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Game design document

Game Designers:

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Game Overview

Game Brief:

Sacred Tails is a turn based combat game where you have to breed, train, fight and collect Shinseis, The Shinseis are powerful magical creatures

Genre: Turn-based combat

Combat Players Count: 2

World Players Count: 5 to 50 per server (minimum 4 Rival AI's)

Target Audience: NFT enthusiasts, Turn Based Combat Fans, and Collectors

Game Flow Summary: Breed your Shinseis, Train a Shinsei team, crypto money with which you earn real money, where you can buy more critters or invest for breeding.

Look and Feel: It is a game that points to nostalgia as a tribute to Pokemon. It is a game where you will have companions in a Japanese steampunk setting, more taken to the traditional Japan of the feudal age.

Platform: PC (Windows, Mac, Linux)

Game World Overview

Game World Story:

Tamashii Island, the birthplace of the Shinsei. The Island of Tamashii is a small island located on the southern hemisphere, accessible only by boat from the mainland. It is known for its raw connection to the spectral spirits of the Shinsei of the past, present, and future. The island was

where the first spirit pacts were made with humans. To this day the island holds a huge sway over the mainland in terms of importance.

It is not known for how long Human and Shinsei have co-existed but there are drawings that date back over a thousand years depicting carved images of a Shinsei and Human together. It is told that there was once a Deity that watched over this world, it spent much time observing the curious nature of the Humans that occupied it. The Deity's affinity for the humans was so strong that it wished to experience these adventures first hand. For that moment of wanting the Deity instantly made it a reality. A rift shattered through the sky and the blinding white light illuminated the Deity. It split itself into millions of pieces. In a moment of pure brilliance, light rained down from the skies, pouring from the voids into the world below. That day was forever known as the Birth of the Shinsei.

Shinsei are beings from another spiritual realm, all with their own different traits, preferences, and habitats. There are 13 different known elements for a Shinsei to possess. These elements normally help determine their environmental locations and traits.

Game World Characters:

Eve, The Mayoress

Roles

Welcome the player to the game, Give quests to player, Announcer of Town Events

Player needs covered by the character

Know About Game Features. Know about Town Places, Know about this character

Background Story

Eve is a professional vet, she came to Tamashii Island several years ago to study and care for the shinseis that appear on this island, but she cannot complete any biological study because Shinseis are not exactly like animals, once she discover this, the founding for the Shinsei

investigation was missing, but Eve wanted to stay on the island, so she start looking for jobs in the town, after many years of helping the island to grow, she was elected as a Mayoress

Personality

Experience, Leadership, confident, kind, helpful

Sample Name

Roles

sample

Player needs covered by the character

sample

Background Story

sample

Personality

sample

Shinsei Info and Stats Brief (Pre Release):

Shinseis Brief:

Shinseis are mythical creatures that live around the world, the legend says that all Shinseis are born from an Ancient Goddess that divides herself to give life to all sorts of unique Shinseis with their own strengths, style, personality, and humor.

All Shinseis have a main Element according to their lineage, the element gives the base stats to the shinsei. Shinseis also have 5 body parts, each body apart have an element and rarity.

According to the element and rarity of the body part, the shinsei gains a bonus on 1 of the 5 statistics

Shinsei Body Parts: (TODO: Describe Element Sets lore and Elements Lore)

Ears:

- **Available elements:** Dark, Ligh, Nature, Ocean, Sky, Sun, Celestial.
- **Available rarities:** Common, Uncommon, Rare, Epic Legendary

Accessory:

- **Available elements:** Dark, Ligh, Nature, Ocean, Sky, Sun, Celestial.
- **Available rarities:** Common, Uncommon, Rare, Epic Legendary

Head:

- **Available elements:** Dark, Ligh, Nature, Ocean, Sky, Sun, Celestial.
- **Available rarities:** Common, Uncommon, Rare, Epic Legendary

Body:

- **Available elements:** Dark, Ligh, Nature, Ocean, Sky, Sun, Celestial.
- **Available rarities:** Common, Uncommon, Rare, Epic Legendary

Tail:

- **Available elements:** Dark, Light, Nature, Ocean, Sky, Sun, Celestial.
- **Available rarities:** Common, Uncommon, Rare, Epic, Legendary

Shinsei Statistics:

- **Attack:** base damage to add on skills
- **Defense:** damage reduction, add bonus to healing/protection skills
- **Speed:** value to check who attack first, add bonus to normal hit skills
- **Stamina:** value to determine max energy value, add bonus to quick hit skills
- **Vigor :** value tu determine max health value, add bonus to quick hit skills

Shinsei Skills:

Skills Properties: Name, Energy Cost, Effect, Effect Value, Effect Multiplier

Skill Counts by element count: 5 per each element (7): Dark, Ligh, Nature, Ocean, Sky, Sun, Celestial.

Total Skills Count: 35

Elemental Types:

Dark, Ligh, Nature, Ocean, Sky, Sun, Celestial.

Elemental Types Brief:

Dark Element:

Dark Shinsei Narrative Overview:

Some Shinseis were born by the influence of the darkness, this type of shinsei has fear of the light and Celestial power because their bodies are vulnerable to these elements, but they develop a resistance against Cursed and Dreamer attacks.

Due to his dark origins, Shinseis of this element are born with more attack power and energy accumulation, but also have the disadvantage of being slow when attack, those birth advantages remain even is the dark shinsei body parts

Dark Skills Narrative Overview:

The 5 Skills developed by dark shiness are mostly slow but powerful moments to hurt his opponents, they also learn to intimidated his rivals to reduce the speed of his attack and defense against damage

Dark Combat Features Overview

- Shinsei with Main element Dark are weak against: Light, and Celestial Attacks
- Shinsei with Main element Dark are resistant Against: Cursed, and Dreamer attacks
- Shinsei with Main element Dark has a bonus on base attack and stamina stats.

- Shinsei with Main element Dark has a penalty on base speed.
- Shinsei Part of element Dark adds attack and stamina to base stats.
- Skills of Dark element type have these traits: mostly do damage with slow hits, have high damage and use reduction of enemy speed and defense stats

Light Element:

Light Shinsei Narrative Overview:

Some Shinseis were born by the influence of the Light. This type of shinsei has fear of the Cursed and Celestial power, because their bodies are vulnerable to these elements, but they develop a resistance against Cursed and Dreamer attacks.

Due to his light affinity, Shinseis of this element are born with more attack speed and defense against damage, but also born with low strength to resist rival's attacks, those birth advantages remain even in the light shinsei body parts.

Light Skills Narrative Overview

The 5 Skills developed by dark shinseis are mostly quick but weaker moments to hurt his opponents, they also learn to protect themselves against critical or deadly damage from his rivals.

Light Combat Features Overview

- Shinsei with Main element Light are weak against: Cursed, and Celestial Attacks
- Shinsei with Main element Light are resistant Against: Dark, and Sun attacks
- Shinsei with Main element Light has a bonus on base speed and defense
- Shinsei with Main element Light has a penalty on base strength stat.
- Shinsei Part of element Light adds speed and defense to base stats.

- Skills of Light element type have these traits: mostly do damage with quick hits, have low damage and use protection against critical/deadly hits

Nature Element:

Nature Shinsei Narrative Overview:

Some Shinseis were born by the influence of Nature, this type of shinsei has fear of the Snow and Celestial power, because their bodies are vulnerable to these elements, but they develop a resistance against Sun and Earth attacks.

Due to his Nature affinity, Shinseis of this element are born with more strength and defense against damage, but also are born with low attack power against rival shinseis, those birth advantages remain even in the Nature shinsei body parts.

Nature Skills Narrative Overview

The 5 Skills developed by Nature shinseis are mostly poison-applier moments to hurt his opponents during time, they also learn to steal life of his opponents and environment

Nature Combat Features Overview

- Shinsei with Main element Nature are weak against: Snow, and Celestial Attacks
- Shinsei with Main element Nature are resistant Against: Sun, and Earth Attacks
- Shinsei with Main element Nature has a bonus on base strength and defense stats.
- Shinsei with Main element Nature has a penalty on base attack stat.
- Shinsei Part of element Nature adds strength and defense to base stats.
- Skills of Nature element type have these traits: mostly do damage with status effects mixed hit types, use healing by hit opponent.

Ocean Element:

Ocean Shinseis Narrative Overview:

Some Shinseis were born by the influence of the Ocean, this type of shinsei has fear of the Sky and Celestial power, because their bodys are vulnerable to these elements, but they develop a resistance against Earth and Sun attacks.

Due to his Ocean affinity, Shinseis of this element are born with more stamina and speed for use skills, but also are born with low strength power to resist rival's shinseis attacks, those birth advantages remain even in the Ocean shinsei body parts.

Ocean Skills Narrative Overview

The 5 Skills developed by Ocean shinseis are mostly regular attack moments, they also learn to increase this attack during combat and heal if receive damage during certain weathers

Ocean Combat Features Overview

- Shinsei with Main element Ocean are weak against: Sky, and Celestial Attacks
- Shinsei with Main element Ocean are resistant Against: Earth, and Sun Attacks
- Shinsei with Main element Ocean has a bonus on base stamina and speed stats.
- Shinsei with Main element Ocean has a penalty on base strength stat.
- Shinsei Part of element Ocean adds stamina and speed to base stats.
- Skills of Ocean element type have these traits: mostly do damage with normal hits, have regular damage, use increments of attack and heal with terrain effects

Sky Element:

Sky Shinseis Narrative Overview:

Some Shinseis were born by the influence of Sky, this type of shinsei has fear of the Earth and Celestial power, because their bodys are vulnerable to these elements, but they develop a resistance against Ocean and Volt attacks.

Due to his Sky affinity, Shinseis of this element are born with more defense against damage and speed for use skills, but also are born with low attack power against rival's shinseis, those birth advantages remain even in the Sky shinsei body parts.

Sky Skills Narrative Overview

The 5 Skills developed by Sky shinseis are mostly quick but low attack moments to hurt opponent, they also learn to use the environment to gain damage and defense

Sky Combat Features Overview

- Shinsei with Main element Sky are weak against: Earth, and Celestial Attacks
- Shinsei with Main element Sky are resistant Against: Ocean, and Volt Attacks
- Shinsei with Main element Sky has a bonus on base defense and speed stats.
- Shinsei with Main element Sky has a penalty on base attack stat.
- Shinsei Part of element Sky adds defense and speed to base stats.
- Skills of Sky element type have these traits: mostly do damage with quick hits have low damage, use terrain effect to gain bonus to damage or defense

Sun Element:

Sun Shinseis Narrative Overview:

Some Shinseis were born by the influence of the Sun, this type of shinsei has fear of Nature and Celestial power, because their bodys are vulnerable to these elements, but they develop a resistance against Snow and Sky attacks.

Due to his Sun affinity, Shinseis of this element are born with more attack power when using damage skills and strength for resisting rivals attacks, but also are born with low speed when using skills, those birth advantages remain even in the Sun shinsei body parts.

Sun Skills Narrative Overview

The 5 Skills developed by Sun shinseis are mostly quick attack moments with regular damage, they also learn to use skills to heal themselves and gain attack power from environment

Sun Combat Features Overview

- Shinsei with Main element Sun are weak against: Nature, and Celestial Attacks
- Shinsei with Main element Sun are resistant Against: Snow, and Sky Attacks
- Shinsei with Main element Sun has a bonus on base attack and strength stats.
- Shinsei with Main element Sun has a penalty on base speed stat.
- Shinsei Part of element Sun adds attack and strength to base stats.
- Skills of Sun element type have these traits: mostly do damage with slow hits, have regular damage, use healing and terrain effects to gain bonus to damage

Cursed:

Cursed Shinseis Narrative Overview:

Some Shinseis were born by the influence of Cursed, this type of shinsei has fear of the Earth and Celestial power, because their bodys are vulnerable to these elements, but they develop a resistance against Ocean and Volt attacks.

Due to his Cursed affinity, Shinseis of this element are born with more defense against damage and speed for use skills, but also are born with low attack power against rival's shinseis, those birth advantages remain even in the Cursed shinsei body parts.

Cursed Skills Narrative Overview

Cursed Shinseis developed 5 skills: those are mostly quick but low attack moments to hurt opponent, they also learn to use the environment to gain damage and defense

Cursed Combat Features Overview

- Shinsei with Main element Cursed are weak against: Dark, and Celestial attacks
- Shinsei with Main element Cursed are resistant Against: Light and Dreamer attacks
- Shinsei with Main element Cursed has a bonus on base attack and strength stats.
- Shinsei with Main element Cursed has a penalty on base speed stat.
- Shinsei Part of element Cursed adds attack and strength to base stats.
- Skills of Cursed element type have these traits: mostly do damage with regular hits, have normal damage, use protection skills and terrain effects to devastating damage

Celestial:

Celestial Shinseis Narrative Overview:

On very rare occasions, some Shinseis were born directly from the Shinsei Goddess on the Celestial realm, this type of shinsei has never felt fear to the elements, because their bodys are protected by his divine lineage, also give them power against all elements

Due to his Celestial lineage, Shinseis of this element are born with an additional bonus on all his stats, those birth advantages remain even in the Celestial Shinsei body parts.

Celestial Skills Narrative Overview

Celestial Shinseis developed 5 skills: those are mostly powerful attacks movements that apply effects over the whole battleground, they also learn to protect themselves against powerful attacks when have low life

Celestial Combat Features Overview

- Shinsei with Main element Celestial are weak against: None element
- Shinsei with Main element Celestial are resistant Against: All elements

- Shinsei with Main element Celestial has a bonus on 3 random stats.
- Shinsei with Main element Celestial has a penalty on 1 random stat.
- Shinsei Part of element Celestial adds bonus according to the part: Ear: Attack, Accessory: Defense, Head: Speed, Body: Stamina, Tail: Strength
- Skills of Sky element type have these traits: mostly do damage with regular hits, have normal damage, use protection skills and terrain effects to devastating damage

Gameplay Mechanics

Player Objectives

- **Train Shinseis:** Escribe aquí tu texto Escribe aquí tu texto Escribe aquí tu texto
- **Fight Shinseis:** Escribe aquí tu texto Escribe aquí tu texto Escribe aquí tu texto
- **Collect Shinseis (NFT):** Escribe aquí tu texto Escribe aquí tu texto Escribe aquí tu texto

Training Shinsei mechanics:

TBD

Fighting Shinsei mechanics:

Combat Objective

Choose 3 shinseis and fight against 3 rival's shinseis, protect your own shinseis and defeat all rival's shinseis by selecting 1 out of 4 skills, or changing your active shinsei, after both players select an action for current turn, action selected is executed according to the speed of the shinsei

Combat entities

- Players
- Shinseis
- Combat Skills
- Combat Actions
- Shinsei Status Info
- Combat Messages

Combat phases

Combat has 4 phases

- Combat Preparation
- Combat Start
- Combat Loop
- Combat Ending

Combat Preparation Details

Preparation Phase Rules

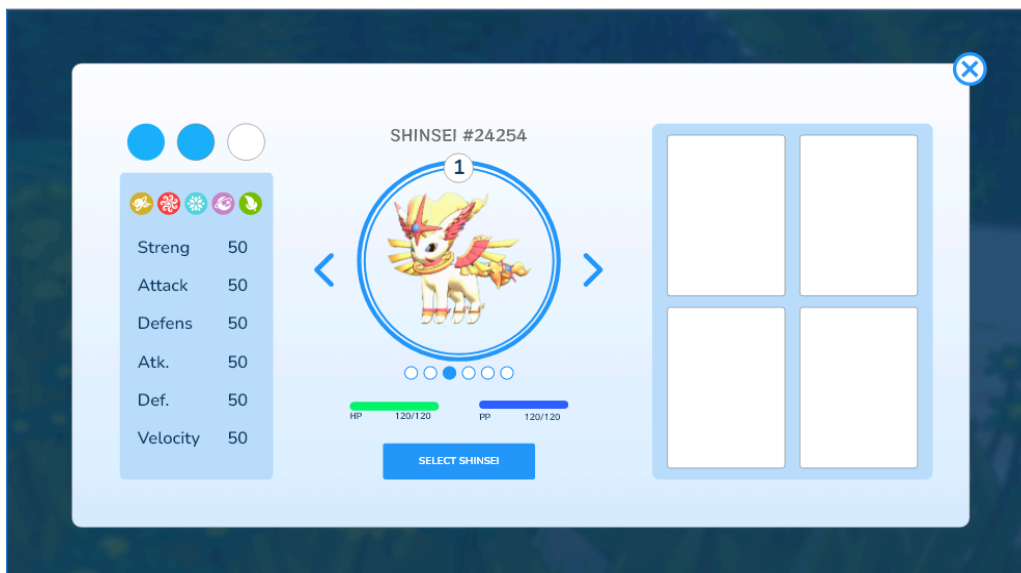
- 1 player vs 1 player
- Each player select 3 shinseis from a team list of 6 shinseis
- Each player can view stats and skill details from their own team of shinseis
- Each player only can view life, energy, body elements from the opponent team
- Time to select is 30 seconds, after time ends, remaining slots for shinseis are filled automatically and combat start

Preparation Phase UI screens:

3 Shinsei selection screen



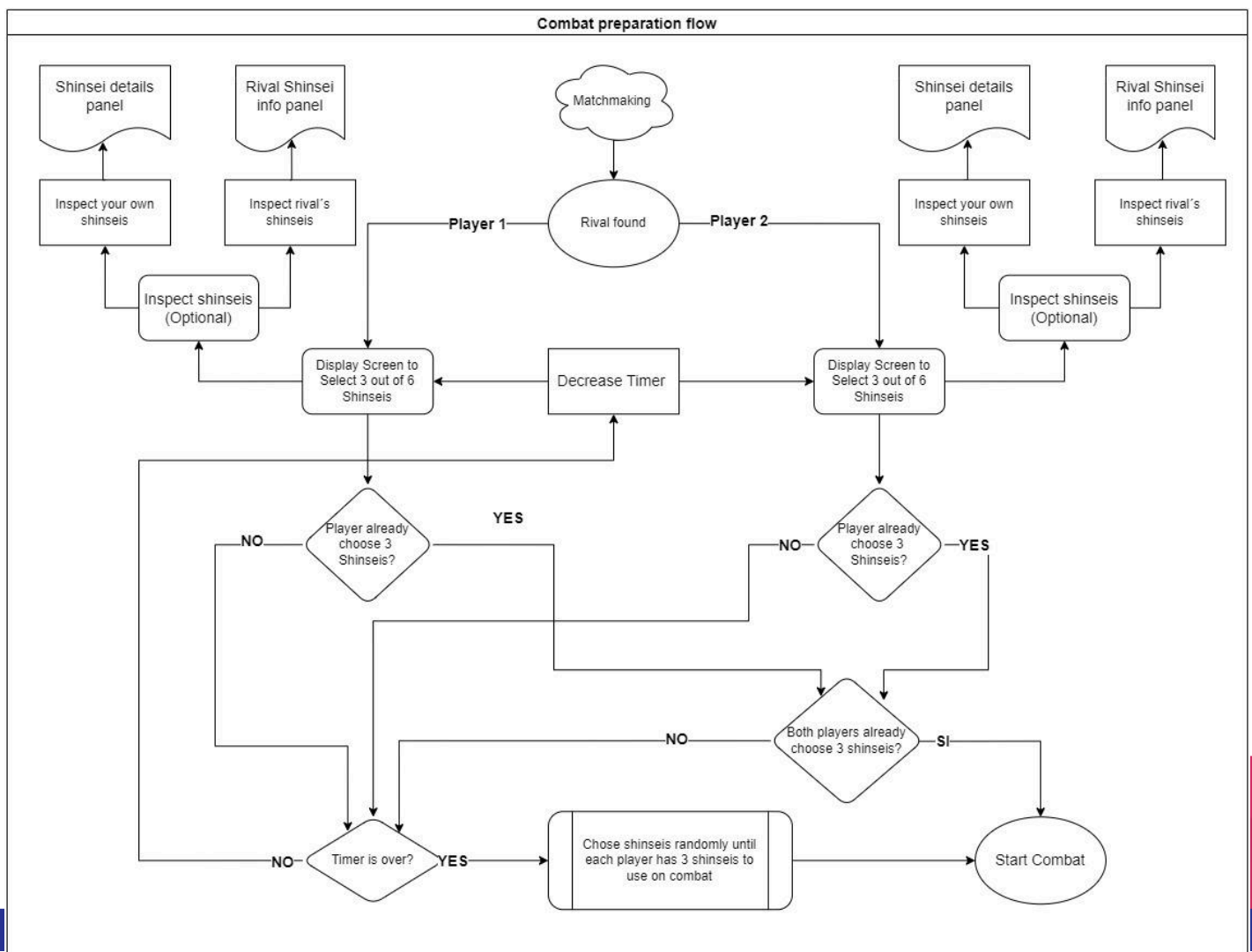
Player's Shinsei Details screen



Rival's Shinsei Details screen



Preparation Phase Flow



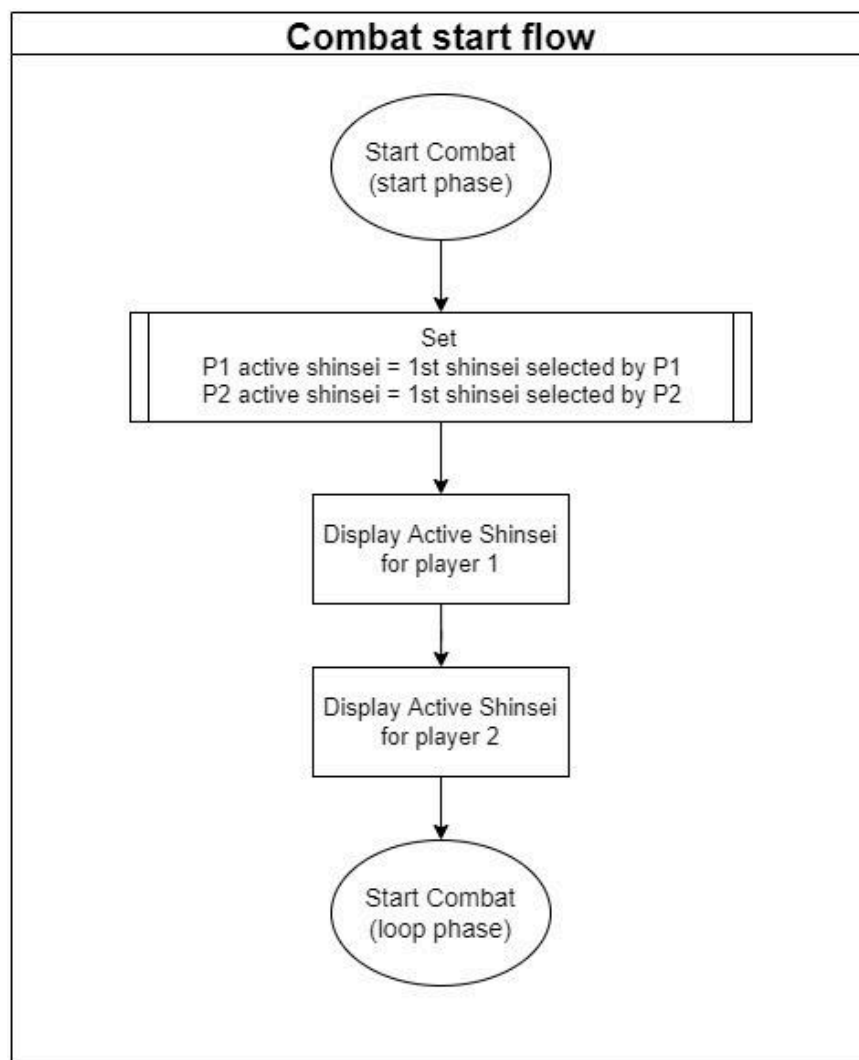
Combat Start Details

Start Phase Rules

- First shinsei selected for each player is invoked to battleground
- Each player can select 1 of 3 main actions, Skill, change Shinsei, End Turn
- To attack, player needs to select a Skill
- To change Shinsei, player needs to click a button and select next

Start Phase UI screens:

Start Phase Flow:

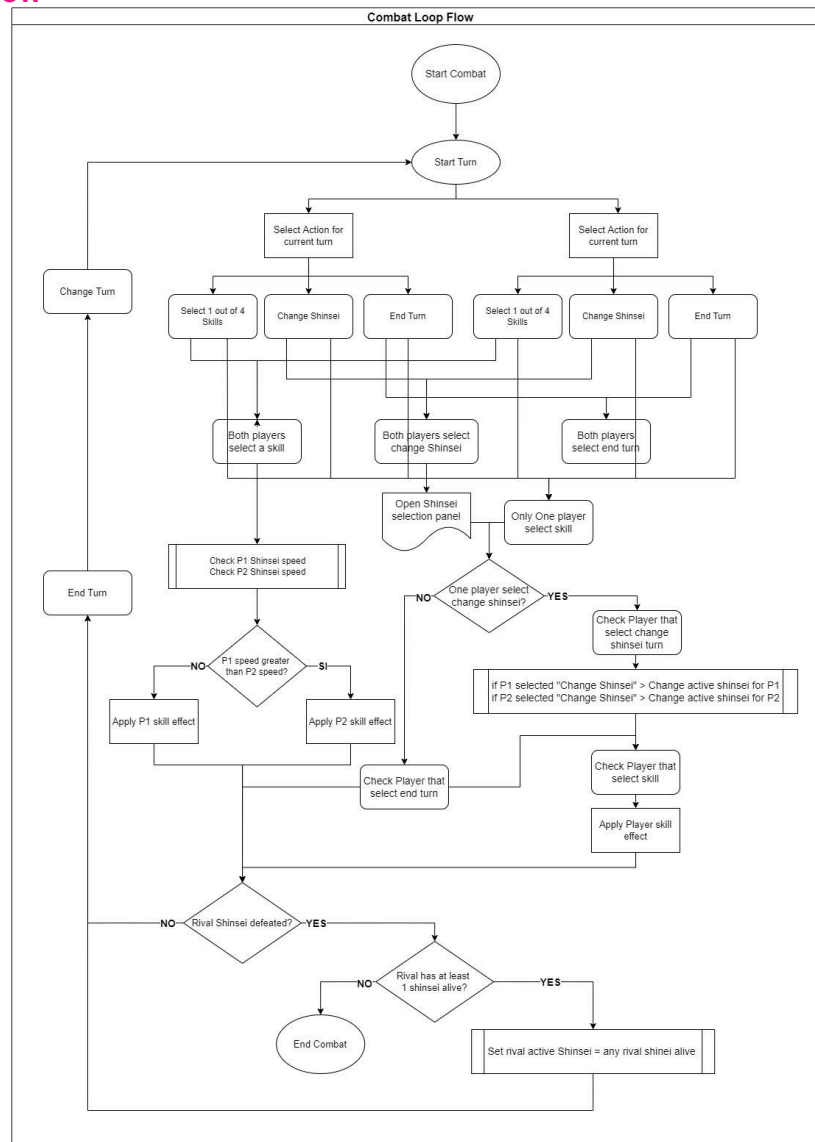


Combat Loop Details

Loop Phase Rules

- Turn based combat with 1 vs 1 active shinsei
- Shinses have 4 skills available to use during combat
- Skill can be type physic, magic, effect.
- Action can be: change shinsei, end turn, surrender.
- Each player can use only 1 skill or action per turn
- Time to select skill/action is 50 seconds, if skill/action was not selected after time is over, no action is executed and both player's turn ends

Loop Phase Flow

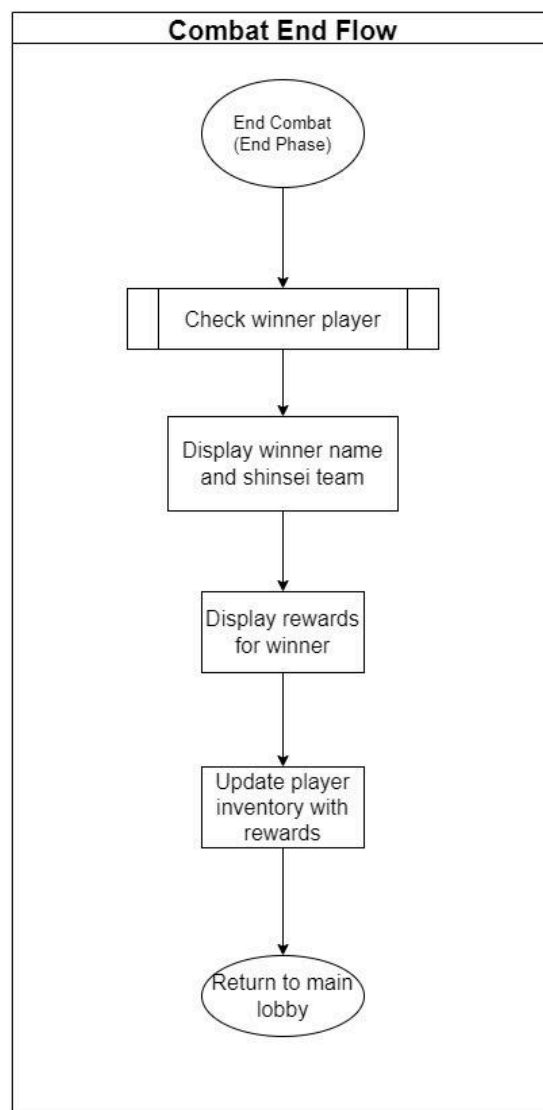


Combat Ending Details

Ending Phase Rules

- Turn based combat with 1 vs 1 active shinsei
- Shinses have 4 skills available to use during combat
- Skill can be type physic, magic, effect.
- Each player can use only 1 skill per turn
- Time to select skill is 50 seconds, after time is over, current player's turn ends

Ending Phase Flow



Collecting/Trading Shinseis mechanics: