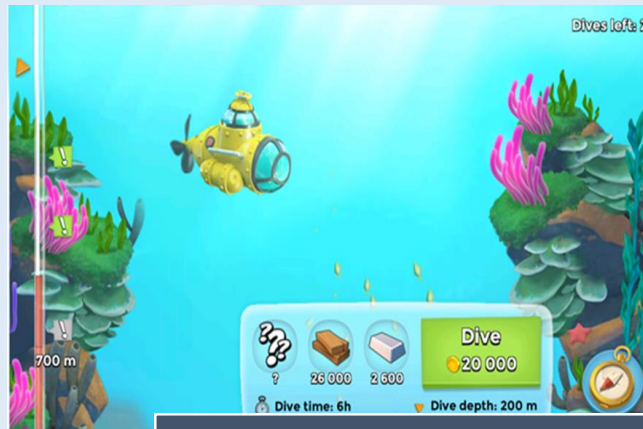# Adventurers

Feature Design Presentation

Introduction

- The purpose of the following feature is to increase these aspects:
  - Engagement
  - Retention
  - Monetization

- Similar mechanics in other games used as inspiration:

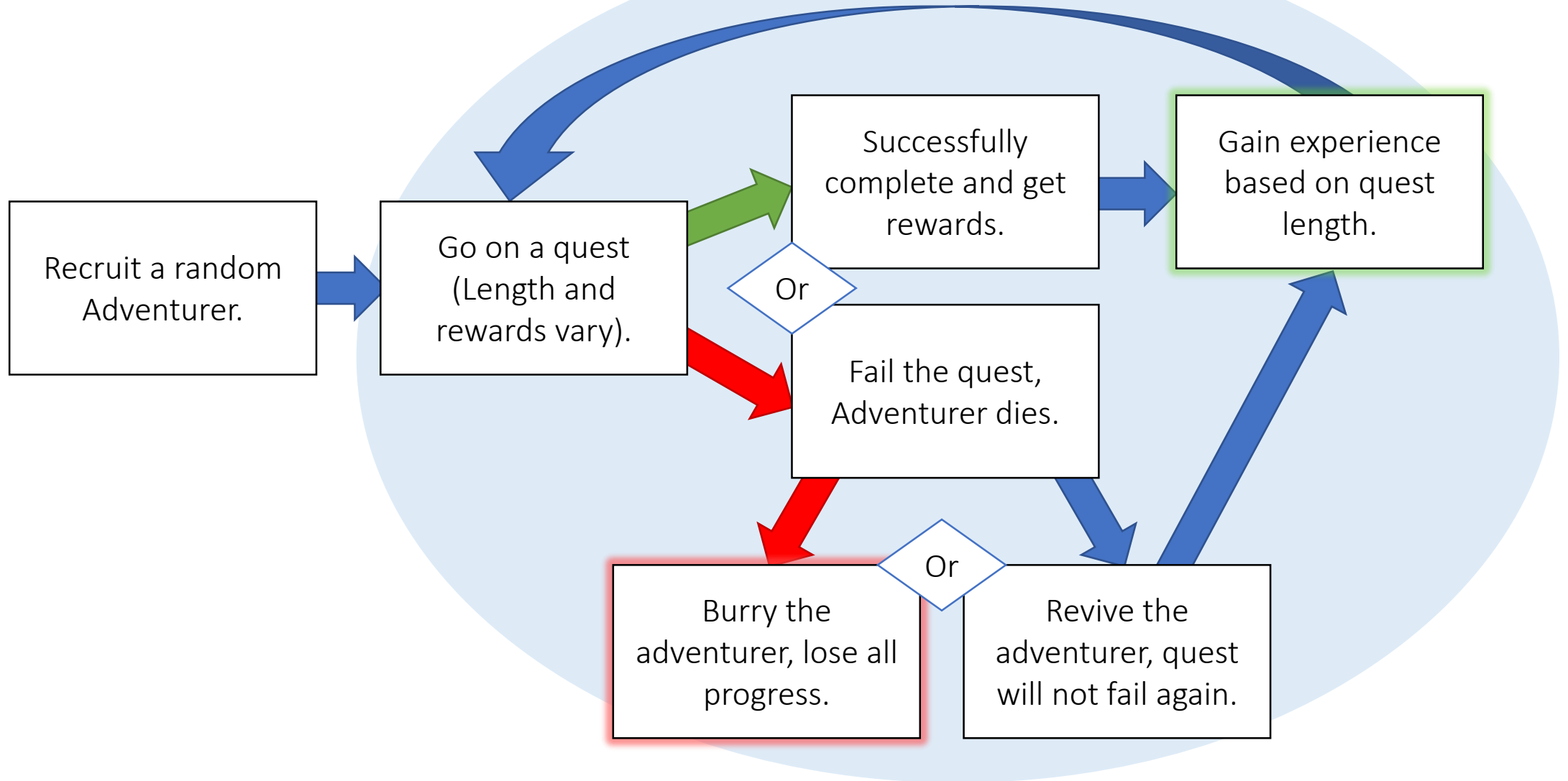**Clicker Heroes**
Mercenaries

Boom Beach
Submarine

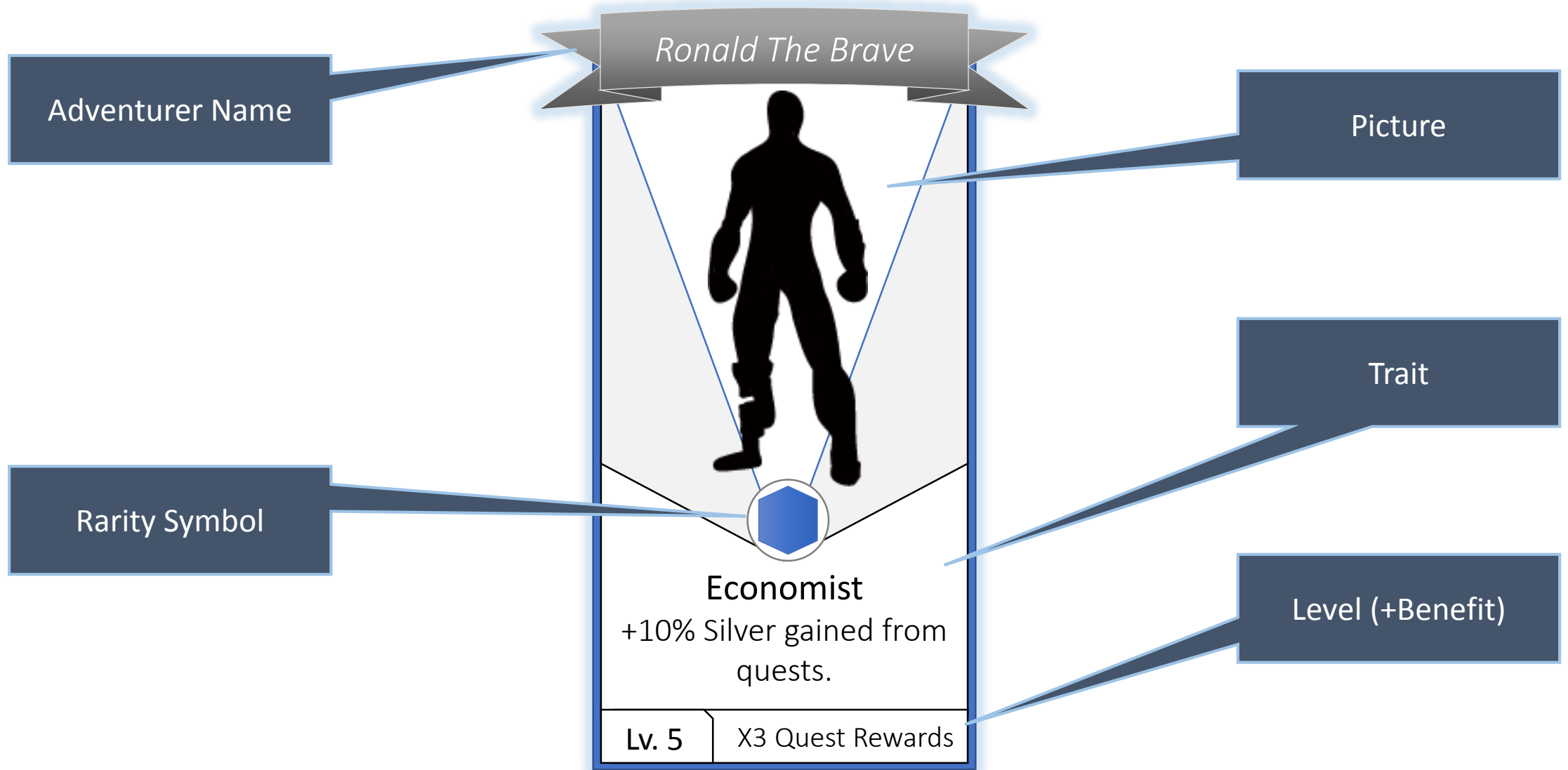**World of Warcraft**
Garrison Missions

Main Inspiration

General Overview

- Introduce adventurers that can go on quests to obtain various resources as rewards.

- These adventurers become increasingly more efficient over time, as well as having a certain random bonus for each adventurer.

- While on a quest, they have a chance to die, and can only be revived with Gold (Hard Currency).

- Players who prefer not to revive their adventurer, can recruit a new one instead, and by that give up on the progress of the previous adventurer.

- Players can also increase their initial capacity (by paying Gold) in order to recruit more adventurers, up to a certain hard cap.

Flow Overview

Adventurer Overview

Adventurer Name

Ronald The Brave

Picture

Trait

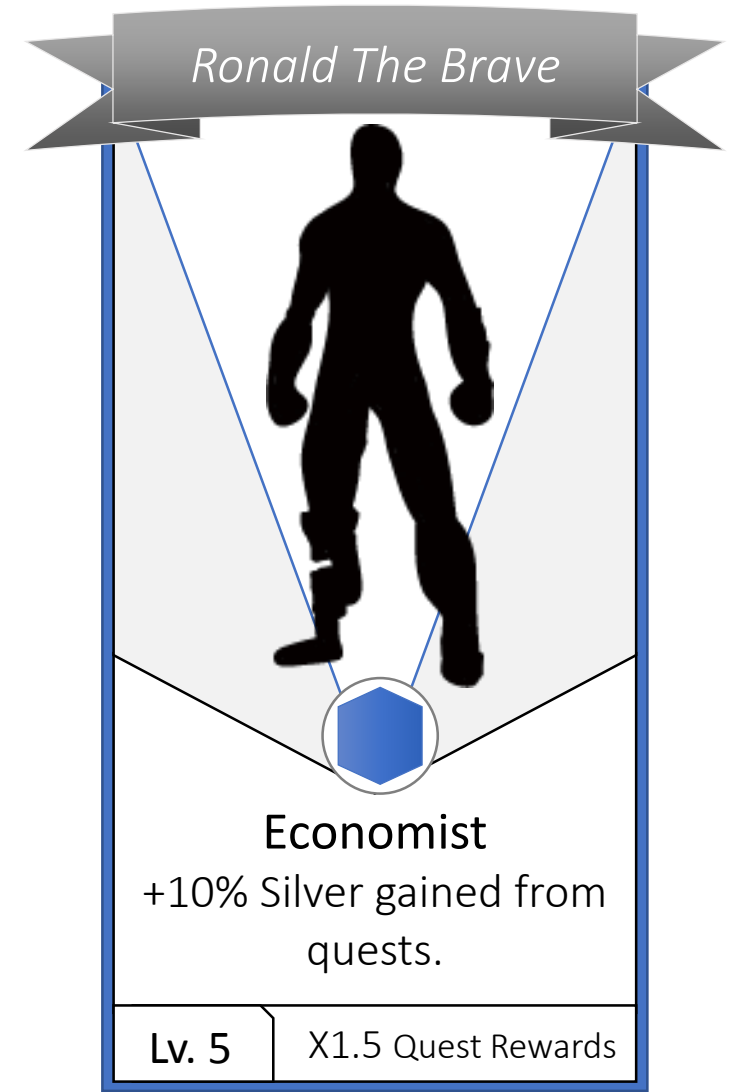**Rarity Symbol**

Economist
+10% Silver gained from quests.

Level (+Benefit)

Lv. 5 | X3 Quest Rewards

Adventurer Overview (cont.)

- Adventurers have the following attributes:
  - **Name:** Randomly generated name.

  - **Trait:** An ability that grants a certain bonus revolving quests or the adventurer itself.

  - **Rarity:** Permanently influences the strength of the Trait's bonus. Available rarities include:

Usual	Unusual	Rare	Epic	Legendary

  - **Level:** Increases gradually as quests are completed, and provides a multiplier for quest rewards.

Ronald The Brave

Economist
+10% Silver gained from quests.

Lv. 5 | X1.5 Quest Rewards

Quest Overview

Available Quests:

Quest Name →

Scavenge abandoned farms for supplies
- 🕐 8 Hours
- 💀 10% Failure

Reward:
310K Food

Quest Length

Quest Reward

Quest Death %

Collect unpaid debts
- 🕐 3 Hours
- 💀 6% Failure

Reward:
4.5K Silver

Collect heavy lumber transport
- 🕐 4 Days
- 💀 25% Failure

Reward:
350K Lumber

Recruit allied forces from the west
- 🕐 2 Days
- 💀 20% Failure

Reward:
1.5K T2 Units

Quest Overview (cont.)

- Quests have the following attributes:
  - **Length:** The amount of time it takes to complete.

  - **Death %:** The probability of the adventurer not surviving their quest. The longer the quest the higher the death probability.

  - **Reward:** The type and amount of rewards gained upon successfully completing the quest.

  - **Availability:** A hidden attribute that determines how likely is the quest to appear as an option.

Available Quests:

Scavenge abandoned farms for supplies	Reward:
8 Hours — 10% Failure	310K Food

Collect unpaid debts	Reward:
3 Hours — 6% Failure	4.5K Silver

Collect heavy lumber transport	Reward:
4 Days — 25% Failure	350K Lumber

Recruit allied forces from the west	Reward:
2 Days — 20% Failure	1.5K T2 Units

Monetization Overview

- As adventurers act like an independent reward generator, the only thing they require in order to be regularly maintained is engagement.

- However, as adventurers level up and become more efficient, their revive cost also increases.

- Players that raised adventurers with useful traits would like to keep them, and therefore would opt to spend Gold to revive them.

- Additionally, players can purchase more adventurer slots Gold to increase the overall capacity of adventurers.

- Further Thinking: A specialized building could be introduced, that requires upgrades that influence adventurers. A skill tree is also an option.

Adventurer Level Balance

Quests Time Required To Next Level (Hours)

Adventurer Level (and bonus)														
x1	x1.1	x1.2	x1.3	x1.5	x1.7	x2	x2.2	x2.4	x2.6	x2.8	x3	x3.3	x3.6	x4
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15 (Max)

Data points: 4, 8, 12, 24, 48, 72, 96, 120, 168, 240, 336, 456, 600, 900

Adventurer Revive Cost (in Gold)

Revive Cost (Usual) — Revive Cost (Unusual) — Revive Cost (Rare) — Revive Cost (Epic) — Revive Cost (Legendary)
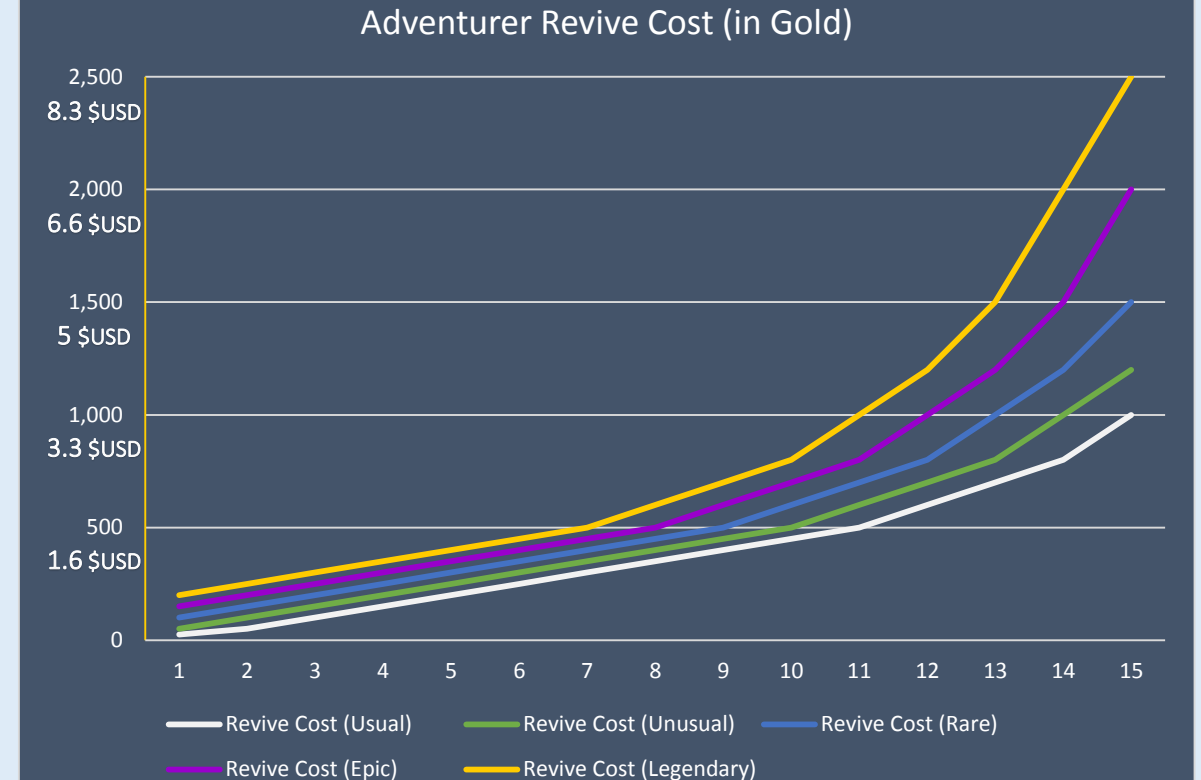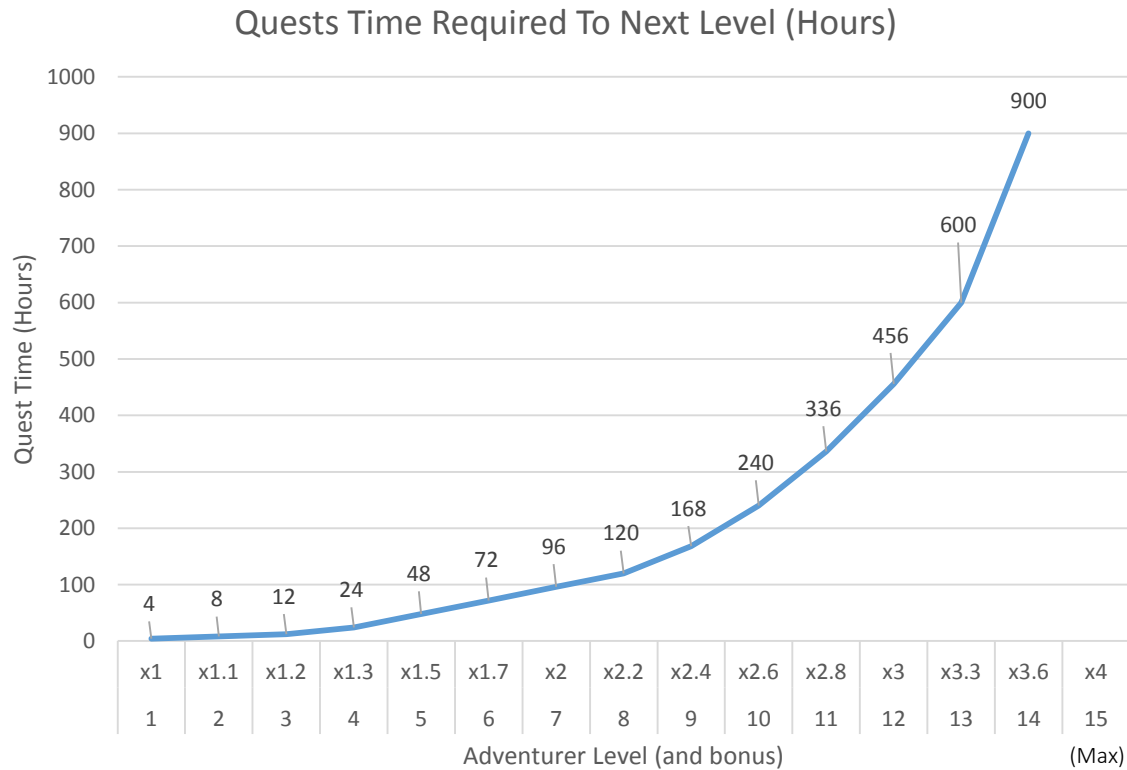
* Actual numbers are subject to change. $USD based on average offers of HC only.

Quest Balance

Quest Length	Death %	Quest Reward: Resources		Quest Reward: Gold		Quest Reward: T1 Units		Quest Reward: T2 Units	
		Amount	Availability	Amount	Availability	Amount	Availability	Amount	Availability
15 Minutes	1.00%	2% of (ARSS per Hour)	Medium	10	Medium	100	Medium	50	Medium
60 Minutes	3.00%	10% of (ARSS per Hour)	High	25	Medium	200	Medium	100	Medium
3 Hours	6.00%	33% of (ARSS per Hour)	High	50	Medium	400	Medium	200	Medium
8 Hours	10.00%	95% of (ARSS per Hour)	Medium	100	Medium	700	Medium	500	Medium
24 Hours	15.00%	300% of (ARSS per Hour)	Medium	150	Low	1,000	Low	850	Low
2 Days	20.00%	700% of (ARSS per Hour)	Low	200	Low	2,000	Low	1,500	Low
4 Days	25.00%	2,000% of (ARSS per Hour)	Low	250	Very Low	2,500	Low	2,000	Low

Special Quest: Adventurer Recruit		
Quest Length	Death %	Description
12 Hours	5%	When Below the soft cap, all adventurers have this quest available if not active. When completed rewards you with a random adventurer (requires an empty slot).

*ARSS per Hour: Average Resources produced per hour, correlating to the player's Palace level. Exact numbers should be obtained from BI / BP to adjust the actual amount.

* Actual numbers are subject to change.

Adventurer Trait Balance

Trait	Description	Adventurer Rarity				
		Usual	Unusual	Rare	Epic	Legendary
Farmer	Additional Food gained from quests.	3%	5%	10%	15%	20%
Lumberjack	Additional Lumber gained from quests.	3%	5%	10%	15%	20%
Miner	Additional Iron gained from quests.	3%	5%	10%	15%	20%
Archaeologist	Additional Stone gained from quests.	3%	5%	10%	15%	20%
Caretaker	Additional Silver gained from quests.	3%	5%	10%	15%	20%
Economist	Additional Gold gained from quests.	3%	5%	10%	15%	20%
Spiritual	Reduced revival cost.	-2%	-4%	-8%	-12%	-15%
Undying Will	Increased survivability.	2%	4%	6%	8%	10%
Scout	Additional Units recruited from quests.	2%	4%	6%	8%	10%

* Actual numbers are subject to change.