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Game Description

Game Type:

Turned Based Strategy single player with multiplayer aspects consisting of PvE and an optional monthly PvP Arena with rewards awaiting the victors.

Tactician:

The tactician is considered the player and each account is limited to one tactician. Tacticians cannot die and they will have their own unique equipment that affects characters in the party. This special equipment will signify a player's status and prestige, while also providing global bonuses to the entire party both in and out of combat.

We will implement tactician levels and allow the tactician to also have character growth potential. The tactician will not be a playable character in combat, but represents the leader of a party.

Character Creation:

Character types will consist of regular, hardcore, and hero. Each with increasing DKP cost to create. Stats are



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randomized for character creation and players will have the option to reroll stats for DKP. Stat rerolls will cost less DKP than creating a character.

DKP spent on creating characters and rerolling stats will be recycled back into the DragonKill DKP in-game monster pool, creating more rewards for players as they adventure.

Character Type:

Normal characters Most affordable DKP cost/character.

Death will result in leaving bones on the ground and the player will need to return to the location with a different character. Players must then retrieve the bones and resurrect the character back in town for a small dkp fee. 7 days in real life will be allotted to find the bones and resurrect the character before it is deleted from the game world. If a character is deleted from the game world the value of the items he was carrying will be returned to the in-game monster loot tables.

Hardcore characters will cost more DKP to create and have roughly 10% better base stats with 1 extra unique ability. Death will result in permanent deletion of the



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character unless resurrected during the battle it was slain. To create a hardcore character you will need to convert a level ten(10) regular character into a new level one(1) hardcore character.

Heroes will be special classes that can only be created by finding a rare item in game that allows the creation of the special hero class.

Hero classes will be roughly twenty-five(25)% better than regular characters and any form of death will result in permanent deletion of the hero. To create a hero character players will need rare items in game and a level ten(10) hardcore character to convert it into a level one(1) hero. Each player can only have one(1) hero in their party at a time.

Energy:

Movement around the game world, engaging in battles, exploring dungeons, harvesting resources, and even crafting will cost energy. Energy recovery rates allow flexibility in time management, while preventing overplay.

Every player will hold ten thousand(10,000) energy.

Energy will be replenished, in real time, at a rate of one



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thousand(1,000) per day. If the player has less than three thousand(3,000) energy the energy recovery rate will be increased by three hundred(300)% until three thousand out of ten thousand (3,000/10,000) has been recovered.

Example) Player exhausts 9 thousand (9,000) energy and energy is completely depleted to zero(0). A rate of three hundred(300)% would be applied for sixteen(16) hours, bringing the player to three thousand(3,000) energy. The remaining seven thousand (7,000) energy would be recovered at the normal rate of one thousand (1,000) energy per day.

The main purpose of restricting gameplay with energy is two reasons. To make players better strategize their decisions they take and to stop players from botting. This is to incentivize players to play once per day for a few hours, but if they can't play for a few days they will still be building energy for up to seven(7) more days. Ensuring they don't feel pressured to play every single day.



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Energy Consumption/Conservation:

Every action players take costs energy, such as fighting a battle (between fifty and one hundred(50-100) energy roughly), traveling (from one end of the game world to the other side will cost over twenty thousand(20,000) energy.) This forces players to explore certain areas of interest before moving on. Players can't just go wherever they want, they will need to strategize their trips and properly plan their route. It may even be possible to find something worthwhile even in the starting areas.

Solo/Group Content:

Dungeons that are instance-based are where players will find the greatest risk and rewards. Whether solo or grouped, players will be able to travel with a maximum of six(6) characters. Any player team combination that fits can proceed into the dungeon, so if players team up a party can consist of up to six(6) players controlling one(1) out of the six(6) possible character slots.

Example 1) Two(2) players each bring three(3) characters



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for a total party of six(6)

Example 2) Three(3) players, one(1) player brings three(3) characters, one(1) player has two(2) characters, and the last player with one(1) character

Dungeons will be an extremely challenging event that takes proper planning for the risk vs. reward. Parties maximum power will be reached using only hero characters, as they are limited to one(1) per player giving higher bonus to larger teams. Proceed with caution as hero characters will be deleted immediately upon death.

Unique Play-to-earn

DKP will be a reward from every aspect of the game. Players can use DKP in-game to purchase items and characters from NPC's or other players. DKP can be traded for XRP at any time using a digital XRP wallet such as the Xumm wallet. All DKP lost in game will be recycled into the DKP monster pool, giving players more rewards as they adventure. All of this can be done because of the low gas fees and high speed of the XRP Ledger.



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Set up a trustline by clicking the following link: [Xumm
DKP trustline](#)

In order to receive DKP airdrops, the player's XRP wallet set up with the above trust line must hold 500 XRP. The 500 XRP will not be deducted from your account; this is simply for verification purposes, but it must be present during the snapshot.



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Roadmap

Month	Timeline and Milestones
October 2023	Convert current game town to new static town
	Code npcs in town to interact with player
	Finish crafting for all 6 tradeskills
	Create player movement in town
	Make all buildings operational
November 2023	Finish Gathering system
	Create Gathering Zones
	Create gathering animations and UI to interact with nodes
	Code gathering levels, equipment and experience
	Design supply and demand values for different resources
December 2023	Finish characters
	Finish character animations
	Finish character spells
	Finish character faces
	Finish tactician spells
January 2024	Implement player Housing
	Code selling of goods
	Code passive income from housing



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	Code trophies into houses
	Code building and editing of structures
February 2024	Expand the game library
	Create 25 new weapons and items
	create 10 new zones
	create at least 25 new quests
	create 100 new pieces of armor
March 2024	create 2 more character classes
	Design new spells and core utility
	code new spells
	test and adjust for balancing
	design quest to unlock new class
April 2024	Polish and fix most bugs
	Play the game in its entirety trying to break what was intended
	perform reproductions of bugs to solve whats wrong
	Fix the code killing the bugs
May 2024	Create outposts for players to take over
	Design PVP and PVE outposts
	Draw maps for outposts and implement into game
	Code outpost combat into game
	Design and code outpost bonuses to players
June 2024	Build the pvp arena
	Test and balance PVP



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