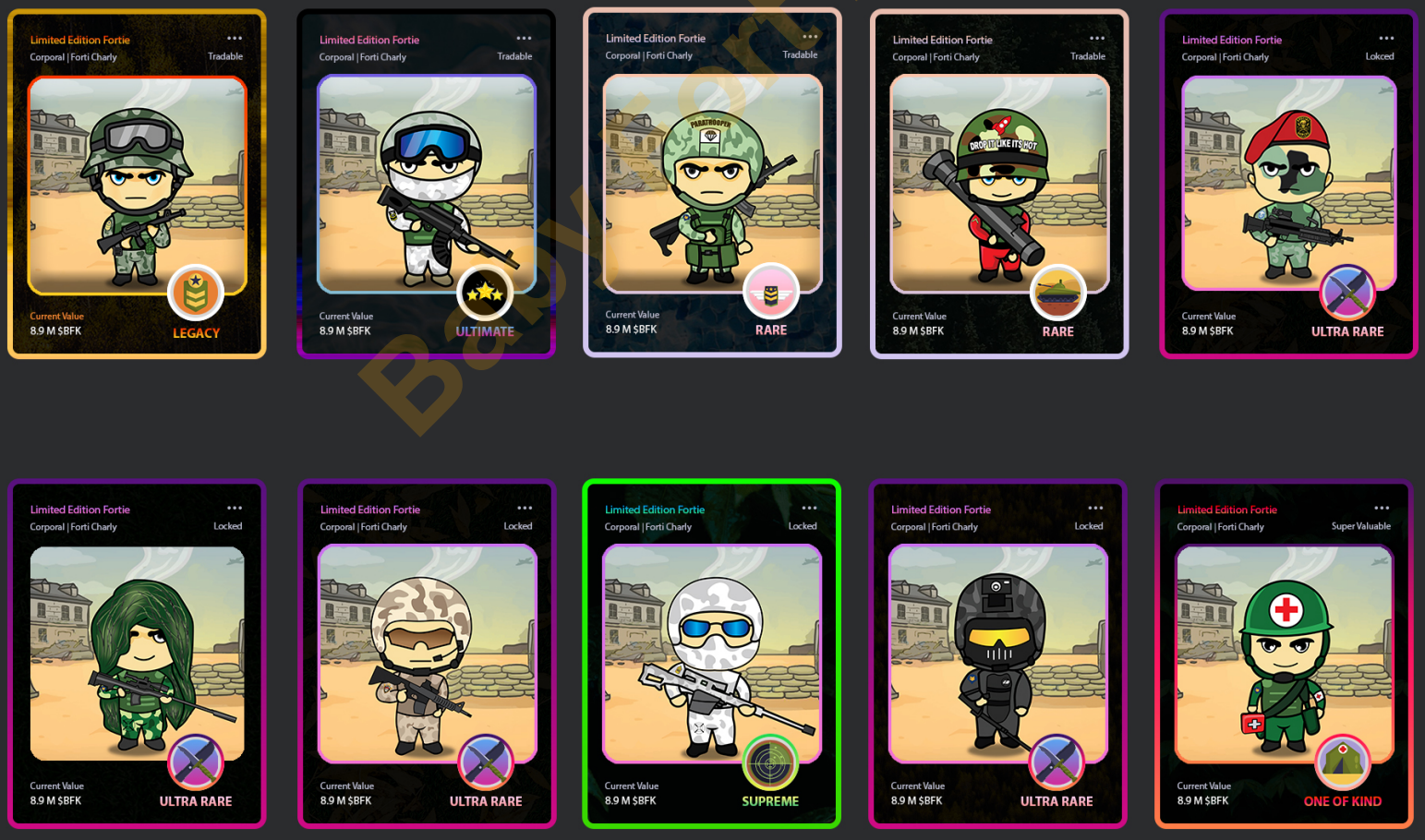
BFK WARZONE

GAME TECHNICAL DESIGN DOCUMENT



Baby Fort Knox

Part of Baby Fort Knox Smartchain

Contents

Executive Summary. . 3
Game Overview . 3
Technical Summary . 3
Game Mode . 4
Fight Principals . 4
. 4
In Game Features . 5
Game Maps . 5
Player Ranking . 5
Fortis Ranking . 6
Infinity Cards . 6
Rewards / In-Game Earnings . 7
. 7
Dashboard UIX . 7
Marketplace . 7
Buy and Sell NFT / Bids . 7
. 7
Milestones . 7
Planned Timeline . 7
Updates and DLC's . 7
. 7/8
Admin Control Center . 8
Event Lauchpad . 8
Moderation . 9
. 9
In-Game UIX . 9
Level Design . 9
Menu . 9
Assets List

Game Development Team

PRODUCTION MANAGER
Confidential

PRODUCTION SUPERVISOR
Confidential

PRODUCTION COORDINATOR
Confidential

GAME STUDIO
Confidential

Baby Fort Knox

IMPORTANT NOTE
This ***Technical Design Document*** is offered as an example for a close estimate planing and quoting, any ideas shared here listed or explained is prone to changes and updates, suggestions are open to shape the game that this document is trying to provide.

Executive Summary

Game Overview

BFK Warzone is a game based on 2D / 3D merged shooter game, the main idea is that Baby Fort Knox the token is the safest token to hold with its tokenomics architecture on the BSC Smartchain, the characters will be the defenders of the fort which protects the token (BSC Smart-chain) against any alien attack (this case its the Euthereum Smart-chain for events). the Characters called Fortis are military ranked NFT's that holder will be able to purchase, upgrade, equip and promote from the marketplace while fighting each other in single warzone arena map(s) in coop, death-match or event reserved slots only.

Technical Summary

BFK Warzone, needs to be deployed on web app firstly, android and IOS next, the game should be done as a point to shoot feature via mouse aim, and character movements via keyboard movement selection as for the touch screens same principal will be applied but matching each use.

The game should host a marketplace where users will be able to buy minted NFK's as soldiers, soldiers packages pre-created by the admins (featuring a full NFT set 4 items), also 4 section should be created in the marketplace:

Marketplace Setup:

1 - Fortis (soldier selection market)
2 - Armory (Weapon & Accessories Market)
3 - Infinity Knox (Power ups and abilities)
4 - Bundles (Selected NFT bundles)

Dashboard - Login - Events (Ability to watch live an event)

Marketplace should have integrated wallet connect to wallets, ability to trade NFT that are tradable, interact with users library of items, check progress of ranking and abilities upgrade, description of each item and NFT, a filter, a dashboard to showcase users NFT and general in game ownerships also a login feature integrated.

Baby Fort Knox

In Game Modes

Principals of Fights

There will be 3 game modes:

N.B: Stakes are limited to 5 levels (0.05 / 0.1 / 0.25 / 0.5 / 1 BNB Value in BFK)

A - Deathmatch (Fortis will be joining a lobby of 10 Slots only per fight)
1 - (Stake & Fight Reward based)
1 - (Free & Fight Non-Reward based)

Ranking System activated only on Stake and Fight.

how it works: when matched selected players fully join all slots the characters will spawn on the map with a timer of 5 seconds to start fighting. any death occurs will leave the warzone. for stake rewards the pool will show the total amount of BFK stacked on top of the warzone header, 1 winner will claim the pot, the last standing forti.

B - Ranked 1 v 1 only(Fortis will be joining a lobby of 2 Slots only per fight)
1 - (Stake & Fight Reward based only)
Ranking Experience Pointer activated (Gain experience over hit points and win rate)
Rating system is multiplied by X 2

C - Coop 2 v 2 / 3 v 3 or 5 v 5 Max(Fortis will be joining a lobby of assigned Slots only per fight)
1 - (Stake & Fight Reward based only)
2 - (Free & Fight Non-Reward based)

Ranking Experience Pointer activated both modes (Gain experience over hit points and win rate)

Infinity knox cards activated
ratio is normal as long as no infinity card is present

D - Featured Event (Fortis that has been pre-registred are white listed to see the event joining screen the rest will have the ability to watch the fight. MAX SLOT: 20

1 - (Stake & Fight Reward based only)
Min Stake on registration per slot is 0.1 BNB in BFK value
Each event is different with the value set to stake in reservation

in this event users will be fighting a ETH Boss that will be moving towards the fort where the Fortis will defend. the firepower and difficulty will be set in the in-Game Design manual section .
Rating system is multiplied by X 3
Infinity card Drop

Baby Fort Knox

In Game Features

Game maps

The game map should be a large Map with multiple stages of obstacles and hiding places, open map in 3D perceptive with DNA of the game warzone mentality, for the events only fights special maps will be created with a playable accessible Fort and different type of Boss alien.

Player Profile Ranking

The player will have a ranking system based on points collected from fights, these points will be assigned to his rank in command to the game, players will start with a Rank 1 and can achieve Rank 10, these ranks will be named following commanding level in ARMY. Starting by Private, up to General of Army level.
points system will be based on the game modes that have them activated

Fortis Ranking & Infinity Cards

The Fortis will be NFT's with rarity levels, Legacy cards are the ones available for anyone to use or access, common cards are purchasable up to Supreme Rare ranks will be provided.

Card levels:

Legacy - Common - Ultimate - Rare - Supreme - Ultra Rare - Supreme Rare - ONE OF A KIND

Forti Skills Level: 20 Skill Defaults - Each Skill is 100 Points

Forti Rank Level: 10 Ranks Defaults - Each Ranks Needs 2000 Points or 20 Skill Set

Cards that rank from or above Ultra Rare will have Infinity Modifier activated (this will provide constant power or in-game feature based by player account not by Forti) *

Infinity Cards are a set of 10 Cards NFT with a one rarity Level or Supreme Rare, those will be dropped on Events only 1 per Alien and will randomly sent to a player while transferring loot. the card will provide extra ability for the fortis (in ranked fights and selected modes)

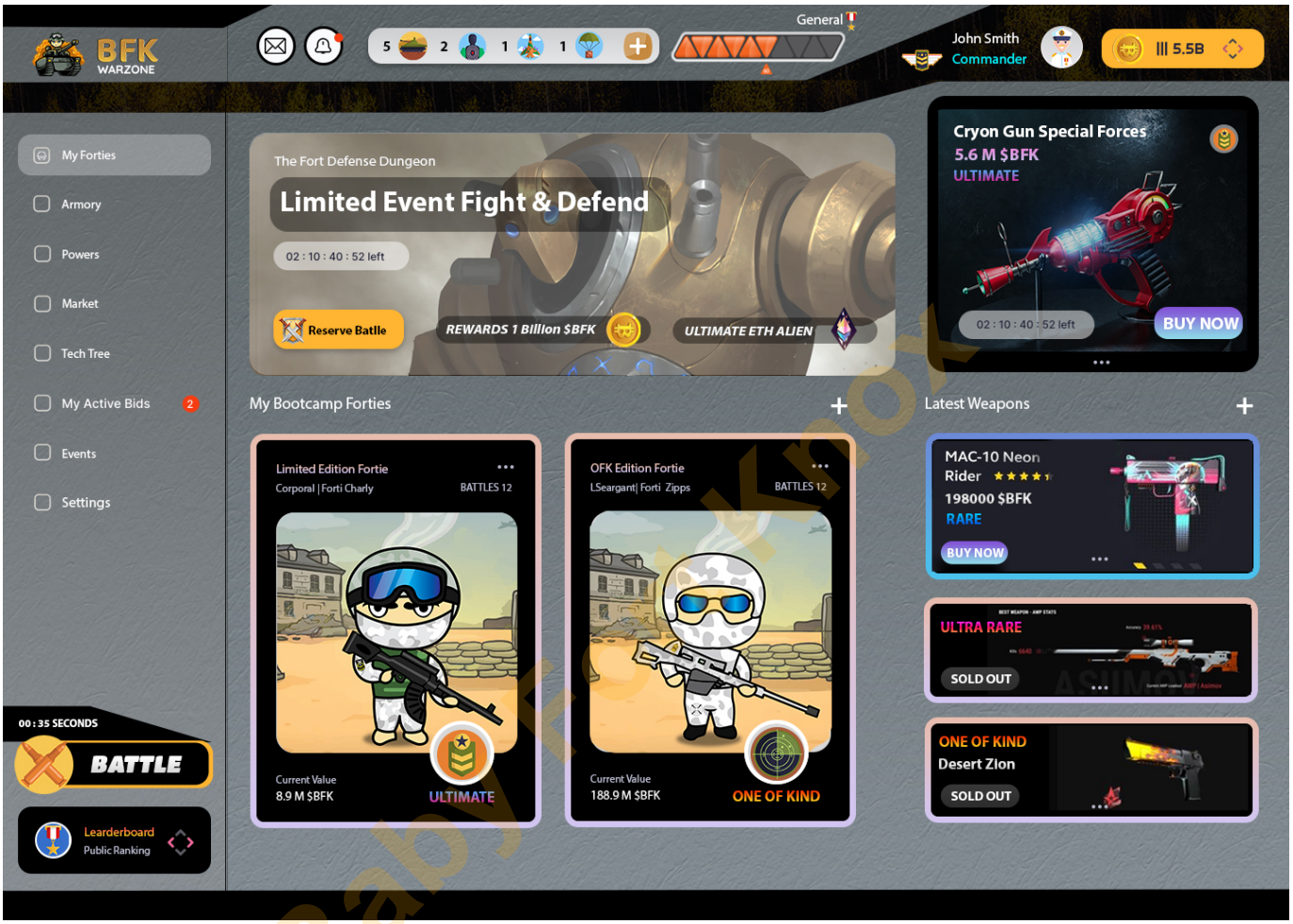
Rewards and In-Game Earnings

Using the main tax wallet for purchases done on the NFT platform the wallet will act like the main center for control daily rewards and roulette donations, those will be accessible from the in-game menu, these will allocate virtual points or NFT's or Token Value

Baby Fort Knox

Dashboard

Initial Idea of UIX



Marketplace Web Portal

This Dashboard provided an overlook at the Game features to implemented in the game, this is the HTML version in mind, as for IOS / ANDRROID this will be rendered to match the resepcted platform, this is where players can access the Web Dashboard with their accounts or Login via wallet and refer to the Game purchasable and tradable format of NFT's, Trades, Bids and more

Market (Buy and Sell NFT's)

Any tradable Forties on In game NFT is able to sold by users in the marketplace by doing a one time sale price tag or bidding form that other users can discover and bid over. some of the Limited Edition drops from the game will be also featured as bidding only.

Expected Milestones to hit

20 Days	Trailer released
30 Days	Prototype test-out MVP Game
45 Days	Marketplace Setup Demo Test
60 Days	Initial Game Public Release / Marketplace Extended Release
100 Days	Full-Game / Marketplace Release

Updates, Maintenance & DLCs

Weekly	Server Side	Basic Optimizations
Monthly	Game / Server	Moderation
On Demand	Requetsted	Updates and game improvements

Baby Fort Knox

Control Center

Events Launch

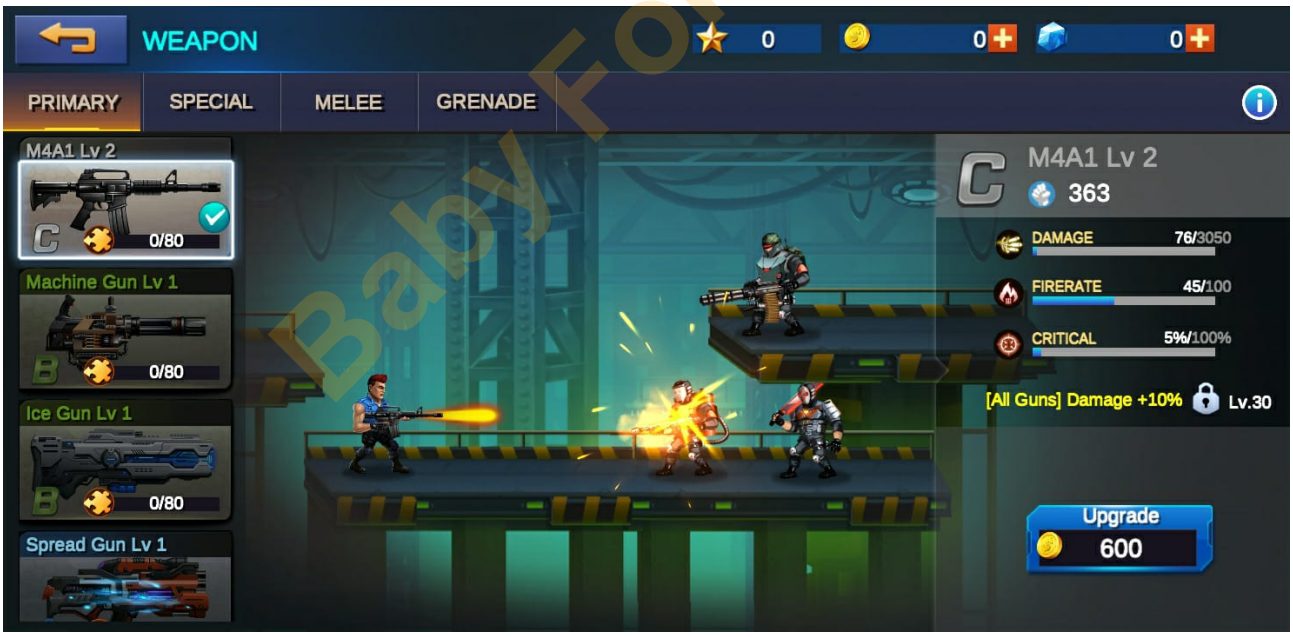
The Admins will need to power to be able to create events by accessing a subdomain where we can setup the Alien Type (predefined in game) also select the map (predefined also in game), reward value (this should be linked to a private wallet collecting tax % from in game NFT buy and sell, the total value on the wallet should show and when planning an event Admin can select the amount to reserve as reward, type a text and description and will be able to schedule the event that will notify all forties in game.

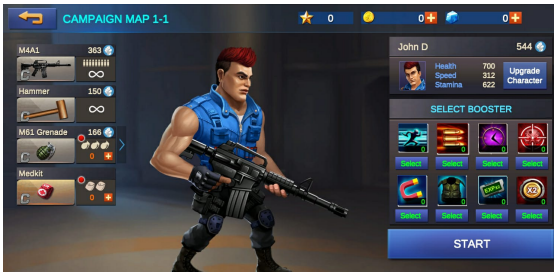
Also most of the features in game should be easily accessible with a moderation system with a special dashboard.

Game Examples

Format of game-play

the game should a 2D/3D format with depth of field in fight like this example:





Baby Fort Knox

Events Setup

Level 1 to 10 Alien

The level will consist of 5 Slots of Each Category NFT:

Assault Rifleman / Medic / Snipers / Pyro Explosive / Machine Gunners

1 Tank available in fort that i accessible by a specialist Category 1 assault rifle only

Tank will fire 1 Heavy round each 5 Seconds and 2 Rockets IR directed no miss every 12 Seconds

Slots should be filled with the respected categories at least 1 of each slot with the respected category filled

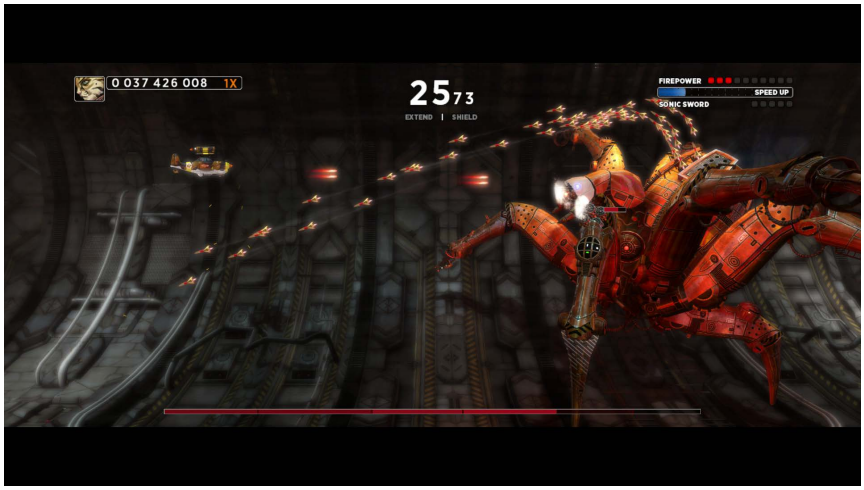
There will be four (4) different spawn points in the level. A fort should be accessible and acting as the defense base for the fortis, inside of the fort should be the BFK coins piles above each other and the fort is made of BSC smart Chain Material for the walls (like a carbon chain) players will spawn randomly in the fort.

Players will have to be prepared before the Alien Boss Spawn time, after 10 Seconds the Alien will Drop from the skies and initiate the fight. it will move at a constant speed attacking the fort and the fortis, 4 Main Laser Weapons 2 Special Abilities that refresh every 20 Second, 1 Super Power that is randomly used, 2 fleet of drones assistance, and armor shield with a health bar*.

The Fight will last to a Max of 10 MIN before the alien will unleash a massive nuclear explosion and the round will be over, fortis have a maximum of 10 Min to save the fort. Aliens will have weak points selected on body that deals X2 to x4 Damage *

Asset List

Players	Fortis - Selected by category	Special Map
Enemies	1 ETH Alien	
Enemy Assist	Enemy Drones	
Props	Fort 2 Towers Massive Fort Door Obstacles Drones 4 Bunkers on the fort 1 Tank Spawning NFT in fort Special assit drops Timer Robot Special Effects Powerups	



Baby Fort Knox