



Game Design

Document

SUMMARY

Overview	3
Intentions	3
References	3
Game modes	4
Arena (PvP)	4
Duel (PvP)	8
Adventure (PvE)	9
Tournaments (PvP)	12
Game elements	13
A fight	13
Energy points (EP)	14
Tokous	15
The cards	16
Deck	21
Combos	22
Shop	26
Gallery	26
Feedbacks	26
Attacks timeline	26
Characteristics modifications	27
Armor	27
Poison	28
Burn	29
Wireframe	29
PC device	29
Mobile device	30
Screens / HUD	30
PC Device	31

OVERVIEW

Tokou Fight is a tactical fighting and a skill-based cards game.

Genre	Card & Fighting Game
Type	Reflexion / Action
Platform	Mobile & PC
Public	NFT owners
Graphic style	Manga / Anime style
Number of players	1
Game mode	Online

INTENTIONS

- Create a Play to Earn fighting game based on NFT ownership
- Make a fighting game with manga and anime references

REFERENCES

- Axie Infinity (Gameplay)
- Dragon Ball Legends (differences of attacks)
- Mortal Kombat mobile (QTE)

GAME MODES

Every game mode has a **match** where Tokous will confront each other in one or multiples **fight**s.

Match: game mode that will oppose at least 2 Tokous in one or more fights

Fight: Battle where the winner is the one who reduced the opposing **HP** Tokou to 0.



ARENA (PVP)

GAME MODE

Arena is a **multiplayer online** mode which opposes 2 players' Tokou in a single fight. To win the match, players must reduce the opposing Tokou's **HP** to 0.

This is a **ranked** mode where each match result increases or decreases the players' rank. It is competitive and a great source of income for best players.

A match lasts between 5 and 10 minutes.

PRECONDITION

To be able to play in this game mode, the player has to:

1. **Own** at least one Tokou NFT
2. Pay **1 stamina** with his Tokou to enter a match

When both conditions are fulfilled and after the player selected a Tokou to fight with, the player search can start.

RANKING

Each player starts with **1000 ranking points** and progresses in the leaderboard by playing against opponents with the approximately same rank.

Players will be assigned to tiers depending on their rank's points:

Tier	Ranks point (RP)
Bronze	0 – 999
Silver	1000 – 1999
Gold	1200 – 1399
Platine	1400 – 1599
Diamond	1600 – 1799
Sensei	1800 – 2000
O-Sensei	+2000

The best players at the season’s end will receive TC reward for their performances.

REWARDS

- **Match rewards**

The winner of a match receives **Tokou Coins** (TC). This value will vary depending on:

1. The winner’s rank

The winner’s rank defines the base amount of TC received:

Tier	Rank Points	TC / win
Bronze	0 – 999	0
Silver	1000 – 1199	25
Gold	1200 – 1399	35
Platine	1400 – 1599	50
Diamond	1600 – 1799	75
Sensei	1800 – 1999	100
O-Sensei	+2000	150

2. The difference of rank between the two players

Depending on the rank difference between the two players, the winner's gains will be modified:

RP difference	Rewards Multiplier
+500	0,75
+400	0,80
+300	0,85
+200	0,90
+100	0,95
0	1,00
-100	1,05
-200	1,10
-300	1,15
-400	1,20
-500	1,25

If the winner has more RP than his opponent, his gains will be reduced.

If the winner has less RP than his opponent, his gains will be increased.

Reward calcul: **Winner's RP reward * Reward Multiplier**

Example 1:

Player 1 RP: 1748

Player 2 RP: 1423

Player 1 wins. Rewards: $75 * 0,85 = 63,75$ TC

Player 2 wins, Rewards: $50 * 1,15 = 57,5$ TC

Example 2:

Player 3 RP: 1002

Player 4 RP: 1337

Player 3 wins. Rewards: $25 * 1,15 = 28,75$ TC

Player 4 wins. Rewards: $35 * 0,85 = 29,75$ TC

- **End Season Rewards**

At the season end, the best players will receive a reward for their performance during the season:

Leaderboard	< TOP 100	TOP 100	TOP 50	TOP 10
Season Reward ¹	0 TC	500 TC	1000 TC	2500 TC

¹ Those values can vary depending on the number of players in the leaderboard.

DUEL (PVP)

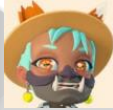

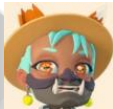
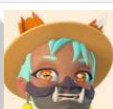

Duel is a **multiplayer online** mode which opposes 2 players' Tokou in a single fight. To win the match, players must reduce the opposing Tokou's **HP** to 0.

Contrary to Arena, Duel mode has no long-term engagement/investment as there is no ranking system. However, there is **no stamina cost** to play. The only prerequisite to play is a **Tokou**.

When a Tokou is selected, the player can enter in the Duel **lobby**.

LOBBY

The lobby is the place that gathers every dual propositions.

	Username 0x0114...	BET MATCH	 50 TC
	Username2 0x0128...	FRIENDLY MATCH	
	Username3 0x0249...	BET MATCH	 78 TC

The list contains many proposals. Each line shows:

- Player username and his adress
- Player's Tokou preview
- The **match types**
- (If Bet Match) The amount of TC bet

By clicking on a proposal, the players can see in details the Tokou attributes, statistics and deck.

If they want to, player can accept the duel proposal by clicking on "Accept duel".

The match will start soon just after.

MATCH TYPES

There are two types of matches:

1. Friendly Duel

Players can ask to other players or friends for a friendly duel.

The match is **not ranked** and there are **no rewards** at the end of a match.

This mode is useful to play with friends or unknown players with no limit to try new decks, mechanics or strategies.

2. Bet match

For the most confident players, a **bet** can be proposed before the beginning of the match. Both bet the same amount and when it's done, the match can start. The winner of the match gains the total amount of both bets.

ADVENTURE (PVE)

Adventure is a **solo mode** where players fight **against AI** monsters/characters.

The adventure mode is a succession of many levels/stages that the player will try to succeed to unlock the next ones.

By playing in Adventure mode (PvE), the players will unlock the ability to **change one or more cards in their deck** in Adventure mode (PvE) but also in Arena and Duel modes (PvP).

STAGES

Classic stages: These levels make the Tokou confront several enemies in a row. If he survives until the end and defeats all the enemies he encounters, he wins the level and unlock the next one.

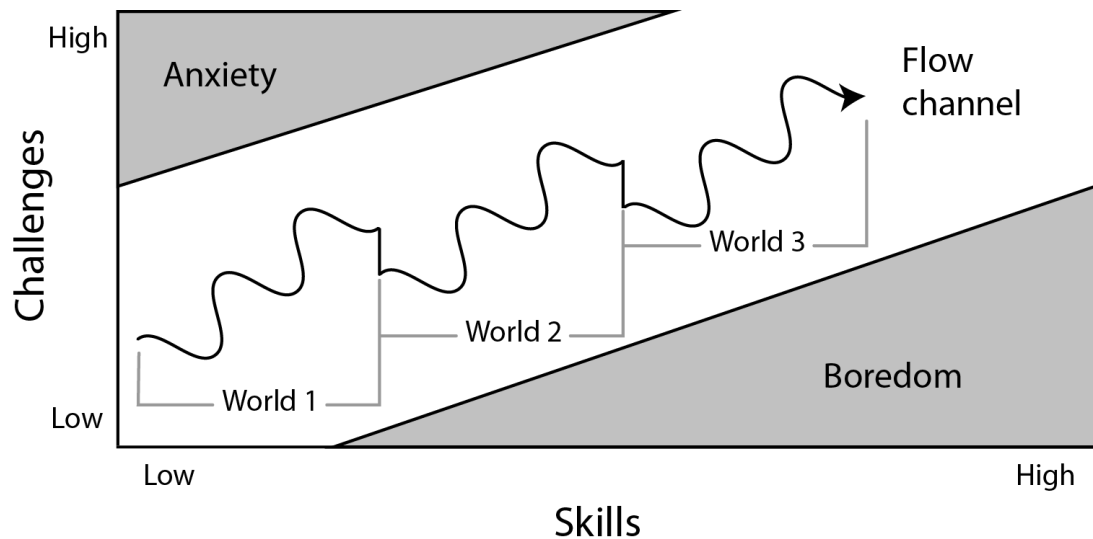
Boss stages: These levels are a 1v1 fight against stronger enemies. Each boss has his own mechanics, so the player has to adapt his strategy and his Tokou's cards to defeat every boss.

Beating a boss allows the player to change **one card** from his predefined deck.

The adventure mode is divided into 7 level cycles like below:



*We want our levels to be more and more difficult until boss level. Then our level cycle repeats but with a bigger difficulty. With that principle, we follow a **flow channel** in which the players will have a progressive difficulty, with difficulty peaks and rest phases.*



TOKOU LEVEL

In Adventure mode, Tokous can gain **experience** and **level up**.

A Tokou starts at level 1. By fighting in mode PvE, he will gain experience and level up. When the Tokou level up, the player will be able to upgrade his Tokou's characteristics (**HP**, **STR** and **DEX**) with **characteristic points (CP)**:

Level	XP to obtain	CP
1	0	0
2	150	+3
3	325	+3
4	550	+3
...
20	10.000	+3

These CP can be distributed in the 3 Tokou characteristics:

		CP cost						
		Characteristic value added to Tokou						
HP	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP	
	+5	+5	+5	+5	+5	+5	+5	
STR	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP	
	+1	+1	+1	+1	+1	+1	+1	
DEX	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP	
	+1	+1	+1	+1	+1	+1	+1	

Those characteristics are only for Adventure mode. The player Tokou will not have these modifications in PvP modes.

REWARDS

After playing a stage, the Tokou receives XP depending on the result and the level.

1. Result

If the player **wins** the stage, the next one is **unlocked** and he gains the entire XP reward.

If he **loses** the stage, he **gains only 25%** of the XP reward and has to restart it (at cost of 1 stamina) if he wants to unlock the next level and gain the entire XP reward.

2. Stage

Stages are **progressive**, in their difficulty and so in their XP reward:

	Success rate	XP gained
Stage 1	95%	75
Stage 2	80%	100
Stage 3	65%	115
Stage 4	50%	135
Stage 5 (Boss)	35%	150
Stage 6	75%	115
Stage X

TOURNAMENTS (PVP)

Tournament is a **multiplayer competitive mode** where players will fight others and try to win the cashprize.

To get into it, the players have to pay an entry ticket and to fulfill certain conditions.

(Work In Progress)

GAME ELEMENTS

A FIGHT

GAME START

Both players have a deck composed of 33 cards. They start the game by drawing **3 cards**.

ROUND

A fight is composed of rounds in which players will play their cards to deal damages to their opponent or do other kind of actions (defense, boost...).

It is composed like this:

1. Card draws and energy gain

Every new round, the players will draw **3 new cards** from their deck and gain **energy points** depending on the round.

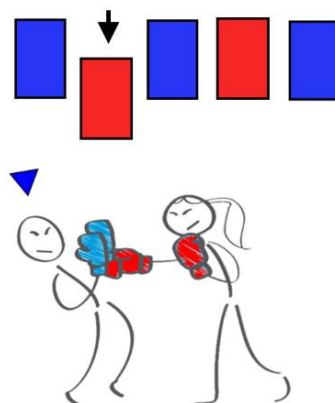
2. Preparation phase

At the same time, each player will play their cards in the order they want. Both players' cards will be automatically played in the action phase and will apply its damages and its effects.

3. Action phase

Cards will be returned alternatively between the two players and in the order they have defined while preparation phase. Each card applies his damages and his effects. When it's done, we discover the next one, etc...

- For the first round, the player whose first card is returned first is the one who has the **highest Dexterity** score.
- For each new rounds, the player who has his first card returned **alternate**



In this phase, each card is played automatically and Tokous make an animation corresponding to the skill they used. However, some cards combinations lead to **Quick Time Event (QTE) phases** in which players will have to interact with the game screen.

GAME END

To win the fight, the players have to beat the opponent Tokou, by reducing his **HP** to 0. When a Tokou falls to **0 HP**, the game is over and all the next actions are cancelled.

ENERGY POINTS (EP)

In this document, energy point(s) = EP. The energy will be represented by a logo in game: ⚡

Energy is the resource that allows the player to **use card**. Each card has his own Energy value and the player must have enough energy point to play his cards.

Both players start with **3 EP**. Each round, you gain **one more** EP depending on the round:

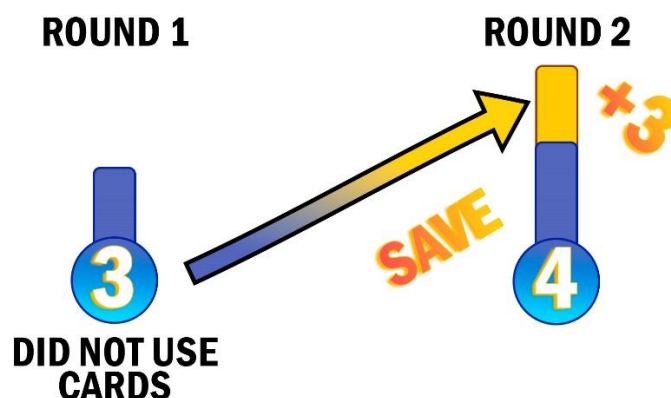
Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8+
+3	+4	+5	+6	+7	+8	+9	+10

Energy retains

If you don't use entirely your energy points in a round, the remaining EP is retained for the next round. You can retain a **maximum of 3 EP** between two rounds.

Example:

- ♦ **Round 3:** +5 EP (total: 5 EP) → 3 EP used this round (2 retained for next round)
- ♦ **Round 4:** +6 EP (total: 6+2 EP = 8EP) → 0 used this round (3 retained for next round)
- ♦ **Round 5:** +7 EP (total: 7+3 EP = 10EP) → 10 used this round



TOKOUS

Each Tokou is unique and will have his **own cards** and **characteristics** depending on his NFT attributes.

A Tokou has three characteristics: **HP**, **Strength** and **Dexterity**.

Health Points (HP): amount of life max Tokou will **start with**.

Strength (STR): **modify** the damages value coming from [Melee Attacks](#).

Dexterity (DEX): **modify** the damages value coming from [Ranged Attacks](#).

By default, a Tokou has:

- **HP: 500**
- **Strength: 5**
- **Dexterity: 5**

Those characteristics will vary with the **NFT elements** (hat, clothes, eyes...).

For example, the Luffy hat will give **+2 DEX** to every Tokou that possess this attribute element.

LEVEL (ADVENTURE MODE)

A Tokou starts at level 1. In fighting in mode PvE, he will gain experience and level up. By level upping his Tokou, the player will be able to upgrade the Tokou characteristics (HP, STR and DEX) with characteristic points:

Level	XP to obtain	CP
1	0	0
2	150	+3
3	325	+3
4	550	+3
...
20	10.000	+3

These CP can be distributed in the 3 Tokou characteristics:

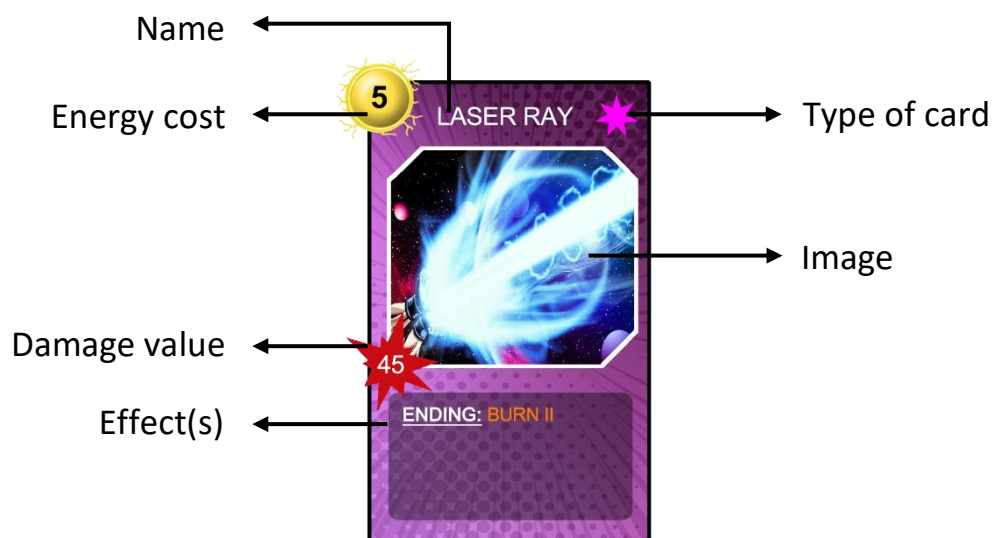
		CP cost						
		Characteristic value added to Tokou						
HP	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP	
	+5	+5	+5	+5	+5	+5	+5	
STR	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP	
	+1	+1	+1	+1	+1	+1	+1	
DEX	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP	
	+1	+1	+1	+1	+1	+1	+1	

THE CARDS

OVERVIEW

The cards will be use by the players to make their Tokou abilities.

Here is all the characteristics of a card:



DESCRIPTION

1. Name

This is the name of the skill the Tokou will use. It refers to an anime reference, like an attack name, a special power, a physical specificity...

2. Image

There is an image on the center of the card to let the player recognize the card just looking at it. It illustrates the card and his correspond to the name.

3. Energy cost

It's the energy value the player has to use to play this card.
More the energy cost is high, more the card is powerful.
The maximum energy cost for a card is 5.

4. Damage value

The damage value of a card is the value to remove from Tokou HP.

The damages can have a value (which can be 0) **added by** the characteristic corresponding to the card type, **Dexterity** for [Ranged Attacks](#) and **Strength** for [Melee Attacks](#).

The damages can also be **null**, the card has a "X" instead of damages value. This type of damages is **not added** with **Dexterity** or **Strenght**.

The damages of **Super Attacks** are fix and aren't added with any characteristics.

So, if a RA card have 7 damages and the Tokou Dexterity is 12 the total damages will be 19.

5. Type of card

Every card has a type among these 4 following:

- **Melee Attack (MA):** The melee attack makes the Tokou approach quickly his opponent in order to hit him.
- **Ranged Attack (RA):** The Ranged Attack makes the Tokou throw a projectile or anything that can hit the opponent Tokou from a distance.
- **Special Skill (SPE):** The Special Skill is a card than can affect the opponent by controlling or reducing him, or on the opposite, by increasing the Power, healing, boosting characteristics, protecting him... Sometimes, SPE cards can deal damages indirectly.
- **Super Attack (SA):** The Super Attack is a devastating attack that inflict huge damages to the opponent Tokou.

The type of the cards the player play is important because it can create combos by combine 3 of it.

6. Effect

The cards can have **one, more** or **none** effect(s).

EFFECTS

The effects can be very various. Some examples:

- ❖ *+10 armor*
- ❖ *Add STR as additional damages*
- ❖ *Inflict 2 damages / 2 DEX*

Duration

There are some effects that occur with different durations:

- ❖ *Add 3 DEX (this round)*
- ❖ *Poison I (3 rounds)*
- ❖ *Add 1 STR (definitively)*

Keywords

Some cards have effects that works with certain conditions and several having similar ones. There are **keywords** to recognize cards that having the same conditions. Those keywords are also here to shorten the length of the effect on the card:

Opening: If this is the first card played by a player, the effect works.

Ending: If this is the last card played by a player, the effect works.

Multi-Hit: Inflict the damages several times.

Condition: If a condition is fulfilled, the effect works.

Prevention: Looks what happens after the card, and if the condition is fulfilled, the effect works.

Reaction: Looks what happens before in the round, and if the condition is fulfilled, the effect works.

Critical hit: Damages has a chance to be greatly increased.

Some examples of cards:

- ❖ *Opening: Add 3 STR (turn)*
- ❖ *Ending: Heals 15HP*
- ❖ *Multi-Hit: (X7) Inflict between 2 and 6 damages*
- ❖ *Condition: If you have less than 30% of your max HP, add 2 STR and 2 DEX (def.)*
- ❖ *Prevention: If the next card played is a SPE, cancel it*
- ❖ *Reaction: If the last card played was a MA, block it*

ARMOR

Some cards can give an **armor** to the player. Armor is kind of an additional amount of HP to the player. All the damages receive is in priority dealt to the armor. Armor can be **stacked**.

Damages reduction

The armor reduces damages received by 25% (except Poison and Burn damages). When the armor breaks or falls down to 0, the damages are not reduced by 25% anymore.

Damages ignoring armor

Some cards deal damages through armor:

- Poison damages
- Burning damages
- HP stealth
- Cards that explicitly say it

Some cards can also **break armor** entirely.

POISON

Some cards inflict **poison damages**. Being **poisoned** means that the Tokou takes damages for the **next 3 end rounds**.

There are 3 different poisons:

- ❖ **Poison I:** Receive 5 damages at the end round (3 rounds)
- ❖ **Poison II:** Receive 10 damages at the end round (3 rounds)
- ❖ **Poison III:** Receive 15 damages at the end round (3 rounds)

Stacking:

A Tokou can have multiple **Poison** effects at the same time.

*For example, if he has a **Poison I** and a **Poison III**, at the end of the round, the Tokou will take 20 damages in total (5 + 15).*

Poison damages **ignore armor**.

Using **Cure** cancel entirely every **Poison** effects.

BURN

Some cards inflict **burning damages**. Being **burned** means that the Tokou takes damages after **each action** (or cards returned) for the **3 next rounds**.

There are 3 different burn effect:

- ❖ **Burn I:** Receive 1 damages after each action (3 rounds)
- ❖ **Burn II:** Receive 3 damages after each action (3 rounds)
- ❖ **Burn III:** Receive 5 damages after each action (3 rounds)

Stacking:

A Tokou can have multiple **Burn** effects at the same time.

*For example, if he has a **Burn I** and a **Burn III** the Tokou will take 6 damages in total (1 + 5) after each action.*

Burning damages **ignore armor**.

Using **Cure** cancel entirely every **Burning** effects.

BLOCK

Some cards can block others ones. Blocking a card cancel damages and

The blocking effect written on the card can be accompanied by a keyword: oftenly Reaction, Prevention or Condition.

According to the card description, the effect can block some **type of cards** (MA for example) or every type of cards. However, Super Attacks can not be blocked.

STUN

Some cards allow the player to stun his opponent and thereby **prevent him from using his next card**:

- The opponent's next card is cancelled no matter what type of card it is
- This card will not be considered in a potential combo
- The card returns to the opponent's hand and he can use it again
- The energy of the cancelled card is not spent and can be retained for the next round

DECK

COMPOSITION

A deck is composed of **33 cards** which has **7 different cards** depending on the attributes of Tokou:



- **2 MA (5 cards for each MA)**
- **2 RA (5 cards for each RA)**
- **2 SPE (5 cards for each SPE)**
- **1 SA (3 cards)**

DECK BUILDING

Players can create their own decks by replacing existing cards in the Tokou base deck. In this way, they can create new strategies or improve their deck.

To be able to modify their deck, players

Rules of deck building

- A deck must have **2 MA, 2 RA, 2 SPE** and **1 SA**, each must be different
- A deck can not have more than **one Opening effect** and more than **one Ending effect**



Energy management

Players will have to manage the average of their energy cost in their deck to have enough mana to use per round. A good deck will propose cards with different type at a various energy cost.

*For example, a deck with only cards that cost 1 EP will be strong at early game but the draw will **limit** the player of his actions at the middle/end of the game.*

Cards effects managment

Players will have to manage their cards effects to not having the same kind of effect (Poison, Burn, Armor, Cure...) or the same keywords (Reaction, Prevention, Condition...).

For example, a deck based only on **Armor cards** will be countered easily by a deck having **break shields**.

COMBOS

HOW TO UNLOCK

By playing certain combination of card types (**MA** / **RA** / **SPE** / **SA**), you can unlock **combos**. To unlock it, your 3 cards have to be used in a certain order

There are **4 combos** with different effects:

- ◆ **MA + MA + MA** → Bonus damages equivalent to a percentage (10%-25%) of the three MA attack (applied to the third attack): $(0.10 - 0.25) * (MA1 + MA2 + MA3)$
- ◆ **RA + RA + RA** → The third RA attack is recasted and deal a percentage (50%-100%) of his damages
- ◆ **SPE + SPE + SPE** → Heal a percentage (2-7%) of Tokou max **HP** and apply **Cure** effect
- ◆ **MA / RA / SPE** → Next turn, every damage will be boosted by a percentage (15-25%)

To unlock these combos, these card type have to be in a row and not interrupted by another card type.

Examples:

- **RA / RA / SA / RA**: The three RA aren't following. The combo isn't working.

- **MA / MA / MA / SPE / RA**: Only **MA** Combo is active. The combo **MA / SPE / RA** isn't working because the third **MA** can't count for 2 combos.



QUICK TIME EVENT (QTE)

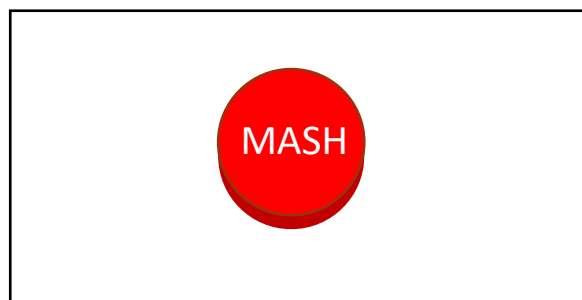
When the combo is unlocked, the player has a QTE phase in which he has to interact with his mobile/computer screen. The QTE will modify the efficiency of the combo depending on how the player succeed it. On each QTE type, there are levels that the player will try to reach to maximize the card efficiency:

Combo type / Efficiency level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
MA combo (% damages supp.)	10%	13%	16%	19%	22%	25%
RA combo (% damages)	50%	60%	70%	80%	90%	100%
SPE combo (heal % HP max)	2%	3%	4%	5%	6%	7%
MA/RA/SPE combo (% next turn additionnal dmg)	10%	13%	16%	19%	22%	25%

- For MA combo, the **bonus damages** will be **between 50% and 100%** of additional damages depending on how the player succeed to the QTE.
- For RA combo, the **attack duplicated** will deal **between 50% and 100%** of his damages depending on how the player succeed to the QTE.
- For SPE combo, the **heal** will be **between 5% and 10% of HP max** depending on how the player succeed to the QTE.
- For MA/RA/SPE combo, the **next turn additional damages** will be boosted **between 15% and 25%** depending on how the player succeed to the QTE.

There are the different QTE interaction:

- **Mash up button**



The player has to press as many times as possible the button on the center of the screen while 3 seconds. More the player presses the button, more the combo will be efficient.

Level 0: The player didn't press or pressed the button less than 3 times.

Level 1: The player pressed the button at least 3 times.

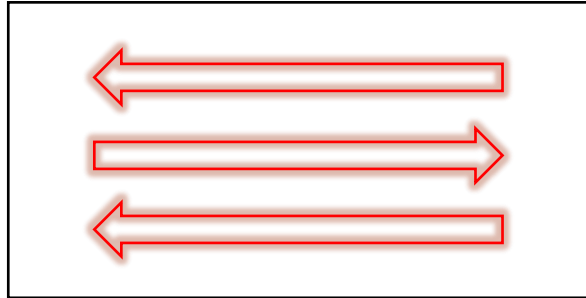
Level 2: The player pressed the button at least 6 times.

Level 3: The player pressed the button at least 9 times.

Level 4: The player pressed the button at least 12 times.

Level 5: The player pressed the button at least 15 times.

- **Swipes**



5 arrows will spawn one by one at different places on the screen and with a different orientation (right to left or left to right). The player has to be reactive and must swipe the arrows at time and in the correct direction.

Level 0: The player misses all the arrows

Level 1: The player got 1/5 arrows.

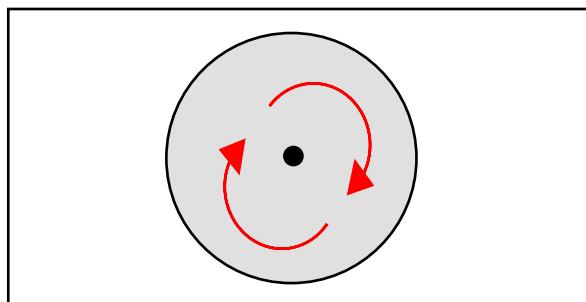
Level 2: The player got 2/5 arrows.

Level 3: The player got 3/5 arrows.

Level 4: The player got 4/5 arrows.

Level 5: The player got 5/5 arrows.

- **Spin**



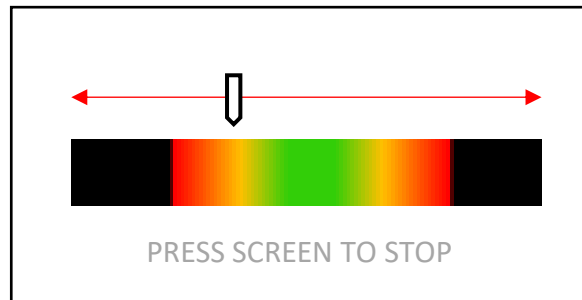
A disk on the screen is attached by his center. The player has to spin it by doing circles with his finger creation rotations. More the player spins the disk, more the combo will be efficient.

Level 0: The player didn't or spun less than 2 times the disk.

Level 1: The player spun at least 2 times the disk.

- Level 2: The player spun at least 4 times the disk.
- Level 3: The player spun at least 6 times the disk.
- Level 4: The player spun at least 8 times the disk.
- Level 5: The player spun at least 10 times the disk.

- **Timing**



A gauge appears on the screen. The center zone is green and gradually fade to red on extremities. A slider will alternatively move from right end to left end. The player has to stop the slider in the green zone. More the slider is centered, more the combo will be efficient.

For next explanations, 0 is considered as the start or the right end of the gauge and 100 is the end or the left end of the gauge. Those even numbers are ranges and will define which level

Level 0: The player has stopped the cursor in the black zone. (0-24 & 76-100)

Level 1: The player has stopped the cursor between 25 and 75

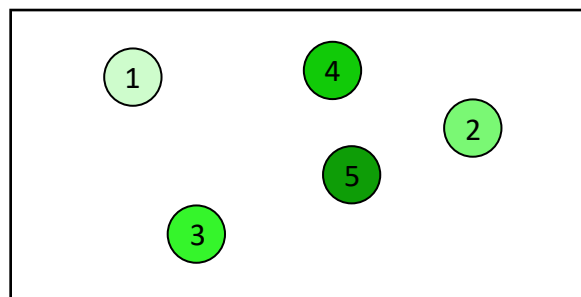
Level 2: The player has stopped the cursor between 30 and 70

Level 3: The player has stopped the cursor between 35 and 65

Level 4: The player has stopped the cursor between 40 and 60

Level 5: The player has stopped the cursor between 45 and 55

- **Click on circles**



8 circles will successively and quickly pop on the screen and disappear after a short time. The player has to pop it all before it disappear. More the player pop circles, more the combo will be efficient.

Level 0: The player popped 0 circle.

Level 1: The player popped at least 1 circle.

Level 2: The player popped at least 3 circles.

Level 3: The player popped at least 5 circles.

Level 4: The player popped at least 7 circles.

Level 5: The player popped the 8 circles.

SHOP

(Work In Progress)

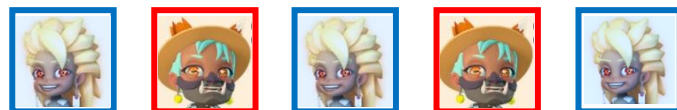
GALLERY

(Work In Progress)

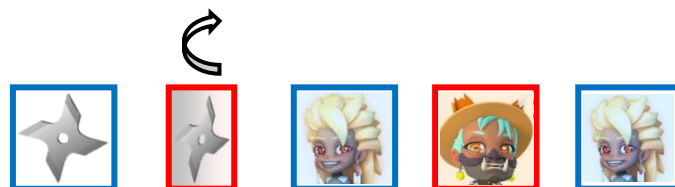
FEEDBACKS

ATTACKS TIMELINE

Once the preparation phase finished and both players played their cards, a timeline appears in the top center of the screen in order to show to the players the final cards order.



When action phase starts, the timeline will reveal cards one by one.



When a combo happens, the timeline highlights the 3 concerned attacks.



CHARACTERISTICS MODIFICATIONS

When a characteristic is modified by a card, a visual feedback appears on characteristics panel

Player 1

HP: 517
Strength: 14 (+3)
Dexterity: 9

Player 2

HP: 543
Strength: 12
Dexterity: 10 (-1)

There is also a little logo above the Tokou showing a characteristics boost:



ARMOR

When a Tokou has armor, a visual feedback appears on the characteristics panel:

Player 1

HP: 517 (+25)
Strength: 12
Dexterity: 9

Player 2

HP: 543 (+7)
Strength: 12
Dexterity: 10

There is also a little logo above the Tokou showing it has armor:



POISON

When a Tokou is poisoned, a visual feedback appears on the characteristics panel. We can also see the remaining number of turns in which you are poisoned.

Player 1

HP: 517 (+15) 1
Strength: 12
Dexterity: 9

Player 2

HP: 543 3
Strength: 7
Dexterity: 10

There is also a little logo above the Tokou giving the info to the player it is poisoned. We can also see the remaining number of turns in which you are poisoned:

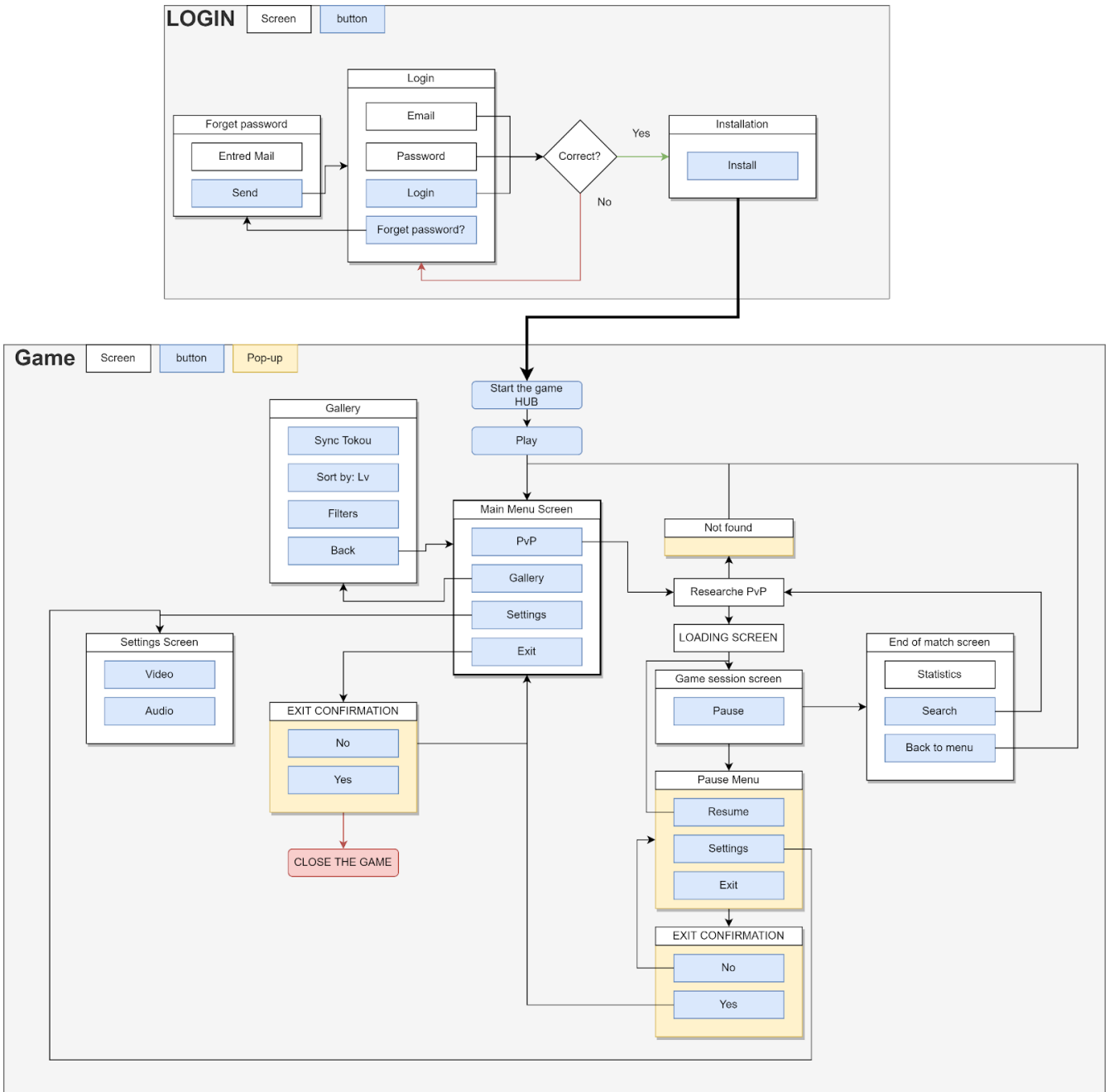


BURN

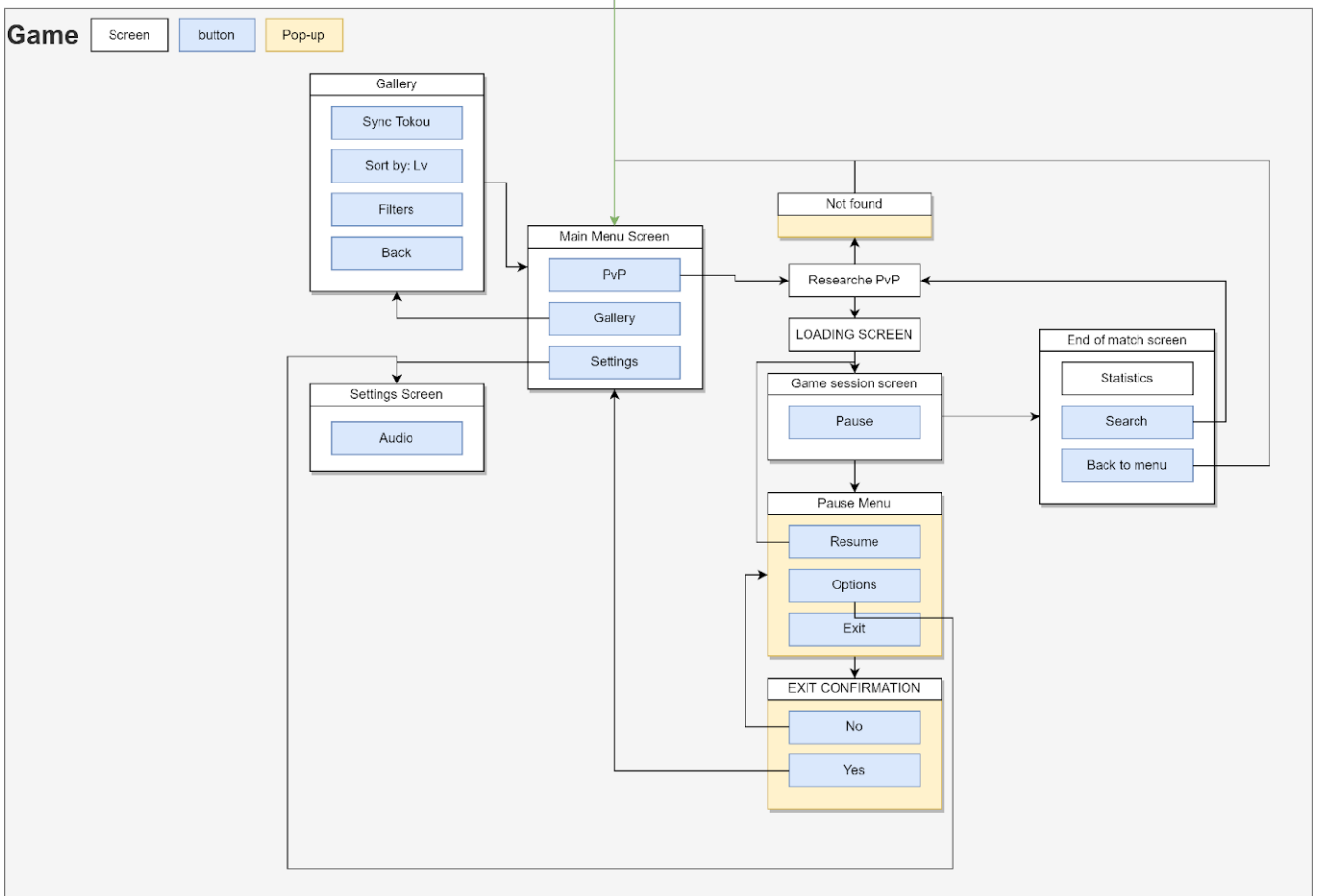
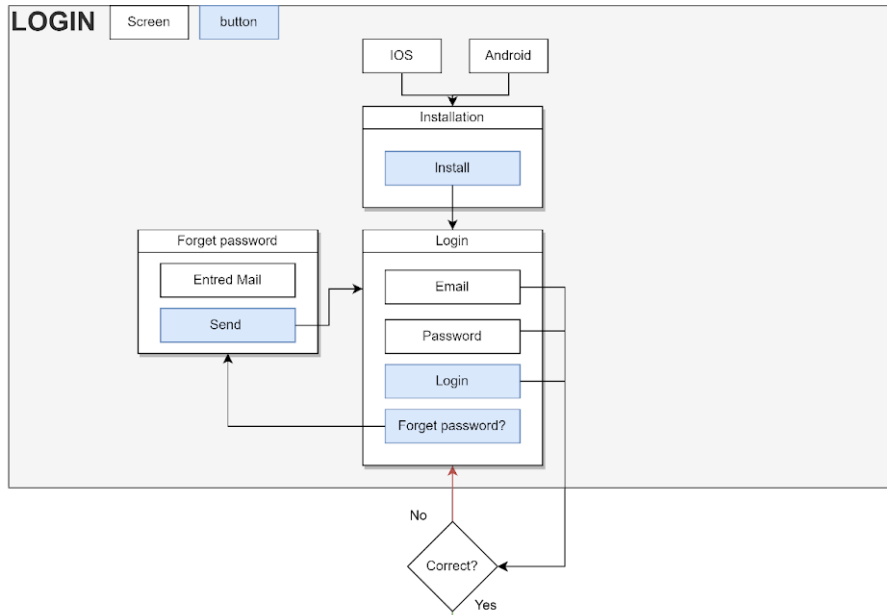
(Work In Progress)

WIREFRAME

PC DEVICE



MOBILE DEVICE



[Mobile Wireframe Document](#)

SCREENS / HUD

(Work In Progress)

Main menu

PLAYER NAME



PVP

GALLERY

SETTINGS

EXIT

Main menu / Exit

PLAYER NAME



DO YOU REALLY WANT TO EXIT?
YES NO

PVP

GALLERY

SETTINGS

EXIT

SETTINGS

RESOLUTION	1920X1080
WINDOW MODE	<input type="checkbox"/>
SOUND FX	<input type="range"/>
MUSIC	<input type="range"/>

BACK



NAME TOKOU

SYNC TOKOU SORT BY: LV FILTERS

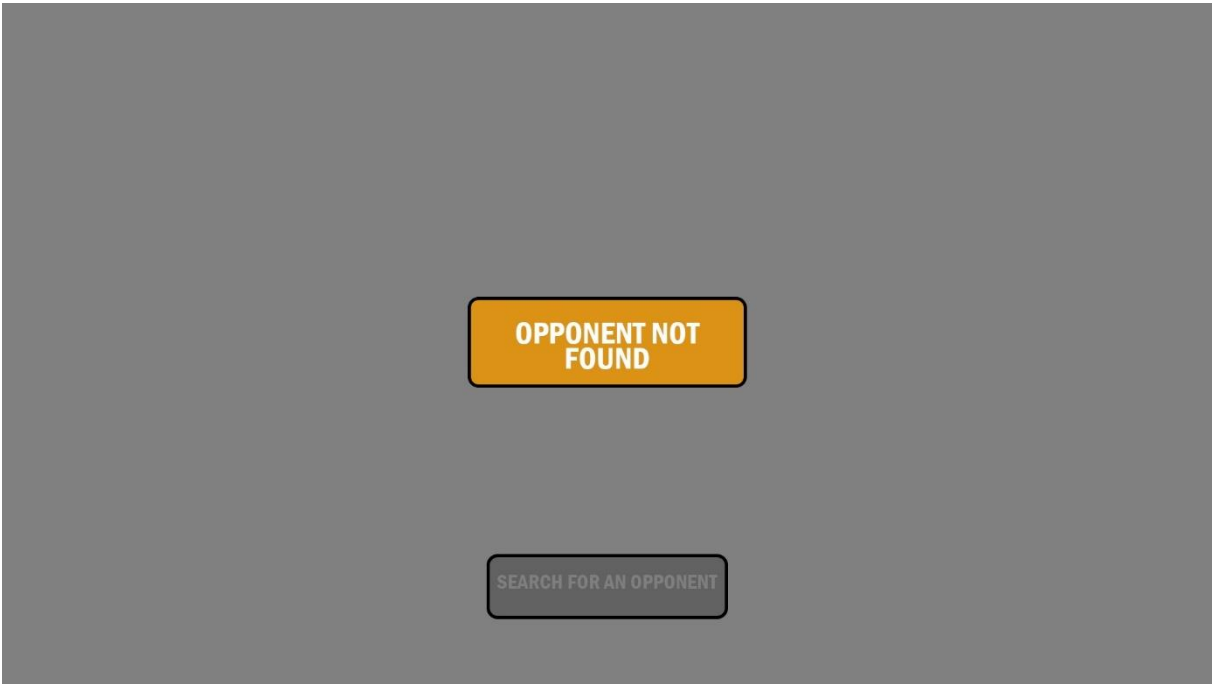


BACK

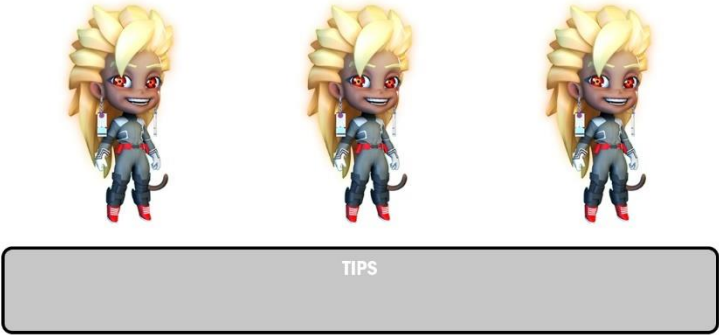
PvP Screen

SEARCH FOR AN OPPONENT

PVP screen / OPPONENT NOT FOUND

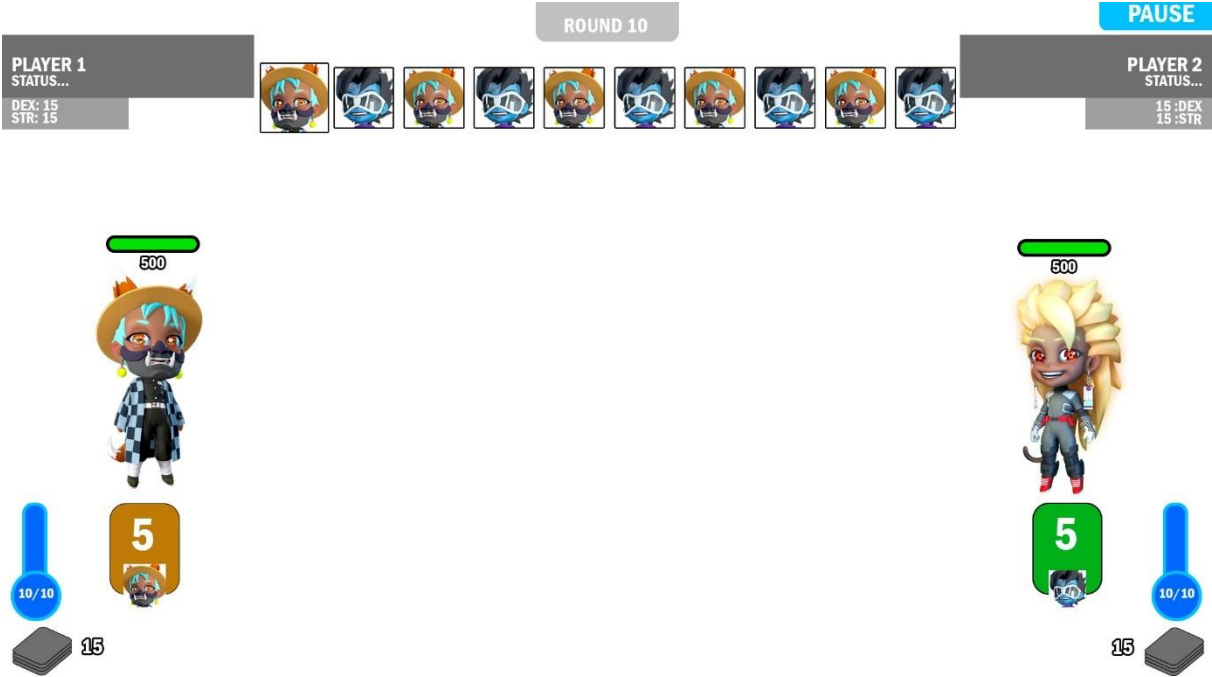


Loading Screen

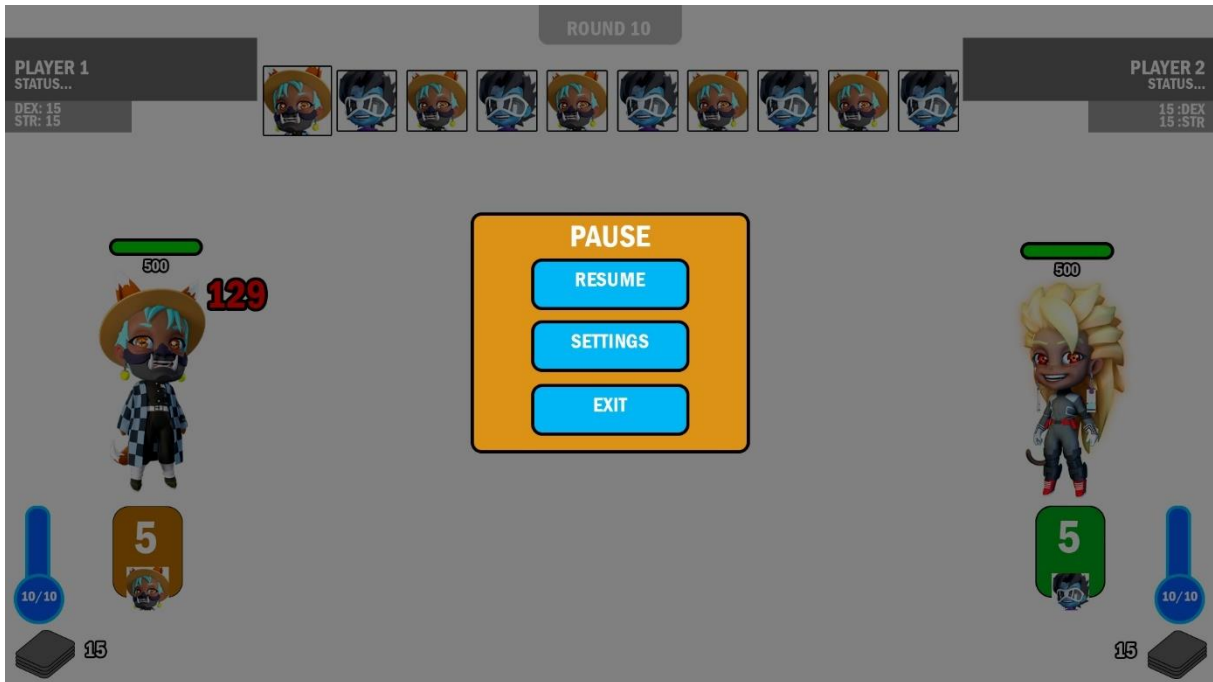


LOADING...

IN-game Screen



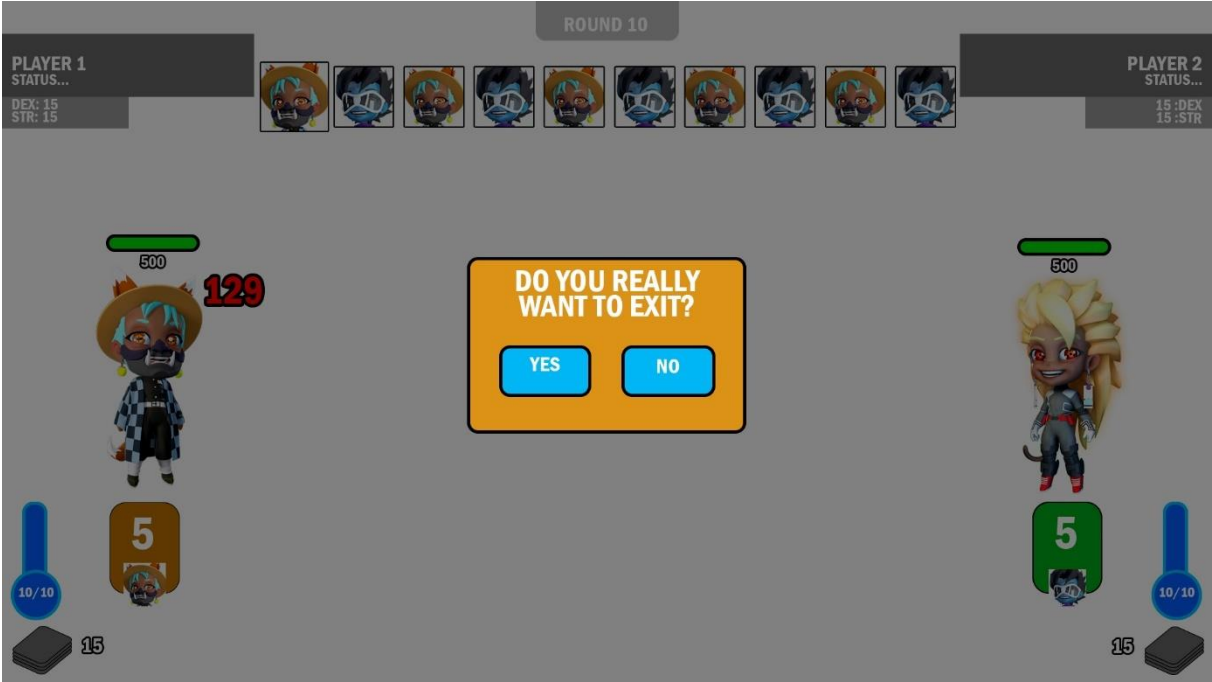
IN-Game Options



In-Game Options / Settings



In-Game Options / Exit



Eng Game Screen

VICTORY

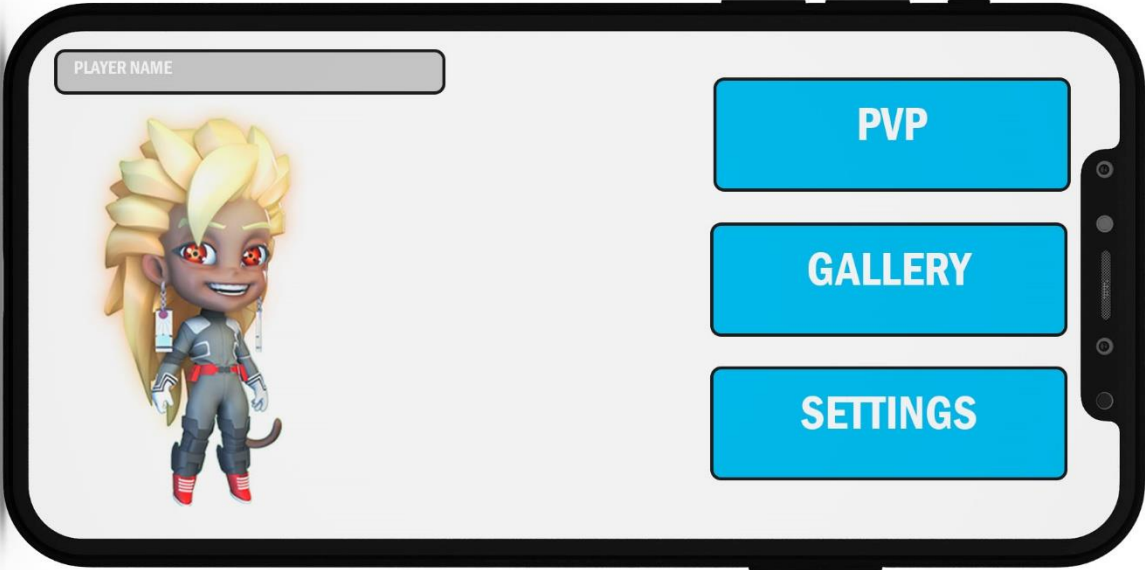


SEARCH

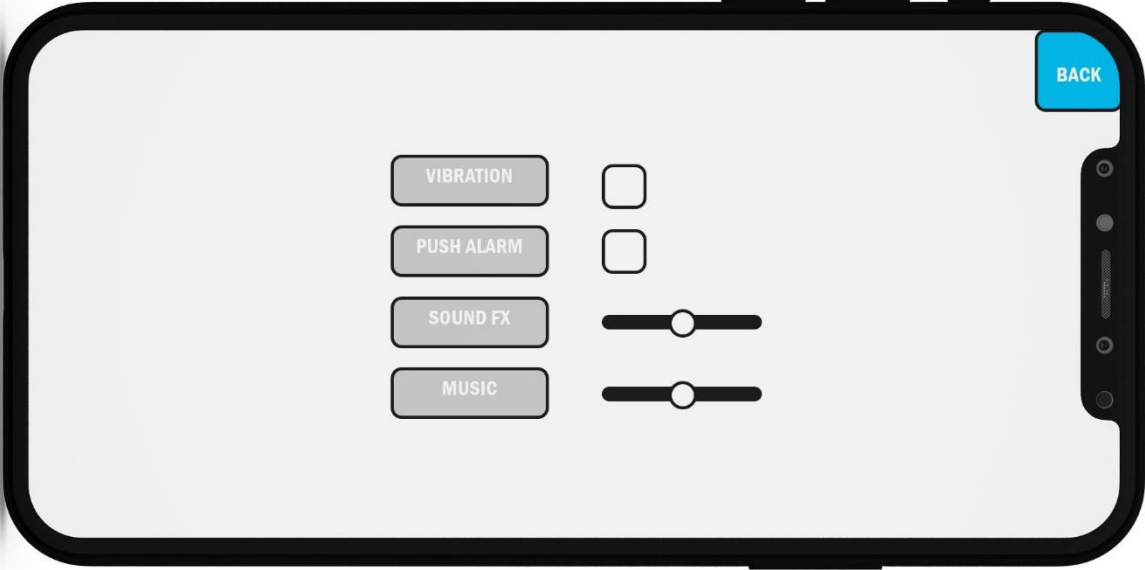
BACK TO MENU

Mobile device

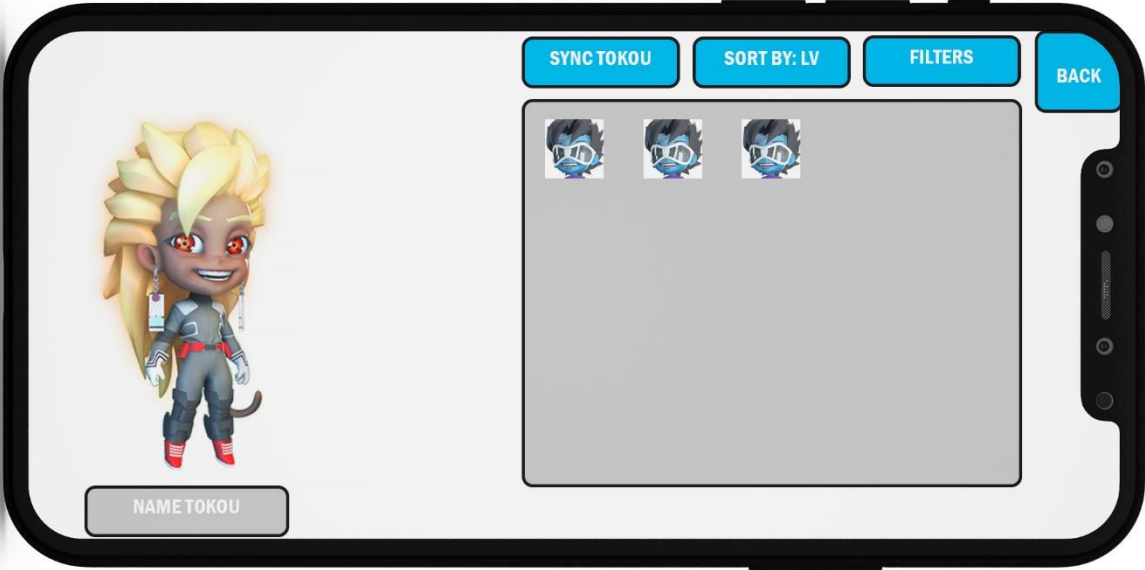
Main Menu



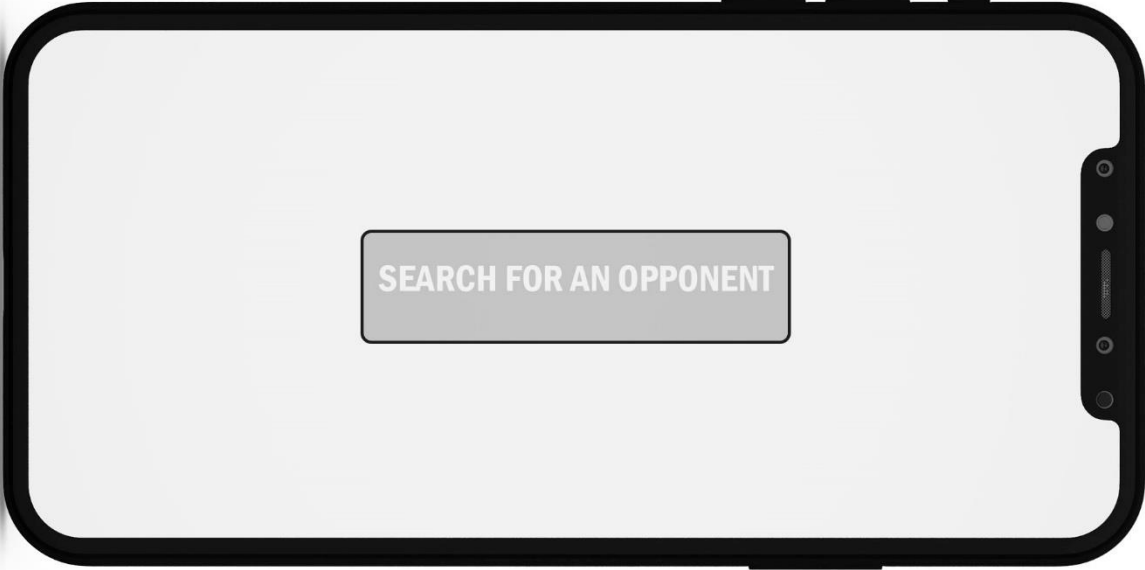
Main menu / Settings



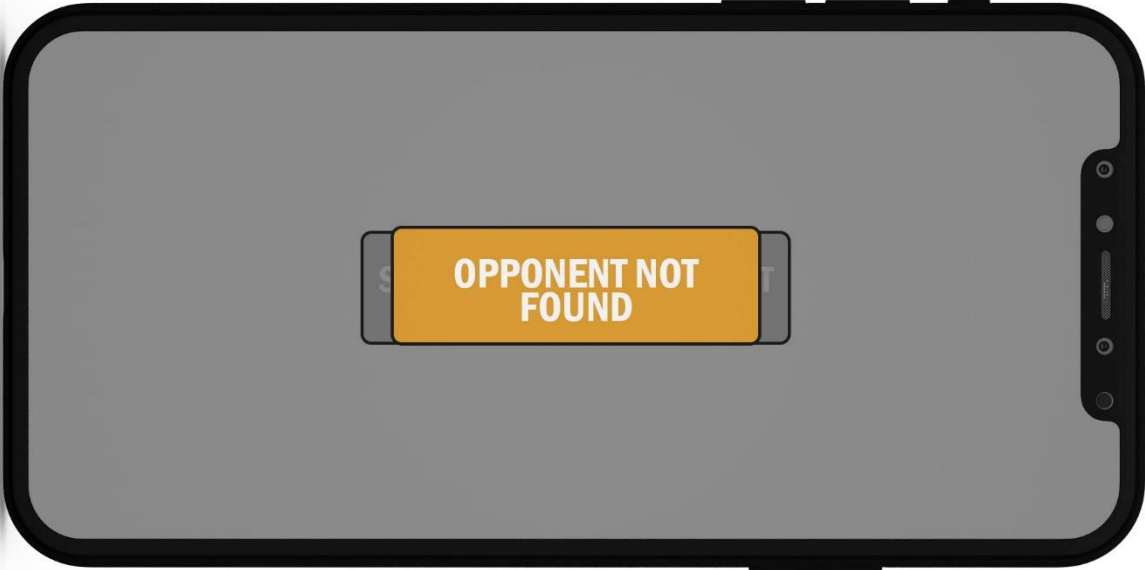
Main Menu / Gallery



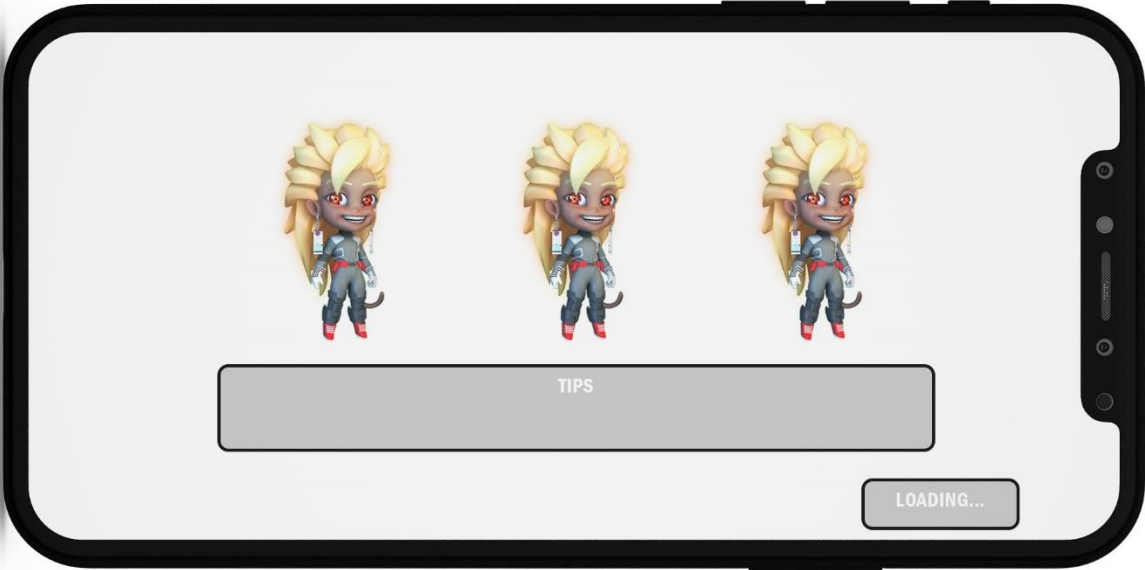
PvP Screen



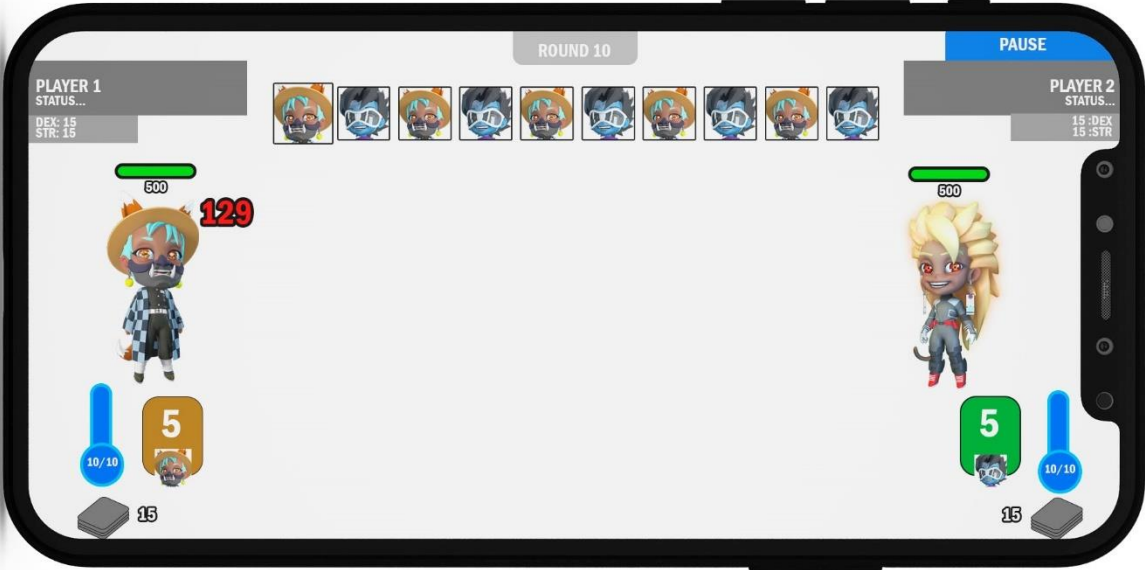
Pvp screen / Opponent not found



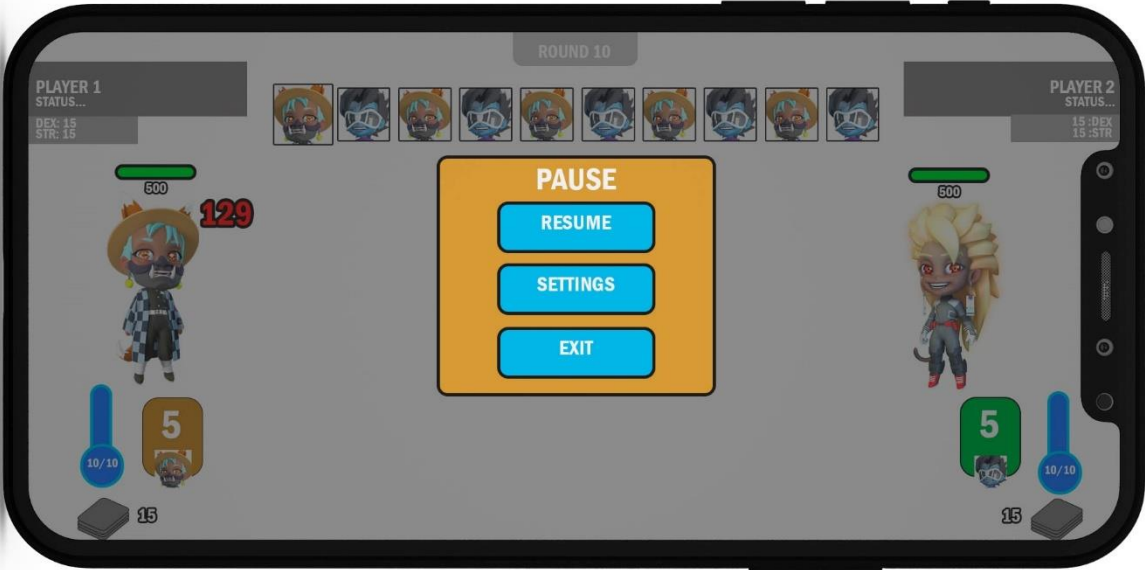
Loading screen



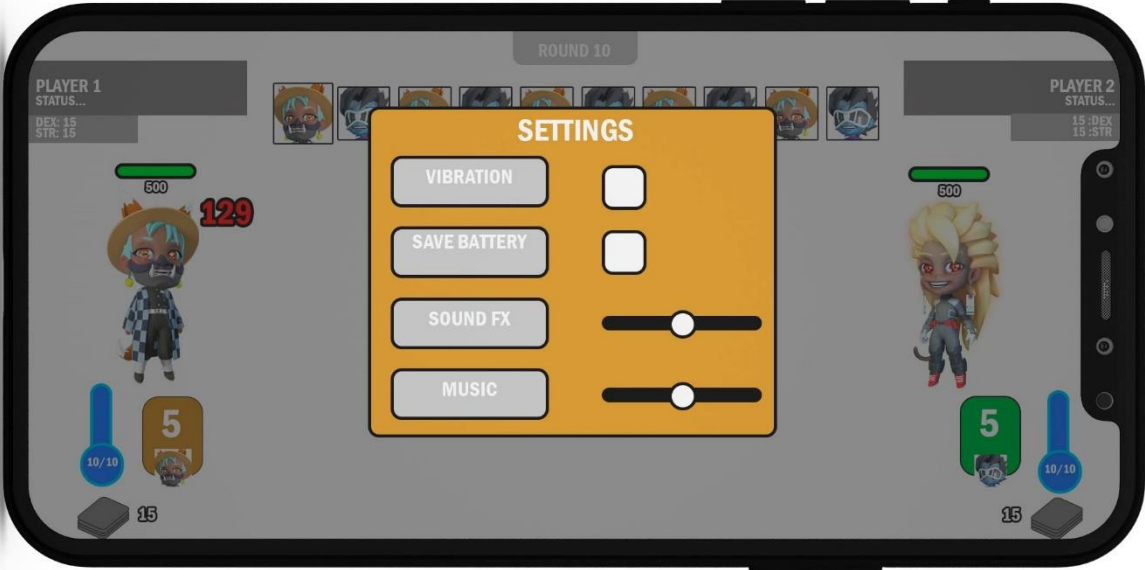
In-game Screen



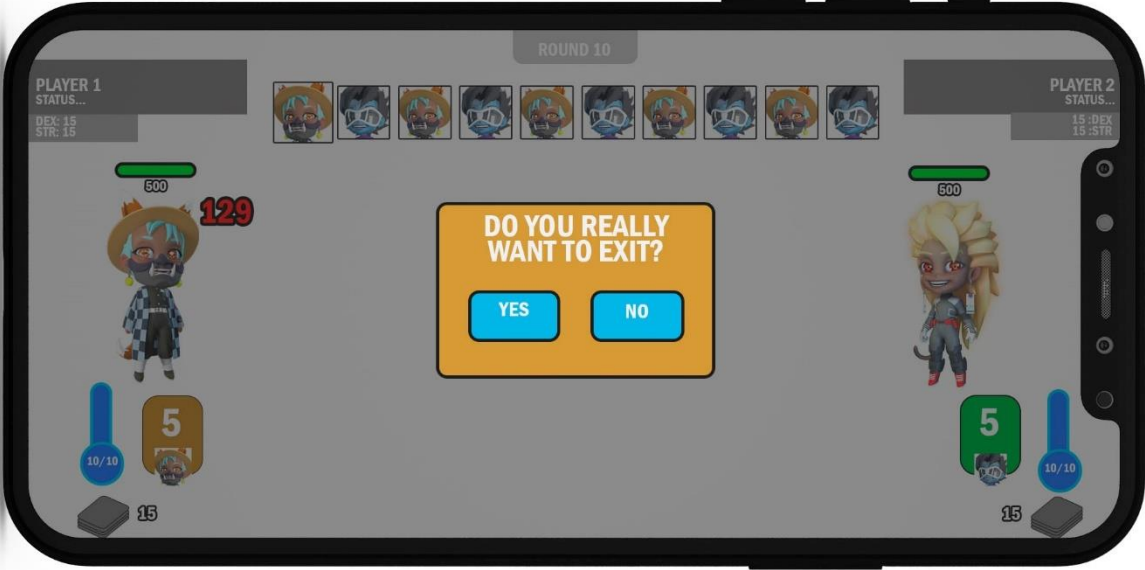
In-game options



In-game Options / Settings



In-game options / Exit



End game

