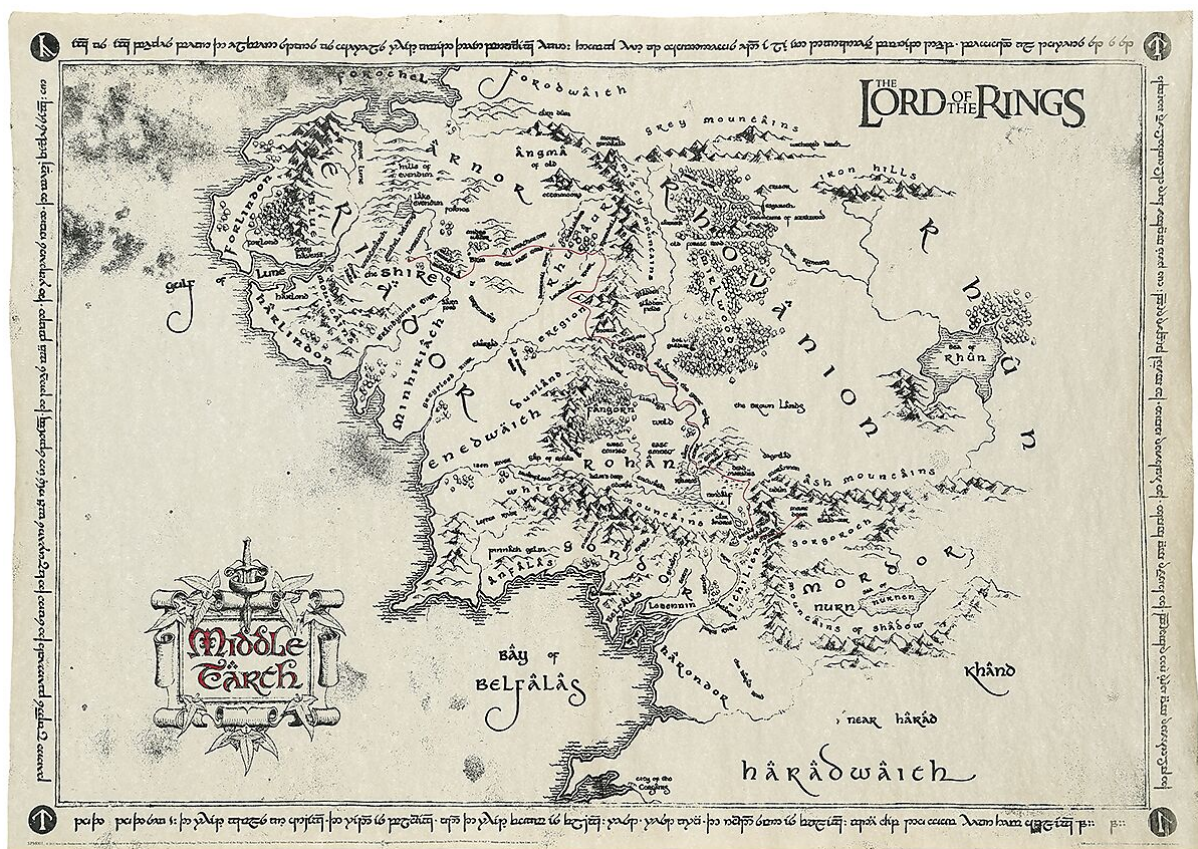


The inhabitants of Elgar



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1. Eyles, the skin-changer

1.1 Origins

Eyles is a young skin-changer. He was born in the village of Broum, located on top of the high mountains, where skin-changers live.

He lived in a small village called Broum, with his father and his mother.

His father, a well-known commandant in the skin-changer army was very strict and always tried to inculcate the Balgrut doctrine (the doctrine of the skin-changers). His mother, on the other hand, was more permissive and lovable.

His origins were a bit different than most of the other kids on the high mountains, thus because his village got destroyed when he was just a kid in a time, where skin-changers and the fallen ones were at war. Both his parents were killed.

This tragic event changed Eyles life and created the personality he has now. At the age of 5, he had seen war, blood, and people who he loved get killed, and not only that, but he had to leave his hometown to live in another place called Argrut.

All of that helped Eyles become more mature than the majority of other kids. He understood that all the painful events he had lived would serve as a motivation to reach his main goal in life.

From that tragic event on, Eyles started training all his abilities. Because of the teachings of his father and the personal motivation to get stronger he developed his abilities way before than the other kids in Argrut.

Years later, when he was 13, he got accepted in “the Sacred Temple”, a well known institution where the best fighters fight, and bring the Balgrut doctrine to the extreme (a doctrine where physical pain is believed to make you stronger). He stayed there for 5 years, when he began his journey.

1.2 Description

Elyes is tall, 1.95 metres to be exact, and he is very corpulent. He has a lot of hair in all of his body and sharp teeth (all of these are basic characteristics of skin-changers). However, there are a few things that are way different from the rest, for example his green eyes (most skin-changers have brown eyes) and his hair is way shorter than the rest.

He always wears a brown tunica, very characteristic of the skin-changers of Argrut. The colour of the tunica differs depending on the village you are in, it is a way of differentiating from which village is each person. He also wears a wooden pair of shoes.

He is a very intelligent person, with clear ideas in his mind.

After the tragic day where both his parents got killed he became a very vengeful and angry kid, however, when he started his studies in "The Sacred Temple" , with the help of his teachers, he learnt how to manage all those negative feelings and transformed them into feelings that would grant him a better life.

That means that now he is a calmed person, polite, and always helps the ones who need it. However, his warrior spirit hasn't disappeared.

1.3 Fears

Elyes has a few fears that he has been acquiring during his life. Since he was born he has had the fear of not living to his father's expectation. Thus because the skin-changers are a very prideful race who share their power by being very strong, to the point where weak kids are often abandoned by their parents. So, even after his father's death he still carries the fear of being weak to his father's eyes.

After losing both of his parents he developed a fear of being lonely. After his parents died he had to travel from Broum to Argrut on his own, journey that would last 5 days, with no food or water. As of today, being alone brings him back those memories.

1.4 Goals

Elyes has 2 goals.

1. Bring back the peace in the high mountains. As a kid, Elyes lived the war, his village was burnt, his loved ones were killed and he almost died from inanition. All of this translated into a very important goal in his life **War should never happen again**. To achieve this, he must eliminate The fallen ones. The race that brings war to the peaceful lands.
2. **Kill Ermok**, the fallen god that has sworn to destroy the world of Elgar. He is the main reason wars are still on-going even though all the other races are in peace with each other.

2. Galdric, the dwarf

2.1 Origins

Galdric is a Dwarf who lives in Karak-Thul, located inside the High mountains. He is the son of a father that works on the iron mines and a mother who works making jewelry (like most dwarfs).

2.2 Description

Like all dwarfs, he is very short (1.15 metres to be precise). He is very corpulent and strong. He has a very long brown braid and a very long beard. His eyes are small and with a lot of wrinkles around them (Even though he is just 20 years old, dwarfs usually have elder traits). He always wears an iron armour and a little axe (even though he works as a trader he always

He is very stubborn and selfish. For this reason he doesn't have many friends.

2.3 Fears

Galdric has the fear of his hometown being invaded and his goods being stolen. Dwarfs are a very prideful race and they protect their towns as much as they can, however, the invasion of the fallen ones in the early years of Elgars (which got re-invaded a few years later) have created a fear sensation in all the habitants of Karak-Thul, and Galdric is no exception.

2.4 Goals

Galdric's goal is to end with Ermok and the fallen ones to end with the fear in his hometown.

3. Armin, the human

3.1 Origins

Armin is a human who was born in the Citadel. The Citadel is the most important city in Elgar and the place where humans live.

Armin's childhood was quite different from the rest. He was way more intelligent than the rest of kids.

3.2 Description

Armin is a tall guy, he is kind of thin. His eyes are green and his hair brown. He has young traits (he is only 19). He always wears a white t-shirt and brown trousers.

He is a very intelligent person, and very polite. He is very friendly. He is so friendly that he became friends with Elyes when they were in the same class in the Sacred Temple.

3.3 Fears

Armin's biggest fear is the corruption. The corruption of the power and of the land he loves. This is because, during his student years he learnt a lot about the existence of Ermok and his will to dominate Elgar.

3.4 Goals

His main goal is to defeat Ermok and end with the corruption in Elgar. Moreover, because of his religion, he has another goal which is knowing every science of this world.

4. Ermok, the fallen god

4.1 Origins

Ermok was originally one of the 7 divine gods. When Eldar was created by the 6 gods Ermok got really angry at them because he refused to give up part of his power to create a world with “inferior beings”, so the other 6 gods decided to punish him by sending him to the new world they just created “Elgar” where he would live an eternity as a mere human. (All of this is explained in the Legend of the 6 gods that you can find in the Assignment 1.

Once he arrived to Elgar he had to start a new life in the new world. He created his own kingdom and recruited followers.

Now, Ermok disposes of a land “the Desolate Lands” and his own army “the Fallen ones” and has no hesitations to claim revenge to the gods.

4.2 Description

Ermok has the anatomy of a human. However the climate of the desolate lands (high temperatures with lakes of lava) has created mutations on him, as well as the rest of people who live there.

This resulted in an increment in height, sharper teeth, and a more ripped body.

Ermok is a very selfish and fearsome person. Most of the people that follow him are his followers because they have no other option or because they have no other goal in life (the people that leave there are people who have been rejected by their own people and ended up in the desolate lands). He treats his followers with cruelty and has an insane hate for the mortals.

4.3 Fears

Ermok's biggest fear is his own existence as a mortal being. He hates his body and existence because it reminds him of an inferior being. This fear is what motivates him to be evil to the rest of the habitants of Elgar.

He also fears the 6 gods, because they were the ones who took his power away and doomed him to live a despicable life.

4.4 Goals

Ermok has 2 main goals:

1. To rule the whole world of Elgar as a way of getting revenge with the gods (Ruling the world the 6 gods created with his own law would be a good revenge on them).
2. To Regain his power and kill the gods.

1. Character parameters

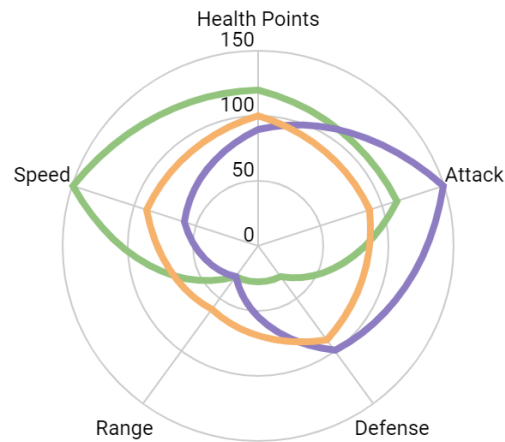
Unit Type	Health Points	Attack	Defense	Range	Speed
Skin-Changer	120	15	3	1	5
Dwarf	90	20	10	1	2
Human	100	12	9	2	3
Fallen God (Villan)	150	15	12	1	1
Fallen swordsman	110	15	5	2	3
Fallen archer	50	15	5	5	2
Fallen shieldsman	150	8	15	1	1

	HP Value	Attack Value	Defense Value	Range Value	Speed Value	Total Value
	$150 * V_{hp} = 150$	$20 * V_a = 150$	$15 * V_d = 150$	$5 * V_r = 150$	$5 * V_s = 150$	sum(values)
Skin-Changer	120	112,5	30	30	150	442,5
Dwarf	90	150	100	30	60	430
Human	100	90	90	60	90	430
Fallen God	150	112,5	120	30	30	442,5
Fallen swordsman	110	112,5	50	60	90	422,5
Fallen archer	50	112,5	50	150	60	422,5
Fallen shieldsman	150	60	150	30	30	420

Stats

Allies

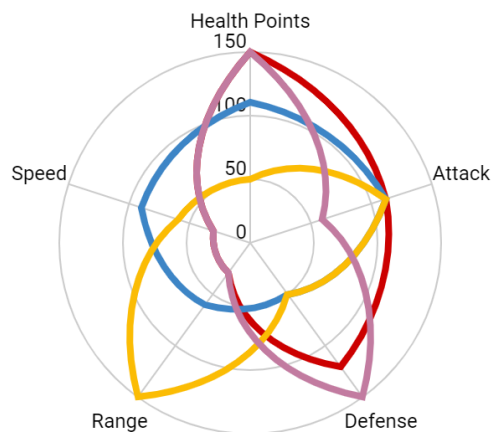
- Skin-Changer
- Dwarf
- Human



Stats

Enemies

- Fallen God
- Fallen swordsman
- Fallen archer
- Fallen shieldsman

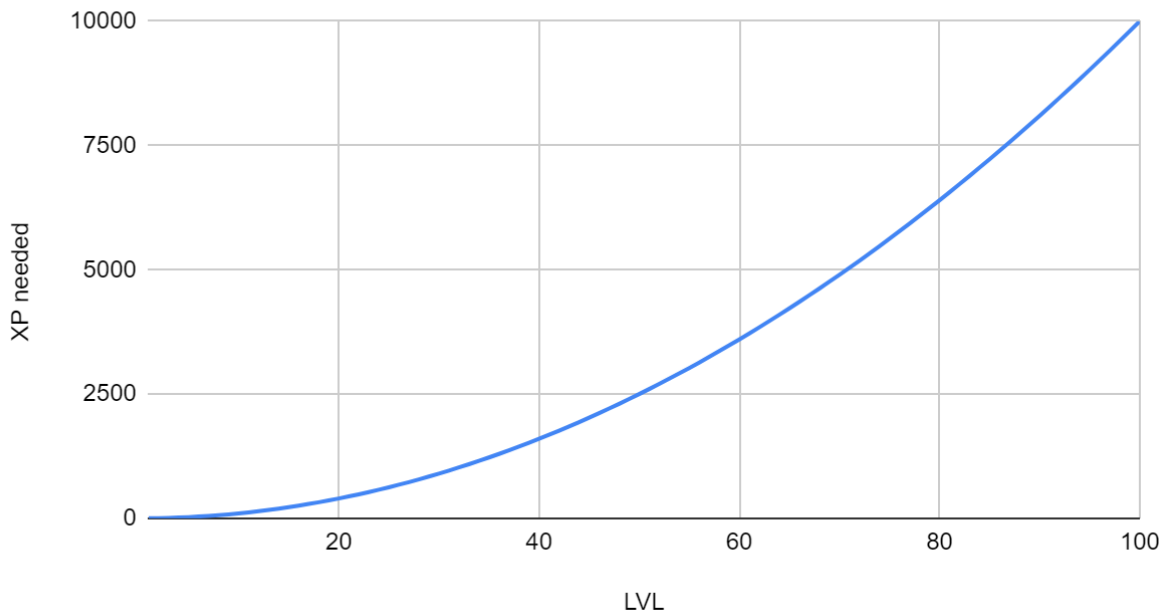


The charts and graphs parameters reference the character stats at level one. The central currency we have used is the health points. To convert each parameter to the central currency we divided the max health stat of a character (150) by the max value of the current stat we are evaluating. Then we multiplied the result by the stat in each character to successfully convert the stat. This formula enables us to relate the max value of each stat to the health max value, therefore, we get an

accurate conversion. After having the conversion function we started balancing the characters and giving them reasonable stats according to the game lore. As we can see in the graphs, in each side (enemies and allies) we can see an equilibrated character and two opposite characters in stats.

2 .Progression curves

Level progression curve

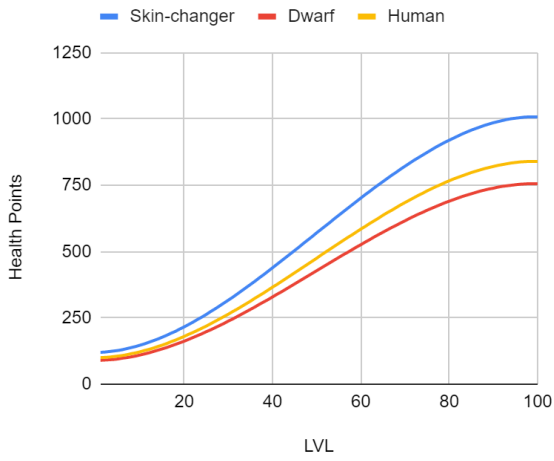


Where the function used to calculate the exp needed per lvl is $(lvl)^2$. For example, For lvl 1 the exp needed is 1^2 ; for lvl 20 is 20^2 etc...

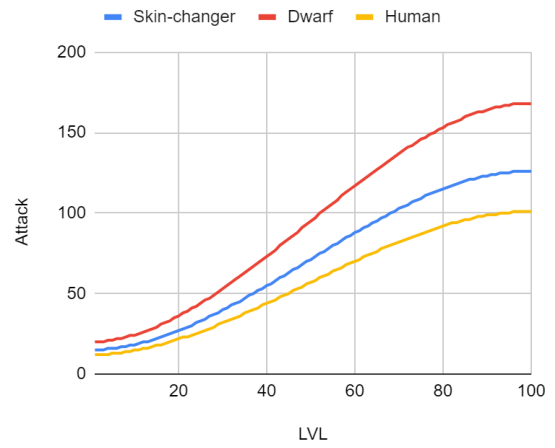
XP Drops	%XP per monster LVL	XP at monster LVL 10	XP at monster LVL 80
Fallen Swordsman	10	10	640
Fallen Archer	10	10	640
Fallen Shieldsman	10	10	640
Fallen God	100	100	6400

The game will have zones by level. For example, a lake where the enemies are lvl 20, or a mountain where they are lvl 80. When battling this enemies the xp you gain is a 10% of the exp needed of the enemy.

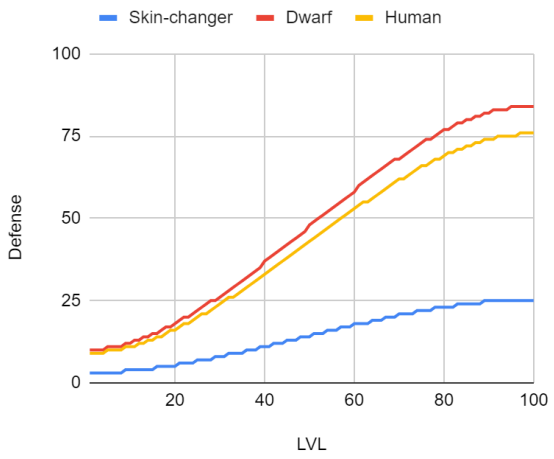
Health Points progression curve



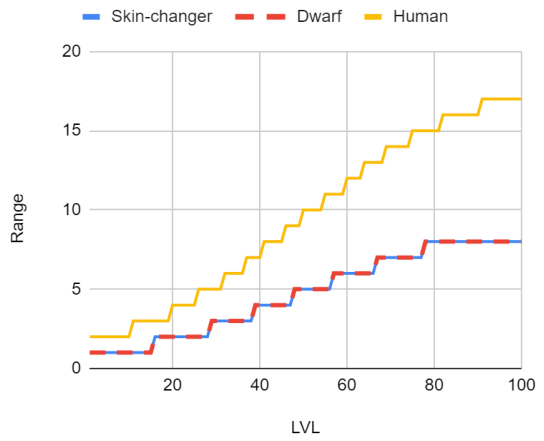
Attack progression curve



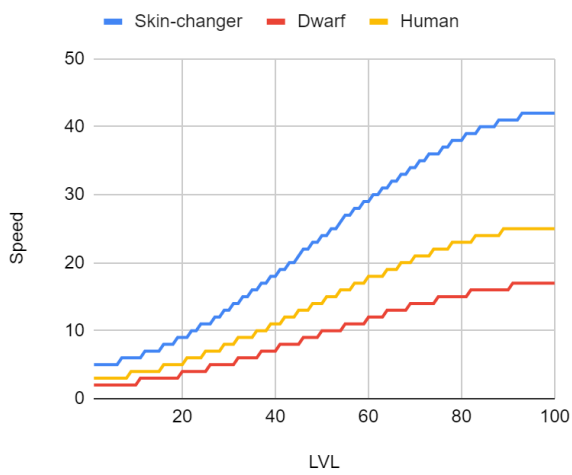
Defense progression curve



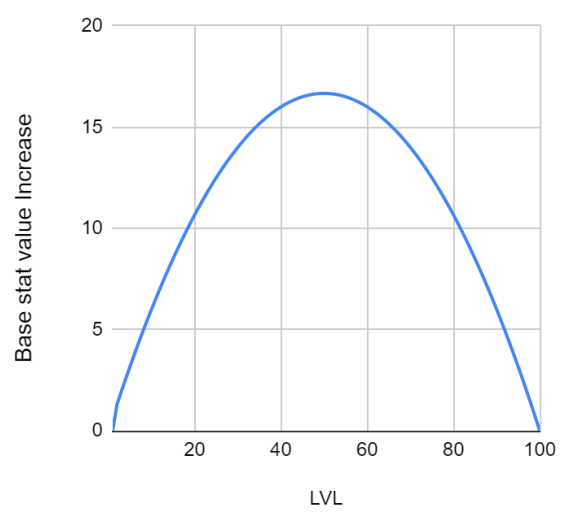
Range progression curve



Speed progression curve



Base stat value Increase each LVL



The stat value increase follows the next formula

$$\frac{-Lvl^2 + 100Lvl}{150} \cdot \frac{V}{\max V}$$

Where Lvl is the level reached, V is the value of the unit's stat and maxV is the maximum value of the central currency stat, which is HP and equals to 150. The leftmost part of the formula is the base function, shown at the last graph. Then, multiplying it by the rightmost part, we obtain an exponential difference between each unit, making them keep their stat differences throughout the levels.

This formula can also be used with the villains' stats, considering that we balanced them at lvl1. If we want our main character to fight the main villain at, let's say, level 80, we just have to use the function on the villain's stats to obtain the amount of HP, Attack, etc. the boss will have.

3. Item parameters

Items	Effects	Hp Recovery	Attack boost	Range	Damage	Speed	Defense	Cost
Health potion	Gains HP	20	0	0	0	0	0	20
Potion of strength	Gains Attack	0	5	0	0	0	0	37,5
Bomb	Deals dmg	0	0	0	15	0	0	112,5
Speed potion	Gain speed	0	0	0	0	1	0	30
Shield	Prevent next attack	0	0	0	0	0	0	105
Defense potion	Gain defense	0	0	0	0	0	3	30

The cost of the items has been calculated with the central currency (HP value related). In this case, we decided that 1 HP value would be equal to 1 gold so we could use the same conversion function as the character stats to convert the item stats to the central currency (hp) treating the attack boost with the same value as the damage.

4. Excel charts

https://docs.google.com/spreadsheets/d/1ZuBPVdT59HdFZP_6Lz2Ai9_i1WK9w1iNrDOQjKzaG6c/edit?usp=sharing