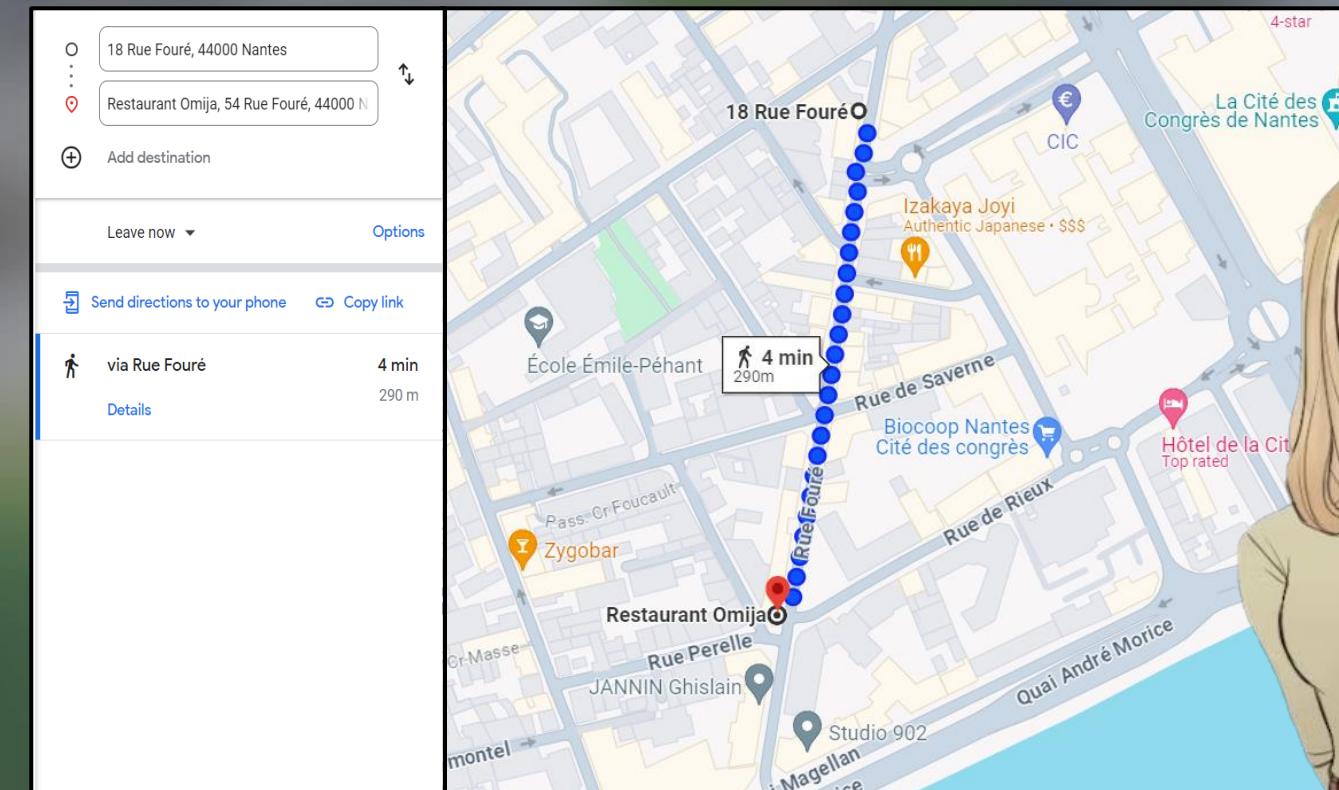
Pc / Consoles



Appendices

Road to Restaurant Omija

Walk 4 minutes





Appendices

Day service

6:00 PM – 8:00 PM

Night service

1:00 PM - 3:00 PM



Gaming setup in the living room



Appendices

Listen

Music

Rap
Lofi
Pop
Country
Nightcore

Podcast

Wankil Studio
Cocotte
Jeel
Antoine Daniel

Watch

Movies

Wonder Woman
Fast & Furious
La La Land
Titanic
The Proposam

Youtube / Twitch

Wankil Studio
Cocotte
Jeel
Antoine Daniel

Animes

Your Lie in April
Toradora
Your Name
Higehiro
My dress up Darling
Angel beats

Read

Manga

Seventeen Again
Fruits Basket
Love is War
Ao Haru Ride
Nana
Dally Butterfly
My Little Monster
Horimiya
Given



Appendices

Discord

Methods

Tchat
Photo

Identify

Pseudo



Twitch

Methods

Live
Viewing
Post

Identify

V-Tuber



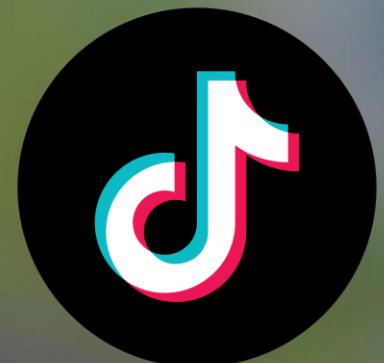
Tik-Tok

Methods

Post
Viewin

Identify

Pseudo





Appendices

Running

Regular Member

4 Times a week
8h



Skateboard

Regular Member

4 Times a week
8h





Appendices

Octalysis's Core	Bartle	Lazzaro	LeBlanc	GNS +	MDA +
Accomplishment	1	1		1	1
Avoidance					
Empowerment	1	2		1	1
Meaning	1	1	1		1
Ownership		2	1	1	1
Scarcity	1		1	1	1
Social Influence		1	1		
Unpredictability	1	1	1		



Appendices

Octalysis's Core	Score
Accomplishment	4
Avoidance	0
Empowerment	5
Meaning	4
Ownership	5
Scarcity	4
Social Influence	2
Unpredictability	3

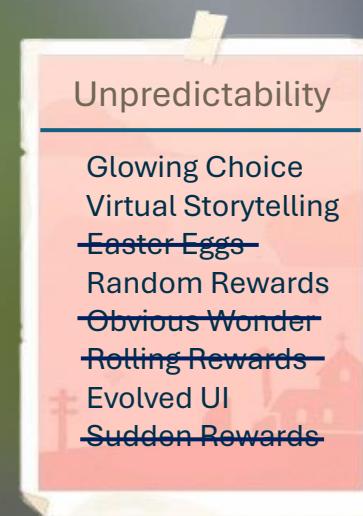
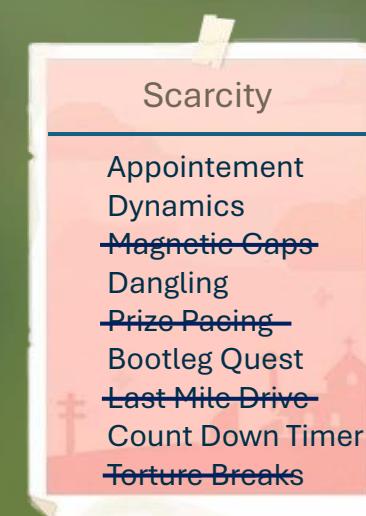
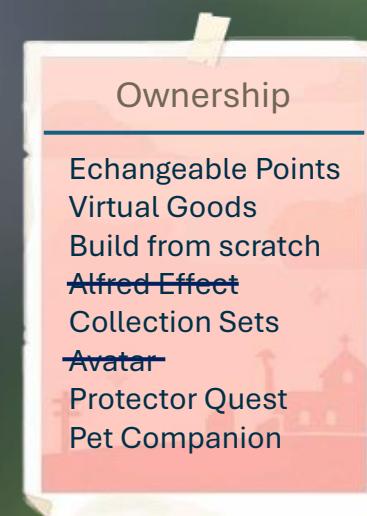
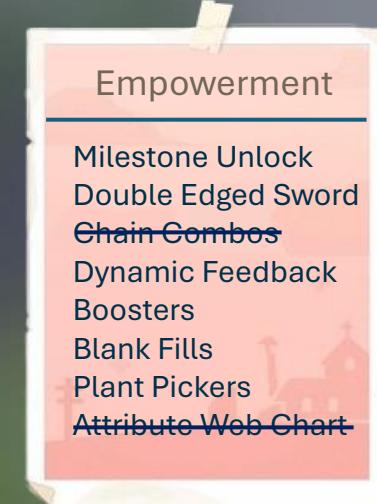
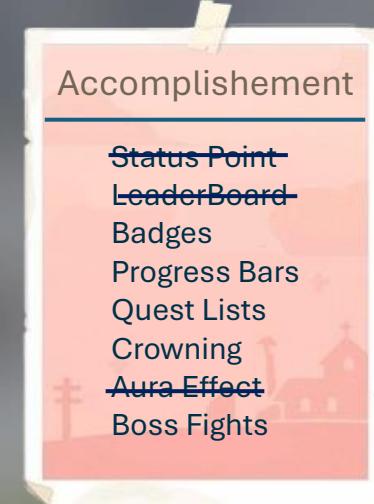
Octalysis's Brain	Score
Left	5
Right	5

Octalysis's Brain	Score
White	9
Black	3



Appendices

Octalysis's Core	Score
Empowerment	5
Ownership	5
Meaning	4
Accomplishment	4
Scarcity	4
Unpredictability	3
Social Influence	2





Appendices

Medieval Dynasty - 2020 - Render



Coop

Ark Survival Evolved - 2015 - Studio Wildcard



Mount

Stardew Valley - 2016 - Eric Barone



Energy



Medieval
Dynasty



Minecraft - 2009 - Mojang



Skills

Sun Heaven - 2021 - Pixel Sprout



Weather Management





Appendices

Explore

Various kinds of **monsters** roam the islands, so it's always advantageous to know one's enemy well

Fractured islands indicate that boat navigation will be **necessary**.

Many **buildings** harbor highly useful items, the challenge lies in **uncovering them**

Wandering too far may pose a significant **risk**, distance affects the strength of **monsters**.

Friendship and love are crucial values, especially in a world surrounded by **monsters**.

Fight

Each crystal bestows a certain ability upon its monster, offering numerous **possibilities**.

Adequate preparation is essential when facing **millennia-old monsters** scattered across the globe.

Strategy is paramount, selecting the right types to **combat** based on one's own is crucial.

Fighting together is far from easy, but adaptation beyond that will prove **beneficial**

Craft

Enhancing **production** will be necessary to combat increasingly **powerful monsters**.

Unlocking new **items** will lead to greater **possibilities**

Crafting a well-balanced monster will be the key to pushing further.

A strong **economic** development always brings good news



Appendices



Animal Crossing : 59,99€



Stardew Valley : 13,99€



My Time At Sandrock : 34,99€



Coral Island : 29,99€



Sun Heaven : 20,99€



Cassette Beasts : 19,99€



Appendices

Name	Release Date	Price	Lowest Price	Follower	Sales	MetaCritic (PC)
Animal Crossing New Horizons	2020	59,99 €	21,49 €	-- K	39 M	90
Stardew Valley	2016	13,99 €	6,99 €	773 211 K	15 M	89
My Time At Sandrock	2023	34,99 €	16,79 €	125 820 K	0,7 M	80
Coral Island	2023	29,99 €	22,49 €	124 943 K	0,6 M	82
Sun Heaven	2023	20,99 €	12,59 €	81 K	0,7 M	81
Cassette Beats	2023	19,99 €	13,99 €	31 K	0,5 M	83

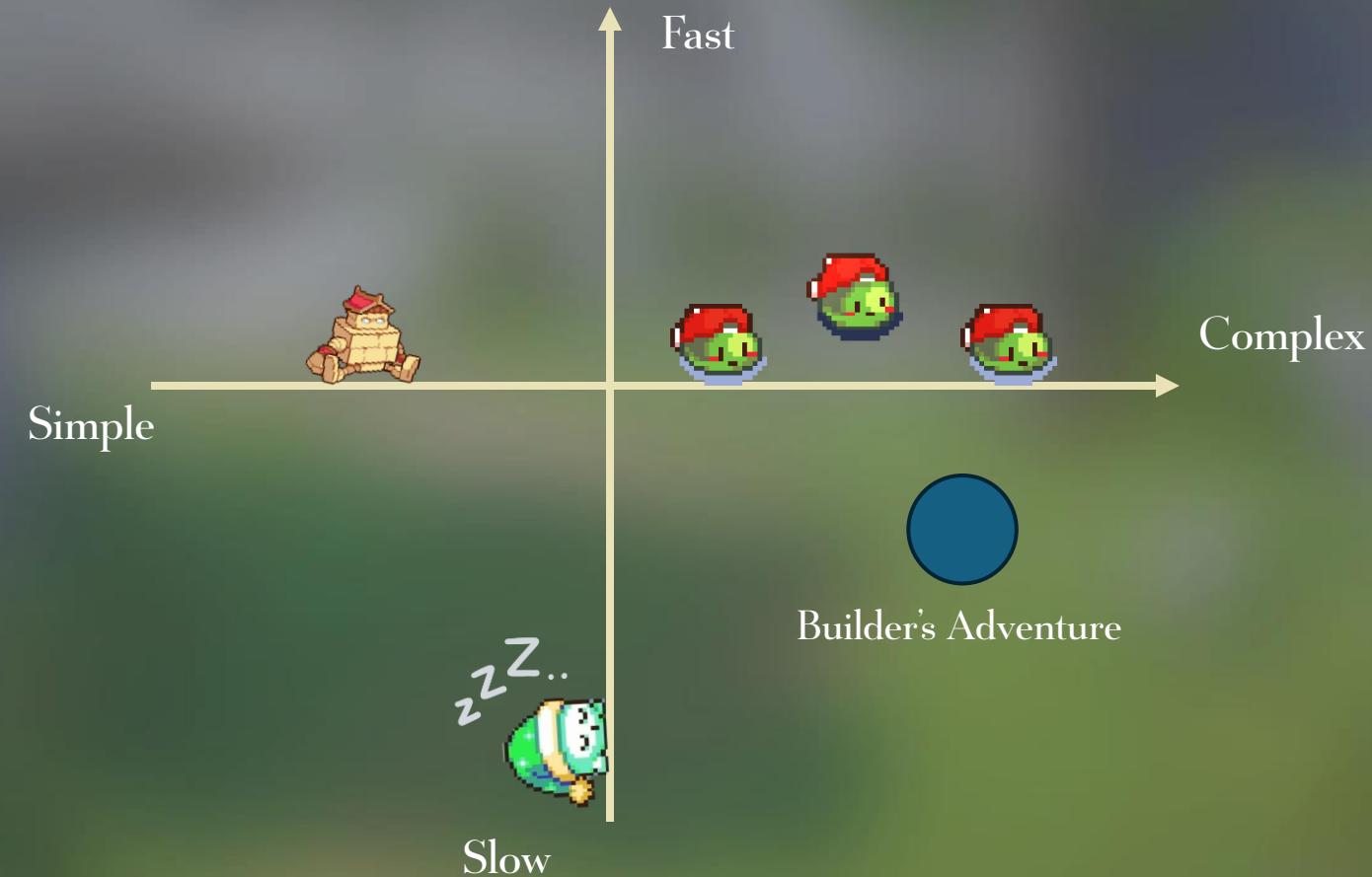


Appendices

Name	Price	Sales	Refund Rate (13%)	Estimate Revenue	Taxes (20%)	Store (Steam 30%)	Final Estimate Revenue
Animal Crossing New Horizons	59,99 €	39 M	5 070 000	2 035 460 700 €	407 092 140 €	-- €	1 628 368 050 €
Stardew Valley	13,99 €	15 M	1 950 000	182 569 500 €	36 513 900 €	54 770 850 €	91 284 750 €
My Time At Sandrock	34,99 €	0,7 M	91 000	21 308 910 €	4 261 782 €	6 392 673 €	10 654 455 €
Coral Island	29,99 €	0,6 M	78 000	15 654 780 €	3 130 956 €	4 696 434 €	7 827 390 €
Sun Heaven	20,99 €	0,7 M	91 000	12 782 910 €	2 556 582 €	3 834 873 €	6 391 455 €
Cassette Beats	19,99 €	0,5 M	65 000	8 695 650 €	1 739 130 €	2 608 695 €	4 347 825 €

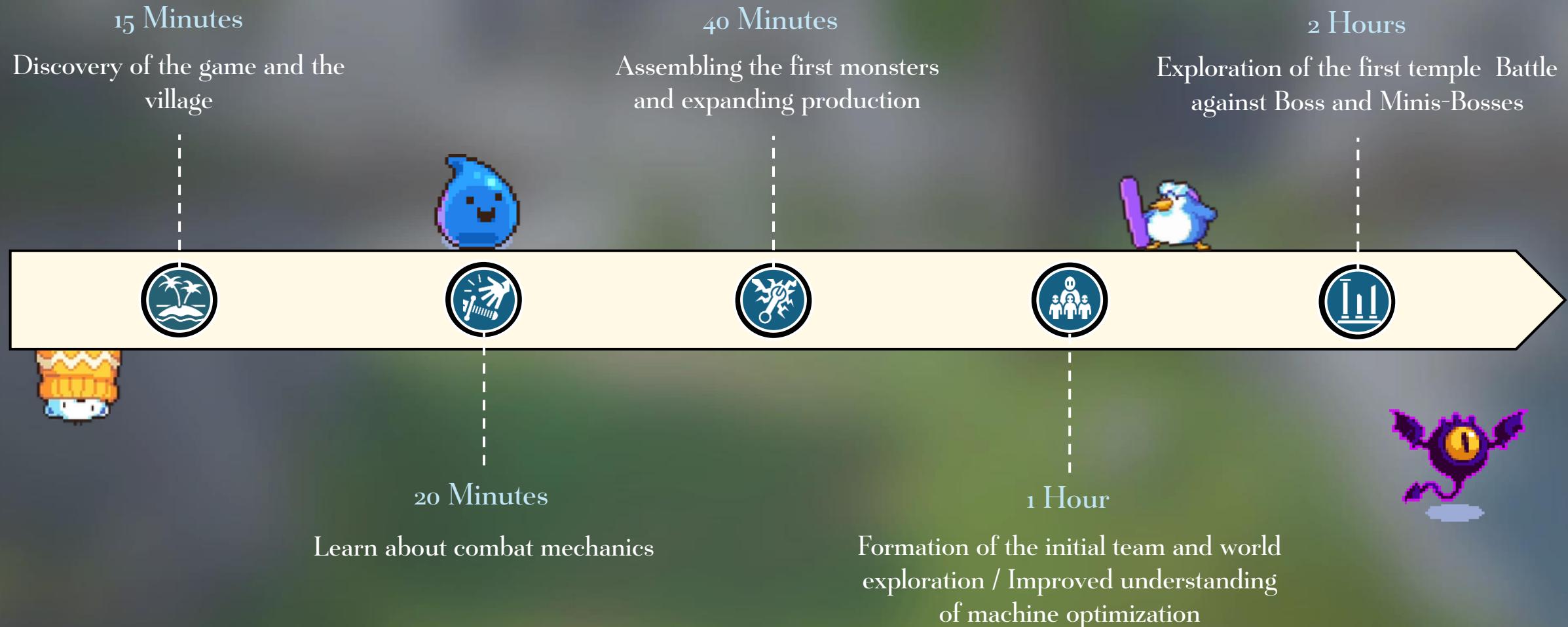


Appendices





Appendices





Appendices

Name	Date	Platform	Reason
Stardew Valley	2016	Pc / Consoles	Production
Cassette Beats	2023	Pc / Consoles	Turn by Turn Combat / Monstres
My Time at Sandrock	2023	Pc / Consoles	Relation
Sun Heaven	2021	Pc / Consoles	Run
Scrible.IO	2017	Pc / Phones	Editor
Zelda : The Wind Waker	2002	Pc / Consoles	Exploration
Coral Island	2023	Pc / Consoles	Atmosphere / Sound Design
Tchia	2023	Pc	Atmosphere / Exploration
Sea of Thieves	2018	Pc / Consoles	Exploration îles
Tropico 6	2019	Pc / Consoles	Tropical Atmosphere
Pokemon	1996	Pc / Consoles	Monster Fight
Slime Rancher	2017	Pc / Consoles	Management
Graveyard Keeper	2018	Pc / Consoles	Movements
Robocraft	2017	Pc / Consoles	Block Based Construction



Appendices

Name	Date	Platform	Reason
La vie secrète des arbres	2016	Pc / Consoles	Nature / Environement
Tropical Geomorphology	2023	Pc / Consoles	Level Design / Island
L'île mystérieuse	2023	Pc / Consoles	Exploration
L'alchimiste	2021	Pc / Consoles	Narrative
Vivre heureux avec les autres	2017	Pc / Phones	Relationship System



Feature : Fight

Combat in the game occurs in a turn-based manner with a movement mechanic that influences damage based on abilities.

Each monster has a type, and they have weaknesses based on the type of attack they face, resulting in greater damage when attacked by a type to which they are vulnerable.

The player can move their monster one square in a 3x3 grid in the following directions: Forward, Backward, or Diagonal. It's not possible for the monster to rotate at angles.

Each ability has a directional type, including abilities on the front lines, straight or diagonal, as well as close or long-range attacks (front or back squares of the grid). In addition to the directional type, each ability has one of the available types in the game. If this ability is used against an enemy that it's strong against, it deals bonus damage.

The player must position their monster in the right direction according to the enemy they face to increase their damage. Regardless of the ability, it inflicts damage, so it's a bonus.

In addition to this mechanic, each monster, including the player's, has one weakness represented on an axis. It's only possible to have a weakness on the sides or the front. If this weakness is hit during an attack, again following the same directional logic, the targeted monster receives additional damage.





Details – Items / Combat

At the **beginning** of a turn, after choosing their **movement**, the player must select from **4** options: Attack, Items, Escape, Change.

The Attack option **displays** different possibilities based on the **chosen** monster. The icon indicates whether the attack will be **effective** or not.

Items are a means to repair the player's monster, as well as to provide advantages outside of combat. Here are some examples :

- Wrench: Fully restores the **monster's** health.
- Duck Tape: **Revives** a monster with 10% health.
- Smoke Bomb: **Increases** the chances of the next escape to 100% (except for important story enemies).
- Battery: Restores 10 **energy** points.

The Escape option **allows** the player to **flee** from a battle when they do not wish to **engage**. The chance of success is **calculated** based on several **factors**: the monster's speed, level, and status effects.





Details – Items / Combat

Let's apply the formula to the given example:

Let's say we have a monster attempting to flee with a speed of 60 and a level of 50, and an opponent monster with a speed of 40 and a level of 40.

No status factor is involved, so it remains 1.

$$((60 / 40) \times 32 + 30 \times 50 - 40) \times 1$$



$$(1,5) \times 32 + 150 - 40) \times 1$$



$$48 + 150 - 40$$



$$158\%$$

The chance under these conditions would thus rise to 158%.

Switching allows for selecting another monster from the player's pre-established list.

Upon using an item, movement proceeds as usual, but the player is unable to launch an attack.

When substituting a monster, it is positioned at the center of the field. The player forfeits the opportunity to attack during this turn and will be subject to enemy assaults.



$$\left(\frac{\text{Fleeing Monster's Speed}}{\text{Opponent Monster's Speed}} \times 32 + 30 \times (\text{Fleeing Monster's Level} - \text{Opponent Monster's Level}) \right) \times \text{Status}$$





Details – Attack / Experience

Each monster has statistics as follows:

Max HP: Monster's **health** points

Neutral Attack: Influences **damage** on attacks that are **not of the monster's type**

Special Attack: Influences **damage** on attacks that are **of the monster's type**

Defense: Influences **damage received** by the monster

Speed: **Determines the first** playing monster and it flee percentage

In addition to these statistics, **attacks** each have their own **power** and **success percentage**. The **power level** affects the formula and thus the **damage** of that attack.

Energy:

Some attacks **cost** a certain amount of **energy**. When the monster **runs out** of energy, it can no longer use them.

Energy will be quantified with relatively **high numbers** to resemble **kW**, for example, **2000**.





Details – Attack / Experience

Let's apply the formula to the given example:

Let's take an example where a monster uses an attack with a power of 90 and a Special Attack stat of 75. The target has a defense stat of 70:

$$((90 \times 75) / 70) \times \text{Modifiers}$$



$$((6750) / 70) \times \text{Modifiers}$$



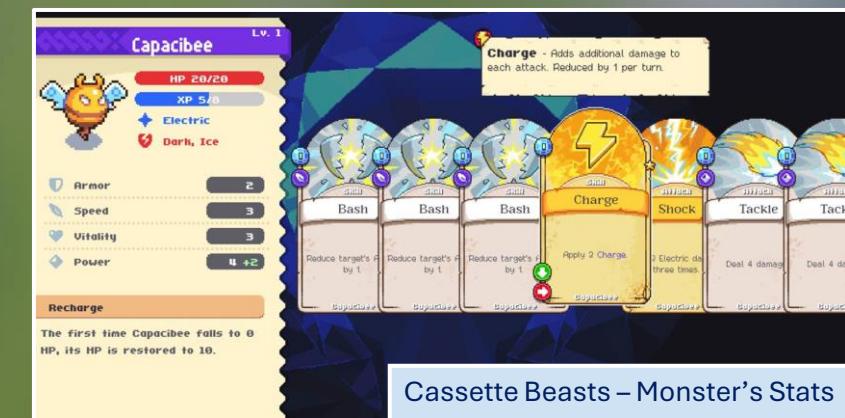
$$96 \times \text{Modifiers}$$



$$96$$

$$\text{Neutral Attack : } \frac{((\text{Attack Power} \times \text{Launcher Neutral Attack})}{\text{Target Defense}} \times \text{Modifiers}$$

$$\text{Special Attack : } \frac{((\text{Attack Power} \times \text{Launcher Special Attack})}{\text{Target Defense}} \times \text{Modifiers}$$



Cassette Beasts – Monster's Stats



Details – Attack / Experience

After each **battle**, the monster **receives** a certain **amount** of experience based on its level and the level of the enemy. **Every** monster in the **team** receives a **similar** sum of experience after the battle, even if it was **not used**.

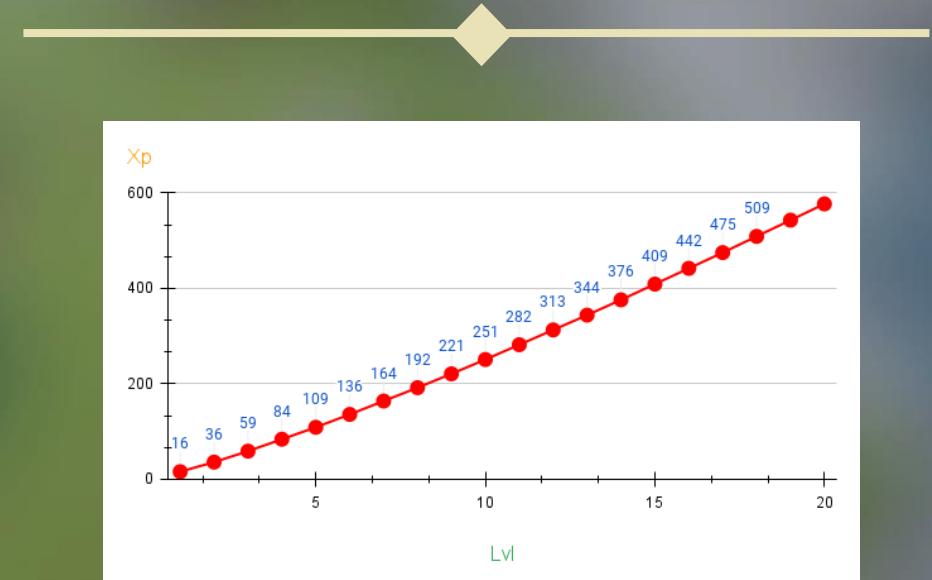
Each level of the monster has an experience cap needed to advance to the **next level**. This cap is **exponential**, the higher the level, the **more** experience is required to **reach it**.

After **crafting** a monster, its level is **determined** based on the **blocks** used for its construction, allowing for **balance** throughout the **game** without frustrating the player with a level 0 monster at the end of his fabrication.

The blocks are **quantified** with **experience** that adds up if they are contained within the monster.

Experience: $((\text{Enemy monster's level} \times \text{Experience require}) / 6)$

6 being an **empirical constant** adjustable during testing.





Details – Management

To battle, the player must **assemble** a team with monsters that they can **exchange** and use during battles, up to a maximum of **6**.

The monster placed in the first position is considered the **primary one**; it will be automatically used at the **beginning** of the battle. If it is **defeated**, the principle remains the same but with monster **#2**.

It is possible to **heal** or **revive** monsters using **items** even **outside** of battles.



Dragon's Dogma – Team Building



Darkest Dungeon – Team Management



Details – Type

Monsters can only possess one type from the following list:

Fire
Air
Electric
Water
Earth
Ice
Celestial
Primordial

Each attack receives a multiplier based on the type it is facing.
The type damage multipliers are added to those present due to an advantage from positioning.

Exemples

Fire \rightarrow Water: Damage / 0.5

Primordial \rightarrow Earth: Damage \times 1.5

Ice \rightarrow Air: Unchanged Damage

Type Bonus : (Dmg_Attack x Type_Multiplicator = Damage Type)

This formula is later expanded with positioning damage.

Attack / Target	Fire	Air	Electric	Water	Ground	Ice	Heavenly	Primordial
Fire								
Air								
Electric								
Water								
Ground								
Ice								
Heavenly								
Primordial								



GamePlay

Attack / Target	Fire	Air	Electric	Water	Ground	Ice	Heavenly	Primordial
Fire								
Air								
Electric								
Water								
Ground								
Ice								
Heavenly								
Primordial								



GamePlay

Details – Deployment

The movement mechanic is a **bonus**, regardless of the monster's placement, it inflicts **damage**.

Some attacks do **not** have **directions**; however, they will mostly be less common (85% of attacks will have a direction). These attacks without directions will primarily be used as **"backup"** for players who have **run out** of energy or at the beginning of the game.

If a directional attack is **correctly** executed, it affects three things: Accuracy, Energy cost, and Damage.

The accuracy of the attack will be **increased** by 20%. For example, an attack with a 50% chance of hitting will be increased to 70%.

The energy cost will be **reduced** by 10% for using the attack.

The damage will be **influenced** by a percentage increase in the player's attack statistics during **calculation**.



Fire Emblem – Grid Movements



Divinity Original Sin II – Positioning Bonus



Details – Deplacement

Each enemy **possesses a weak point** in one of the directions. If this weak point is hit, the **defense** is reduced during damage calculation.

The defense is slightly impacted, influencing the **subsequent calculations** during the application of the damages.

Here are some examples of the final formula used during damage calculation:

Let's assume the player uses a **special attack**, and they haven't hit the enemy's **weak point**, so their defense remains intact. The first calculation is then performed:

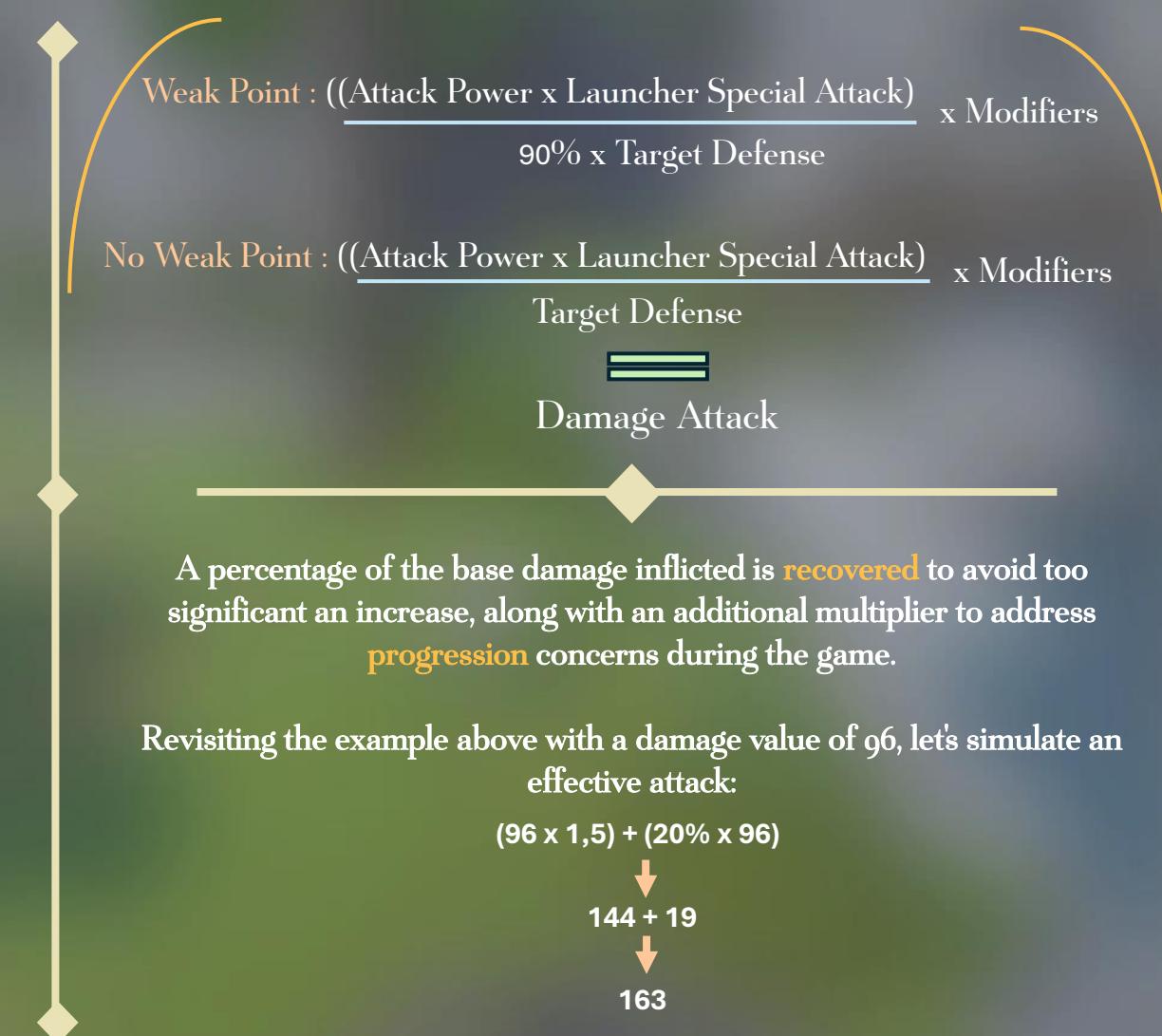
(Damage Attack)

Next, I apply the type multiplicator :

Damage Attack x Type Multiplicator

Two possibilities: if the directional attack misses, the damage is applied as is. If the directional attack hits, a second bonus is added:

((Damage Attack x Type Multiplicator) + (20% x Damage Attack))



Revisiting the example above with a damage value of 96, let's simulate an effective attack:

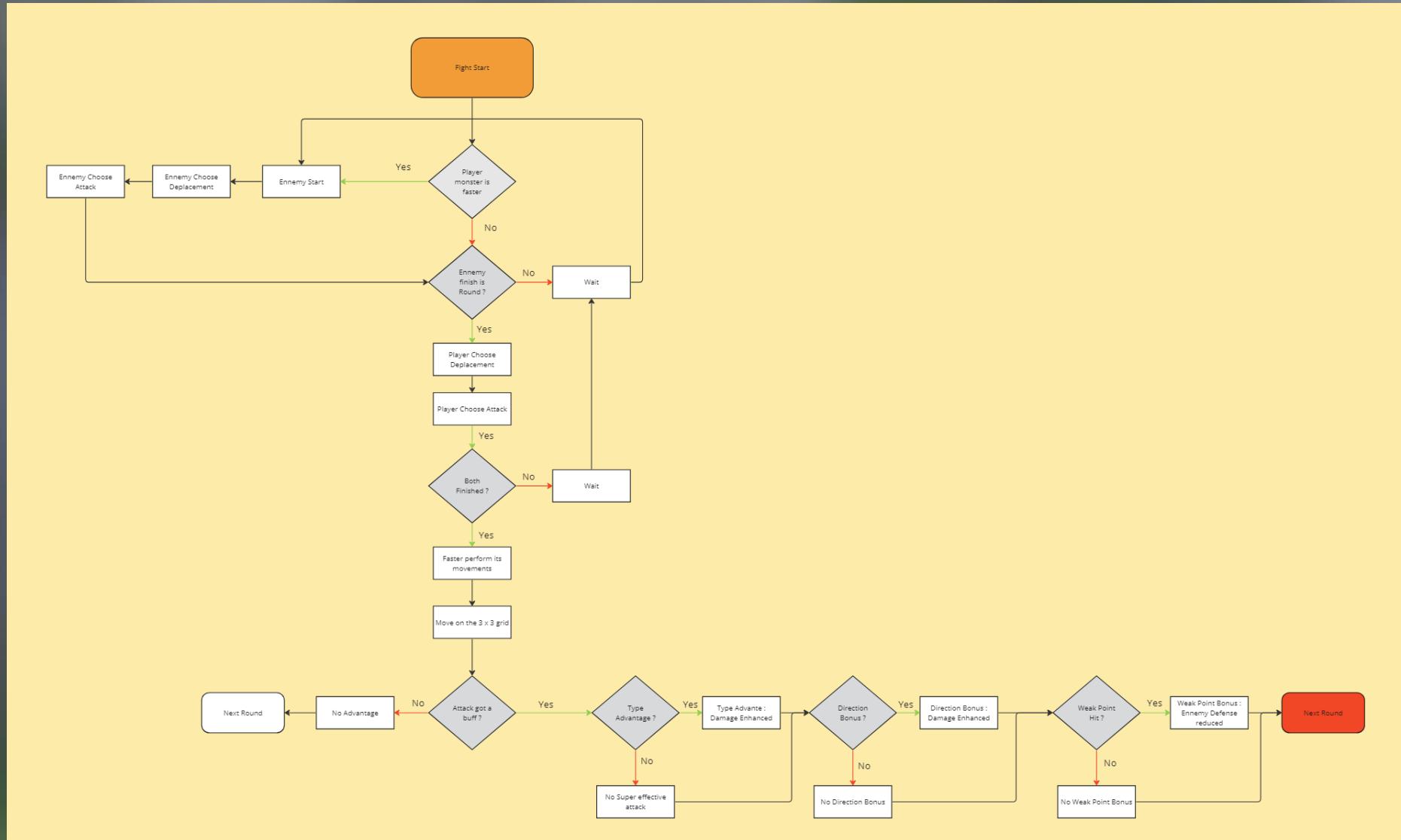
$$(96 \times 1,5) + (20\% \times 96)$$

$$144 + 19$$

$$163$$



GamePlay





Feature : Relations

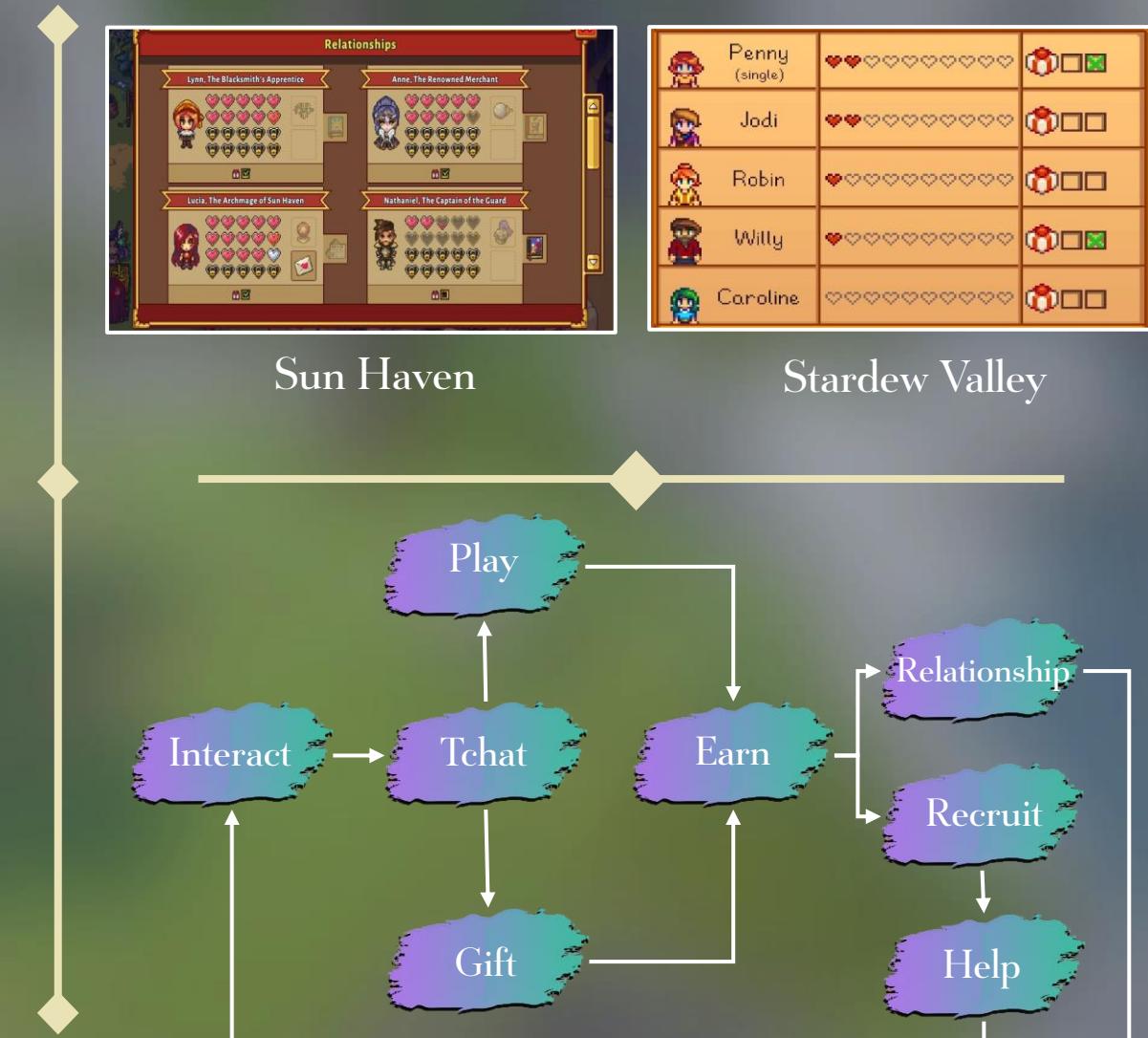
The player can **interact** with **NPCs** who live their daily routines in the world. Each NPC has a relationship meter that quantifies the player's progress with them.

Players can **engage in conversation**, offer **gifts** of varying preference to influence relationship gain, and play activities with them. By engaging in **activities** together, such as mini-games or dining out, players can **earn** relationship points up to a **defined** maximum quantity.

Once a certain **level** of relationship is reached, **recruiting** the character becomes **available**. They will then fight alongside the player, though their actions will be **determined** by an automated system, requiring the player to **provide** them with a **custom-designed** monster.

Depending on the NPC, a **romantic** relationship may develop, unlocking new interactions with the player. However, **not all** NPCs are capable of entering romantic relationships.

At the **peak** of a romantic relationship, players have the option to marry the character, allowing them to **move in** with the player.





Details – Relation Quantification

The **relationships** are represented in the form of hearts, but the quantification is **numerical**. The hearts fill up as the **level progresses**, which also fills up.

Each level has a **cap** to surpass to move to the next one. Similar to monster experience, the levels **increase exponentially**.

The maximum achievable level is **16 hearts**. The levels are accompanied by a **friendly title** that defines objectives in the relationships as well as the player's progress in them.

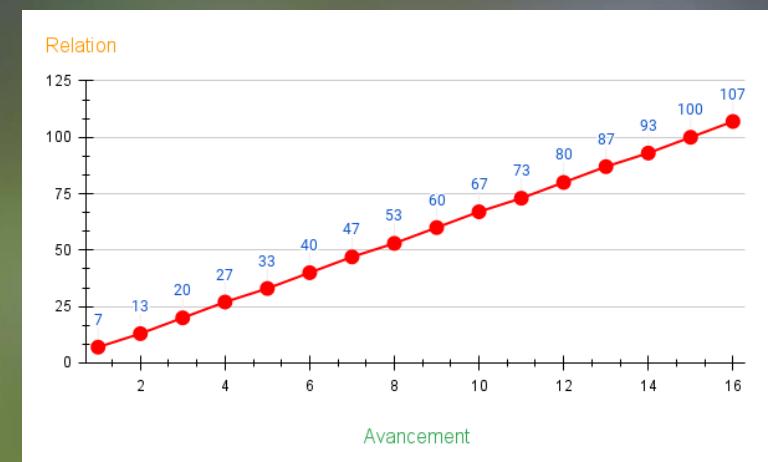
The player is capped at **level 8 of a relationship**, which they cannot surpass without starting a **romantic relationship** with the NPC. There are **two stages** in romantic relationships: the first is being in a relationship, and the second is getting **married**. Each of these stages **unlocks** an additional **8 hearts**.

When a level is **passed**, the progress of the next **one** **resets** to **0**.

Exemple

1 : 7 xp / 7 -> 2 : 0 xp / 13

4 : 27 xp / 27 -> 5 : 0 xp / 33





Details – Gift

It's possible to give **gifts** to NPCs to **increase the relationship** bar with them. They have **preferences** that directly influence the **amount** of relationship XP gained, including:

Despises: -5
Dislikes: -2
Neutral: +2
Likes: +7
Adores: +15

Note that **depending** on the items, a **slight difference** ranging from **1 to 3** XP is **possible**.

Players can give a **maximum of 1** gift every 3 in-game days. If the player **offers the same** gift multiple times, the XP gained from it is **reduced by 50%**. After **giving 2** different gifts to an NPC, the XP returns to its original amount.

Each NPC has their **birthday** at a specific time of the calendar. By giving a gift on this **day**, the XP gained is **increased by 75%**.

Players can also **receive** gifts. At two stages of the **relationship** (Friends / Couple), NPCs offer **unique** and **valuable** items ranging from decorations to tools.



Animal Crossing NH - Gift



The Escapist 2 – Relationship Benefits



Details – Activities

Activities are a way for the player to engage in various actions with an NPC.

It is necessary to have a minimum of 4 hearts to start proposing outings. At the beginning, the player can propose 1 outing per week (7 in-game days). After reaching 8 hearts, this increases to two outings.

The number of activities increases as the player progresses through the story. Initially, there are 4 activities, which then evolve to 6 by the end of the game:

Fishing: Mini-game with a score; each fish brings varying rewards, timed.

Treasure Hunt: Exploration on the beach, UX allowing the discovery of treasures yielding varying scores, timed.

Pattern Challenges: Building predefined objects as quickly as possible using the editor.

Restaurant: Before ordering, the player can engage in discussion, offer gifts, etc. The player decides when to place the order and must choose a dish for the NPC.

Beach Discussion: Possible to offer a gift, engage in conversation with the NPC, etc.

Battles: The player and the NPC practice a combat together.

When a player engages in an activity, they are limited by a maximum number of activities possible, which evolves based on the number of hearts with the NPC.





Feature : Recruitement

After **attaining 8 hearts** with the NPC, players **can recruit** them through conversation, selecting the **fitting option**. Acceptance isn't determined by a percentage chance.

It's only possible **to recruit characters** with whom a romantic relationship is possible to **maintain coherence**.

As a **recruited character**, the NPC plays a **supporting role** in combat, allowing the player to use an item every x turns without needing to wait for **the next turn** to launch an **attack**.

At any time, the player can choose to **no longer** team up with the NPC without any **repercussions** on their relationship. They just need to initiate a **conversation**.

If the player is in a **romantic relationship** with one character but fights with another, it does **not affect** the relationships.

If the character with whom the player is fighting is **not available**, they **will no longer** appear in the UI, and the spot will be available again. To bring back the previous NPC to their team, the player will have to **repeat the recruitment procedure**.





Details – Romance

Initiating a **romantic relationship** offers new **possibilities** for interactions, especially new dialogue lines.

There are **two states** when the player is in a romantic relationship: **Couple** and **Married**. It's **not** possible to be in a relationship with **multiple characters**; the player must first **break up** with their **current** partner to choose another.

To start a **romance** with a character, the player must offer them a **love letter**. The minimum relationship level required **is 5**, and the maximum **is 8**. Depending on this relationship level, the **chances** of the NPC accepting are influenced.

In case of failure, the player **must wait one week** before being able to try their luck again. No **penalty** is imposed.

When the player gets **married**, the character moves in with them, maintaining their routine but not returning to their original home. When married, the player will **regularly receive** small amounts of money as well as sentimental gifts **depending on the character**.

If the player **no longer wishes** to be in a relationship or married to a character, they can purchase a **Breakup Paper** to sever all ties. The **breakup** instantly resets the relationship level with the character to 8, which is the **maximum without romance**.

The gifts offered during the romance are **retained**.

Couple Luck : $(\text{Relationship Level} / \text{Maximum Relationship Level})^2 \times 400$

Married Luck : $(\text{Relationship Level} / \text{Maximum Relationship Level})^0,9 \times 100$

Adjusting the **exponent** allows for fine-tuning the desired percentage to balance as desired.

Application Example

Couple Luck

With 5 : $(5 / 16)^2 \times 400 \rightarrow (0,097) \times 400 \rightarrow 39\%$

With 8 : $(8 / 16)^2 \times 400 \rightarrow (0,25) \times 400 \rightarrow 100\%$

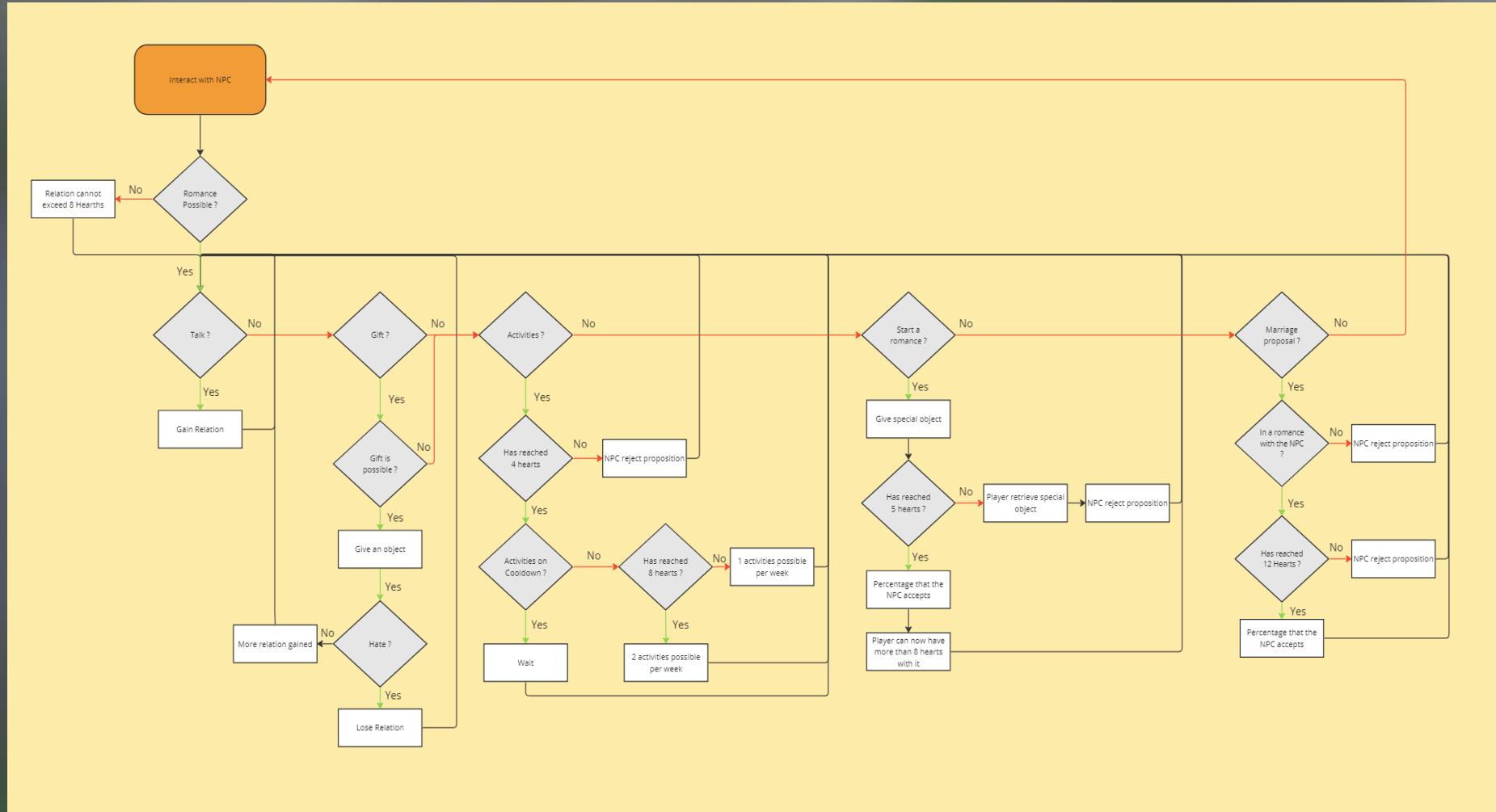
Married Luck

With 12 : $(12 / 16)^0,9 \times 100 \rightarrow (0,77) \times 100 \rightarrow 77\%$

With 15 : $(15 / 16)^0,9 \times 100 \rightarrow (0,94) \times 100 \rightarrow 94\%$



GamePlay





GamePlay

Feature : Craft

Numerous **machines** are available, each offering unique functionalities.

The player can interact with them to access an interface where they can select the desired item to craft.

After **selecting** the item, the required materials are instantly **removed** from the player's inventory. The player can cancel the crafting process, allowing for the immediate recovery of the materials.

Depending on the machine's level of **advancement**, a queue is available, operating with a **maximum** number of items and slots (which evolve according to the machine's **level**).

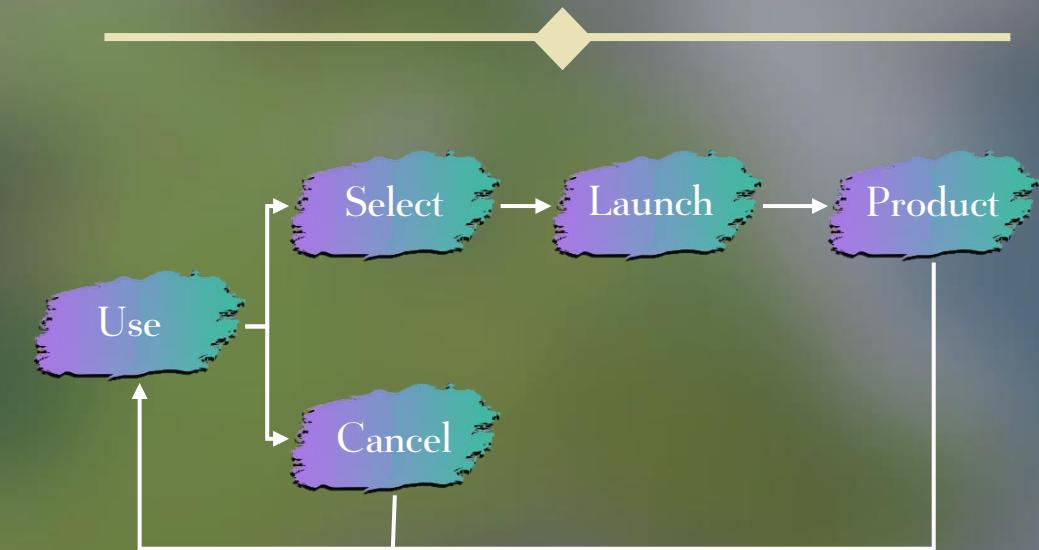
The player **must** come to **collect** the crafted items from the machine once the crafting process is **completed**.



Core Keeper



My time at Portia





Details – Machines Types

There are several types of **craftable equipment**, including:

Potions: Used to restore health

Monster items: Related to healing, stats, etc.

Tools: For resource gathering

Means of transportation: Boats, rafts, etc.

From the beginning, the player has a **craft menu** directly **accessible**, allowing them to craft the initial tables and machines to start.

The **time required** for crafting **varies** but never exceeds more than **2 minutes** per unit. The intention is to encourage players to **optimize** and create in quantity to continually **increase** their productivity.

There are several **types** of machines:

Crafting: Exclusively used for **manufacturing** items

Refining: **Transforms** raw resources into usable ones

Monster-related: Directly connected to **monsters** for the fabrication of cubes and items

In addition to these main types, each machine has a **specificity** and a list of items it can manufacture or refine depending on **its role**.





Details - Storage

The storages are **directly linked** to the machines through a **linking system** similar to a **spider web**, connecting the storages to each other.

When a player places a **storage** unit within **10 meters** of a machine, it will automatically **connect** to the machine, and its contents will be considered usable.

Moreover, the machine acts as a **relay**; if another machine is placed **nearby**, it will be connected to the **first machine** and to the storage. Any additional storage unit placed **near** the new machine will also be **connected** to the invisible **network**.

This system allows the player to **avoid frustration** with the **distance** between their chests.





Details – Level / Recipes

The machines have **upgrades** directly **purchasable** by the player in their **UI**.

These **upgrades change** the name and design of the machine, making it **more efficient** and giving access to new **recipes**. Each machine has a set number of **upgrades**, which are not necessarily similar:

Furnace: 3 upgrades -> Basic; Advanced; Industrial
Alchemy Table: 2 upgrades -> Basic; Advanced

In addition to offering **more recipes**, the **queue size increases**, allowing more items to be **placed** in the **queue**. The queue can be **edited** at any time by prioritizing a craft or removing it to **recover** resources and cancel.

All recipes are **unlocked directly**; it's the machine **tier** that determines whether they can be **crafted or not**.

The **efficiency** of the machines can be **improved** in another way. The player can craft or find **items** during exploration that can be **placed** inside a machine, offering multiple **bonuses**, such as productivity or efficiency.

These items can be **removed** at any time and are compatible with all machines, whether for **refining** or **crafting**.

Examples

Coolant: -5% crafting time

Lubricant: 5% chance of not losing spent resources





Details – Materials

To streamline the selection of materials and their quantities, it might be beneficial to implement a **balancing lever** aimed at **simplifying** the process.

To maintain coherence and effectively **quantify progression**, it would be interesting to assign a difficulty and **rarity grade** to the items available in the game, represented by **numbers ranging** from 1 (most difficult and rare) to 5 (least difficult and rare).

After assessing difficulty, it's essential to **evaluate time** considerations, taking into account:

Travel time (to reach the item and return)

Time to locate the item

Time to harvest the item

Refining/crafting time

Each of **these factors** can be calculated with **varying precision** during balancing, using either automated or manual methods. After evaluation, a margin of **error index** is chosen.

Subsequently, we need to **define** the **desired time** for each machine and **its progression**. Assuming the game already has progression intentions regarding the approximate timing for obtaining **each machine**, a comparison can be made, factoring in the **margin of error**.

This system can be **refined** over testing to be automated using **mathematical formulas**, enhancing reliability in **achieving** the intended balancing.



Dragon Quest builder 2 – Craft Recipes

Taux de V	79%	Difficulté	NB Mini Jeu	Temps
Coefficient A	1	Facile	3	21,55090909
Coefficient V	1	Difficile	4	28,73454545
1 - 10; 1 = Easy 10 = Expert		Expert	4	28,73454545
Tray Capacity	500	Facile	3	21,55090909
Freez Capacity	6	Expert	4	28,73454545
1 M	60	Moyen	3	21,55090909
1H	3600	Expert	4	28,73454545
0.25 S	0,15 M			
Anim Rempli	3,5			
Indice Joueur	1,5			
NB Mix	2			



Feature : Assemble

The player can **craft** their own monsters using an **editor**.

Utilizing an in-game assembly table grants access to a **2D editor**, offering multiple options for blocks, dimensions, colors, and shapes to create the monster. Players can also **access** models shared by **other players** (Steam Workshop, Internet etc...).

Depending on the table used, players can **add different types** and **quantities** of blocks to their monster.

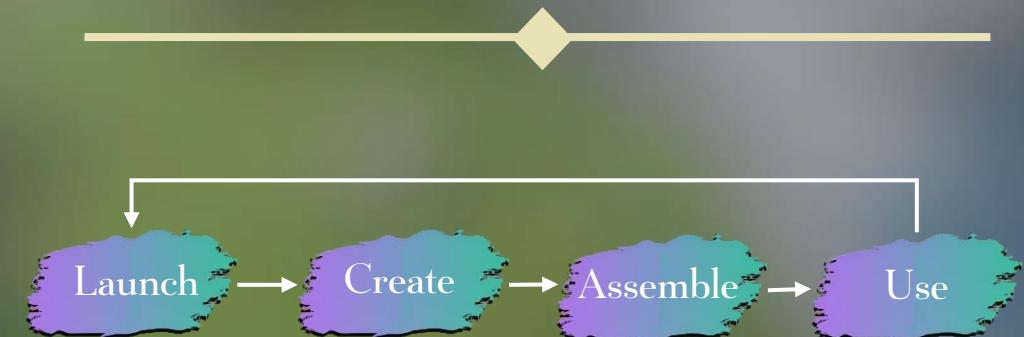
Initially, the monster's statistics (Speed/Defense/Health/Attack) are all set to 0. Each block placed adds a **small amount** to these characteristics based on its type (e.g., Steel would give +0.8 Defense). No **block** reduces **statistics**.

Special **abilities** are granted in the form of **special blocks** (referred to as Crystals in the game). When placed, these crystals allow the monster to use the corresponding ability in combat, with a maximum of **4 abilities**.



Robocraft

Drawn to life





Feature : 2d Editor

The editor is **equipped** with several **tools**: Move, Delete, Color, and Block Selection.

Each block **offers** a **statistic**, and depending on its **rarity**, this value varies.

There are four different design tables, and depending on the rank, the maximum number of blocks that can be used is increased.

The editor can be used at any time by **interacting** with the table.

Monsters can be **saved** in save slots, which can then be **reused or shared** with others on **platforms** via the workshop.

If a player attempts to **build** a monster retrieved from the workshop that **exceeds** the limit of their table, an **error message** will appear.

It's not possible to **construct** monsters consisting **exclusively** of a single type of block; a maximum limit is set that the player cannot exceed **per statistic**.





Feature : 2d Editor

Let's compare the **maximum stats** of other monsters and verify the **logic**. We can also calculate the **difference**.

To get an idea of the **potential number of blocks**, we calculate the **median** of one of the stats from a **wide range of monsters** and compare it to the results above.

If $(\text{Median_Stat_Monster}) > (\text{Table_Max_Stat}) = \uparrow (\text{Table_Max_Stat}) \text{ or } \downarrow (\text{Median_Stat_Monster})$

If $(\text{Median_Stat_Monster}) < (\text{Table_Max_Stat}) = \uparrow (\text{Median_Stat_Monster}) \text{ or } \downarrow (\text{Table_Max_Stat})$

For the **limit**, we can **replicate the same operation** with **higher margins** to ensure that if a player wants to **heavily specialize** a monster in a **particular stat**, they can do so. However, the **limit** exists to **prevent calculation problems** and maintain **game balance**.



Maximum Statistic: $(\text{Selected Block} \times \text{Type_Multiplicator}) = \text{Damage Type}$





Details – Blocks Impact

Each of the blocks has a **type available** in the table above, and in addition to the type, these blocks have **rarity** ranks that **influence** the given **statistics**:

Common: +1
Curious: +3
Strange: +5
Exclusive: +8
Mythical: +11

Regardless of the statistic provided, the ranks contribute the same number for **balancing purposes**. Here's an **example of blocks**:

EARTH

Common / Wooden Block: Earth - Speed - +1

Exclusive / Resilient Rock: Earth - Defense - +8.



Feature : Crystals

The crystals do **not count** as blocks and do not provide any statistics, only **abilities**.

They are **separated** from normal blocks in the editor and **represented** with a very bright color, depending on the type of attack.

The monster must first have passed the initial **fabrication stage** to be assigned a type and receive the available crystals.

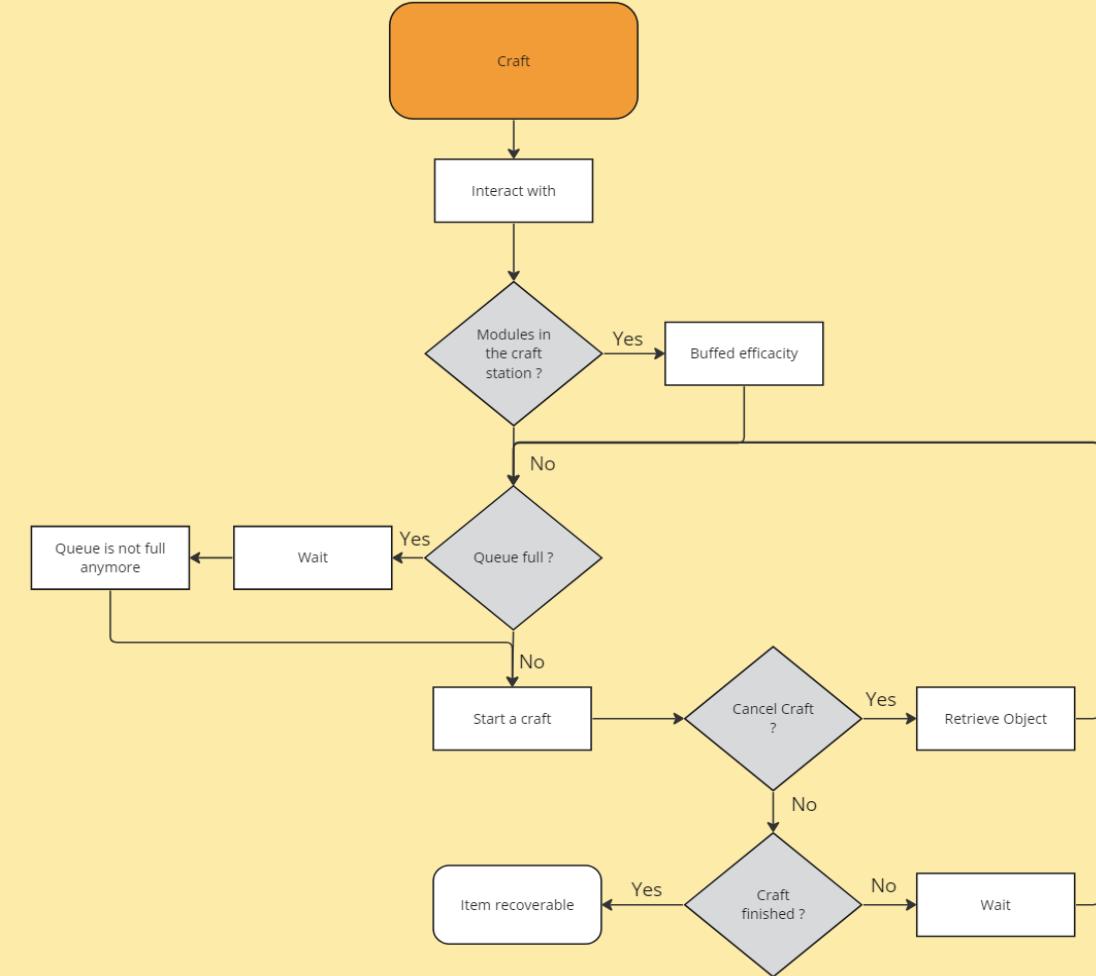
There is the option to **equip monsters** with crystals that do not correspond to their type, but only with **half** of the total amount (2 in our case).

Crystals can be **removed** and **reused** as many times as **desired**.



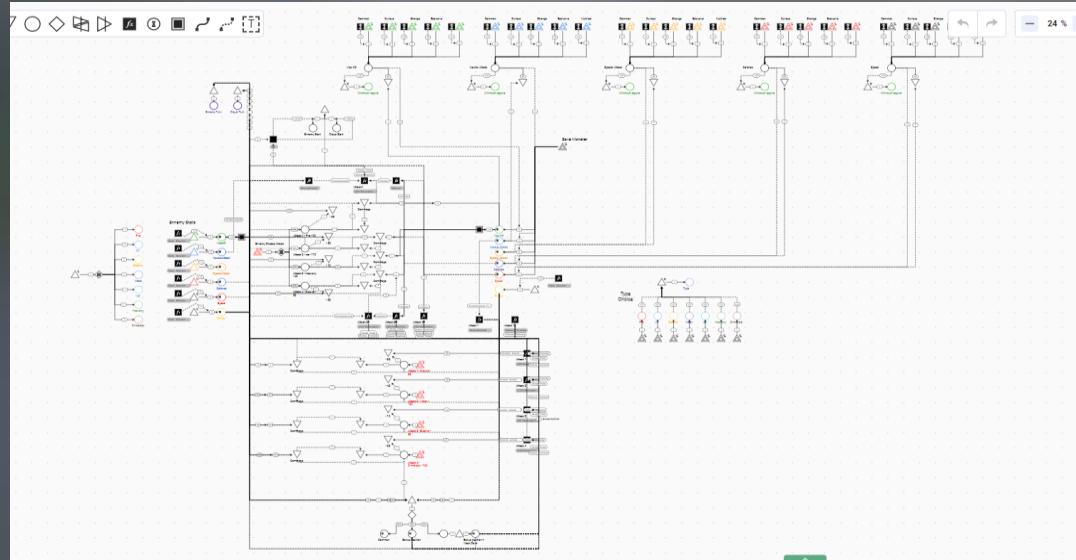


GamePlay



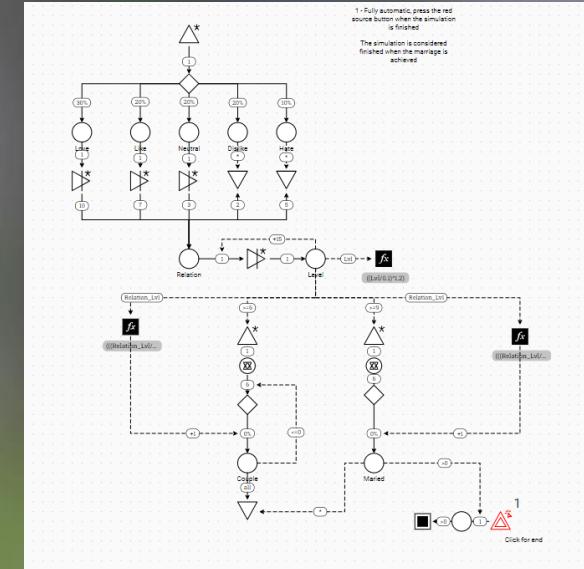


Machinations



Combat / Assemble System

<https://my.machinations.io/d/prod-bookperso-gd2/eb345ea6fb3011ee900a0ad568087609>



Relation System

<https://my.machinations.io/d/relationsystem/cf00cba3fbf711ee900a0ad568087609>