

Antara

Raiders and Royals

Game Design Document
(Whitepaper)

Ali Ihsan

Mumtaz Ahmed

Version Log

Version No.	Author	Description/Changes/Modification	Comments
0.1	Mumtaz Ahmed	Setup the game design sheet, skeleton, scope and gameplay overview. Added all the core and secondary features.	

Antara Raiders and Royals

Ali Ihsan	1
Mumtaz Ahmed	1
Version Log	2
<u>INTRODUCTION</u>	<u>8</u>
<u>CONCEPT</u>	<u>8</u>
SCOPE	8
<u>STORY</u>	<u>9</u>
Basic game storyline:	9
<u>GENRE/TAGS</u>	<u>11</u>
<u>PLATFORM</u>	<u>11</u>
<u>ENGINE</u>	<u>12</u>
<u>GAME FLOW</u>	<u>13</u>
CORE GAMEPLAY LOOP	13
EXTENDED GAMEPLAY LOOP	14
<u>Look & Feel</u>	<u>15</u>
In-Game Resources	16
Wood	16
Food	16
<u>BUILDINGS</u>	<u>17</u>
<u>Building System</u>	<u>17</u>
<u>Building Construction</u>	<u>18</u>
<u>Building Upgrades</u>	<u>19</u>
<u>BUILDING TYPES</u>	<u>21</u>
<u>Resource Buildings</u>	<u>21</u>
Architect's Den	21
Chief's Hall	22
Lumber Mill	23
Food Farm	23
Wood Storage	25

Antara Raiders and Royals

Food Storage	25
<u>MILITARY BUILDINGS</u>	<u>27</u>
Encampment	27
Training Grounds	28
Tactical Chamber	29
Elite Training Grounds	29
House of Wisdom	30
<u>DEFENSIVE BUILDINGS</u>	<u>31</u>
Walls	31
Sentry Tower	32
Scorpion	33
The Atlatl	33
Catapult	34
Oil Smelter	34
Air Ballista	34
Mighty Feathers	35
Fire Tower	35
Spear Ditch	36
Onager	36
<u>TRAPS</u>	<u>37</u>
Killing pit	37
Snake Chamber	38
Swinging log	38
Bee swarm	39
Mirage	39
Sticky Net	40
<u>UNITS</u>	<u>40</u>
<u>Normal Units</u>	<u>40</u>
○ Bedouin	41
○ Bowman	42
○ Nephilim	43
○ Plunderer	43

Antara Raiders and Royals

○ Team Ram	44
○ Fire Thrower	44
○ Balsam	44
○ Laborer	45
○ Giant vulture	45
○ Djinn	45
○ Warrior	46
○ Assassin	46

ELITE UNITS 46

○ Scavengers	46
○ Medjay	47
○ Prince	47
○ Champion Bedouin	47
○ Wasp-thrower	48
○ Blazing Chariot	48
○ Ad	48
○ Komodo Cart	49
○ Jaeger	49

ABILITIES 50

○ Thunderbolt	50
○ Earthquake	50
○ War Cry	50
○ Quick Sand	51
○ Tunnel	51
○ Mercy	51
○ Slither	52
○ Scourge	52
○ Poison Jar	52
○ Mobility	53

REQUIRED ART ASSETS 53

● 3D Buildings (Will require 2D Concepts)	53
● 3D Characters (Will require 2D Concepts)	53

Antara Raiders and Royals

• 2D Character Art	54
• Decoration Assets	54
• Animations	54
• User Interface	54
• Icons	54
• Visual Effects	54
• Sound Production	54
CAMERA SYSTEM	54
MAIN HUD FEATURES	55
• Player Profile	55
• Medals	55
• BattleLog	56
• Inbox	56
• Kingdom War	56
• Train Troops	56
• Attack	57
• Architect Count	57
• Shield	57
• \$DNR	57
• Food	57
• Wood	57
• Settings	57
• Shop	57
TRIBES	58
KINGDOMS	58
CHIEFS	59
CHIEF'S ABILITIES	60
CAMELS	63
TOKENS	64
• \$ANTT	64
• \$DNR	64

Antara Raiders and Royals

FRIENDS AND CHAT SYSTEM	65
LEADERBOARD	65
○ Monthly Player's Ranking	66
○ Monthly Kingdom's Ranking	66
MATCHMAKING	66
COMBAT	66
● Battles	66
● Kingdom War	67
● Damage	68
● Defense	69
● Shield	69
REPLAY SYSTEM	69
IN-GAME PURCHASES	70
GRID SIZE	70
TUTORIAL	70
STAKING	71

INTRODUCTION

The following document covers the Initial Game Design Concepts that will be fleshed out over the process of development. Please refer to the Version log for a list of changes/evolution.

CONCEPT

A blockchain-based, base-building, management, and combat game. Players get a free **Tribe** to build their buildings and upgrade it. Manage and grow their resources as the demand increases. Build units to fight other players and win rewards to climb the competitive ladder. Use the *Arabian camel NFTs* in conjunction with your *Purchased chiefs* to reign supreme.

SCOPE

This design document comprises the technical aspects, mechanics, and narrative aspects of the gamified Antara Raiders and Royals application to be incorporated during pre-production, production, and post-launch periods.

STORY

The game is set in the Antara meta-verse. It takes place in the pre-Islamic Arabian peninsula. Focusing on lots of warrior poets, with the likes of Antarah ibn Shaddad. The people who existed in the Arab peninsula and how they lived their lives, conquered the land. How they treated their enemies. Build your tribe and make it prosper. Fight battles and protect your tribe from enemies.

Basic game storyline:

- Beginning of the game:
- The player is shown a tribe with a level 5 chieftain's hall and a basic layout and defenses, this tribe is called "Aksum". A raid is carried out on it that also serves as a basic tutorial for the player on how to design a tribe and how to raid,
- The tribe is completely destroyed by the raid and once it ends a dialogue box pops up introducing "**Shaddad**", Antara's father,
- Shaddad gloats how quickly he took over the tribe until a woman responds to him, saying that she will come with him as long as her people are spared and allowed to rebuild, this woman is "**Zabeebah**" Antara's mother,
- After this, a tribe is created by the player,
- The tribe is raided by bot-controlled troops,
- Lines of dialogue play:
 - **Antarah's Father (Shaddad):** "Defend your Tribe Antarah!"
 - **Antarah (Player):** "A slave know's not how to fight, the slave knows how to milk the cow and how to cut the grass."
 - **Antarah's Father (Shaddad):** "Fight Antarah! Fight and earn your freedom."

Antara Raiders and Royals

- The player is then allowed to place basic defenses after the dialogues have played out, allowing them to defend their tribe from the oncoming raid and concretely establishing that the player is now playing the story from **Antarah's** perspective,
- Once the battle is over Antarah's father acknowledges him and asks him to continue defending the village, the player continues playing normally, upgrading defenses, their chief's hall and structures, etc,
- Once the player reaches Chief's Hall level 4 and Encampment level 4 the story progresses,
- The people (including **Ablah** who is introduced at this point) praise Antarah for his tactics and courage, Antarah refuses their praises and states he was simply protecting the land,
- Another level-up later, **Antarah** asks for **Ablah's** hand in marriage and her father (who does not think Antarah is worthy) tells him that, as Dowry, Antarah must either gather 10 camels to pay for the dowry or raid 100 tribes, (Once either of these achievements has been completed, the player gains the achievement, "**The King of the South**"),
- Once the player completes one of these two achievements the story further progresses with Anatarah returning to wed **Ablah** but a few lines of dialogue playing out, clarifying that she has already gotten married to someone else while Antarah was completing this mission,
- **Shaddad** consoles Antarah after this happens and becomes a staunch supporter of his (this is made clear over a few sprinkled lines of dialogue that come up whenever the player completes a raid or successfully defends themselves from one,
- After another level-up, an automatic raid occurs which the player must defend against (it is in this raid that **Aziz** makes himself known and challenges/looks down on the player's strength), regardless of the outcome Shaddad is killed in-game, and with his final words asks Antarah to officially become the head of the tribe,

Antara Raiders and Royals

- In a self-dialogue Antarah laments, but strengthens his resolve, deciding that his story is just beginning,

GENRE/TAGS

<i>Build and Battle</i>	<i>Play 2 Earn</i>
<i>Strategy</i>	<i>Simulation</i>
<i>Tower Defense</i>	<i>Resource Management</i>

PLATFORM

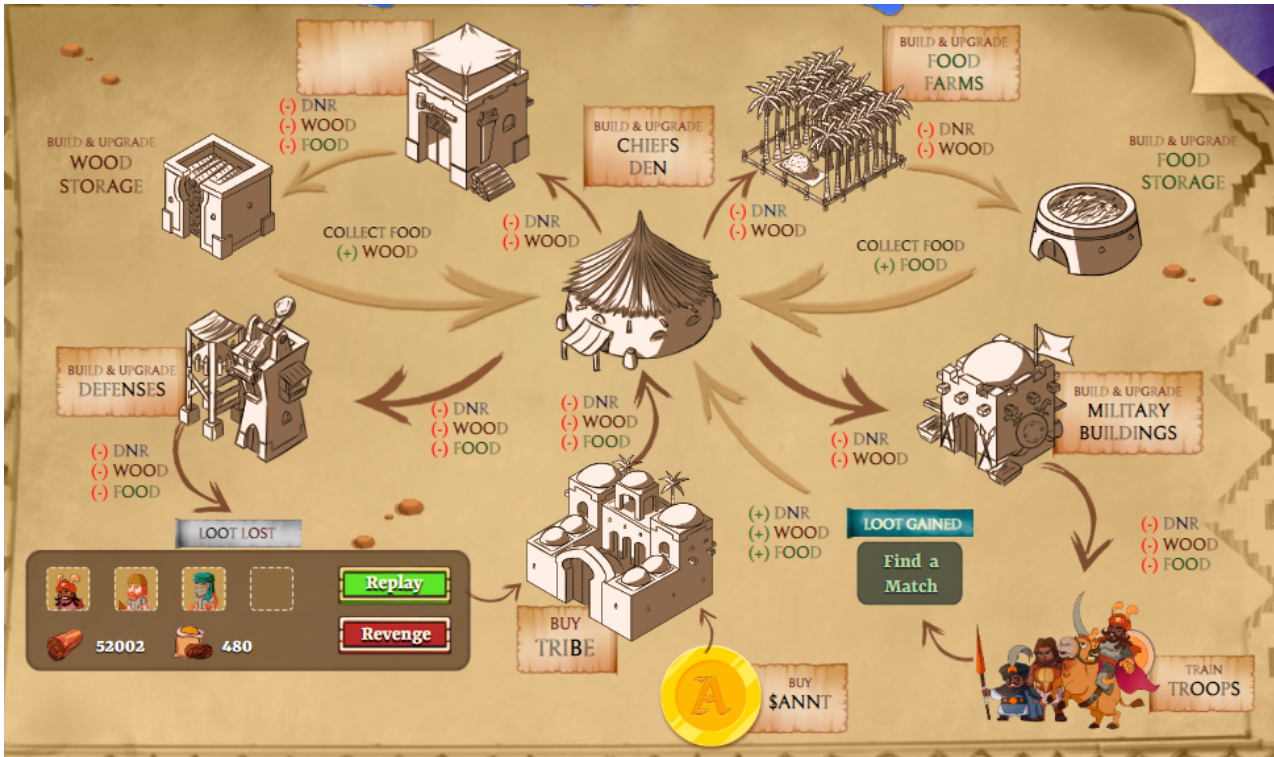
<i>Android</i>	<i>iOS</i>
<i>Webgl</i>	<i>PC</i>

ENGINE

Unity

GAME FLOW

CORE GAMEPLAY LOOP



EXTENDED GAMEPLAY LOOP



- The user starts the game by clicking on the game icon,
- After the splash screen, the game loads,
- Users are then prompted to login. Users will log in to Meta-Mask and connect their wallet. After logging in users have the ability to buy \$ANTT, and \$DNR
- The player gets a free to play tribe where they can build and upgrade building structures,
- Once the tribe is set up after the first user experience, users can buy “Chiefs” and “Camel” NFTs which are used by the Chief in battle, but purchasing either of them is not necessary for players to go into battle,
- In-game production buildings (placed by the player) can gather resources to use for building structures, upgrading buildings, and training troops,

Antara Raiders and Royals

- Resources gathered from production buildings are put into storage until utilized by the player,
- Build defenses to keep your base safe from enemy attacks,
- Train armies to attack other players,
- Attack other players, and gain resources and rewards if the attack is successful,
- Go back to your tribe and train your army again,
- Mint or Join Kingdoms to gain rewards in the form of premium currency and tokens,

Look & Feel



Antara Raiders and Royals

It's a 3D game with a cartoony-stylized art style. The view is isometric and the camera angle is fixed. It has a simple and colorful design.

In-Game Resources

Wood

- Wood is produced in the lumber mill and stored in wood storages,
- It is used to build and upgrade some resource buildings,
- It is used to build/upgrade all the defense buildings,

Food

- Food is obtained from food farms and stored in food storages,
- Food is required to train and upgrade units,
- Some resource buildings (wood storage, lumber mill) require food for building/upgrading them,
- All military buildings are built/upgraded using food,

BUILDINGS

Building System

- Tribes are divided on a “grid” of X number of squares and players can place buildings on this “grid” via a city building mechanic,
- Each building occupies a certain, varying, number of squares on this X and Y grid,
- Players will be able to drag and place the buildings wherever they want on this grid as long as another building is not obstructing the area,
- The player can also move and reposition the already constructed buildings



according to their preferences,

- If there's an overlap of structures, players will be unable to place the building,

Building Construction

- To construct buildings players need to spend a certain amount of resources,
- If a player doesn't have enough resources to construct a building, they'll be shown the number of resources they require to complete it instead,
 - They can also choose to instantly construct the building using the **\$DNR** Token,
- Clicking on a building from the menu will show the player information regarding this building and the option to **construct** it, and once a player constructs a building it will physically appear as a structure in the Tribe,
- If the player chooses to click on the building he'll be given different options, depending on the building type, that allows the player to perform different actions,



Antara Raiders and Royals

- Clicking on the **info** button, will show you all the information about the building as seen below;



Building Upgrades

- The number of buildings a player can build and upgrade is dependent on how many architects they have,
 - Players can have a maximum of 4 architects,
- They can choose to finish the building constructions by using the **\$DNR** token,

Antara Raiders and Royals

- While a building is being upgraded or constructed players can click on it, this will prompt them with a screen showing the total time remaining before the process is over,



BUILDING TYPES

Resource Buildings

Architect's Den



- To construct or upgrade any building, the player needs the architect's den,
- Each architect's den houses a single architect,
- The first den is given to the player at the beginning of the game while the player has to buy additional architect's dens using **\$DNR**,
- The number of architects' dens is analogous to the number of buildings a player can construct/upgrade at a time,

Chief's Hall



- The **Chief's Hall** is the central building of a Tribe,
- A player needs to upgrade the Chief's Hall in order to unlock and upgrade other buildings, unlock new units and upgrade those units,
- The Chief's Hall stores a considerable amount of the of the total resources,
- Destroying opponent tribe's Chief's Hall guarantees victory for the player,

Lumber Mill

- The lumber mill produces wood for the tribe,
- The collected wood is stored in the lumber mill until it's collected,
- If the player does not collect wood, and the lumber mill is filled to the capacity, it will not produce wood until the produced wood is collect,
- Upgrading the lumber mill increases its production rate and storage capacity,
 - If a lumber mill is upgraded, all the collected and stored wood is automatically moved to the wood storage building,
 - No wood is collected while the structure is being upgraded,
- A player can use **\$DNR** or **\$ANTT** to increase the production rate of the Lumber mill,
- There are a total of 7 wood production buildings that the player unlocks as the tribe progresses,

Food Farm

Antara Raiders and Royals



- The food farm produces food for the tribe,
- It provides a constant and unlimited food supply,
- The produced food is stored in the farm until it's collected,
- Upgrading the food farm increases its production rate and storage capacity,
- A player can use **\$DNR** or **\$ANTT** to increase the production rate of the Food Farm,
- There are a total of 7 food production buildings which the player unlocks as the tribe progresses,

Wood Storage

- Once the player collects wood from the lumber mill, it is stored in the wood storage, which is then used to upgrade and build buildings,
- Upgrading the wood storage buildings increases the storage capacity of the building,
 - It will continue to store wood even while being upgraded,
- It cannot store more wood than it's storage capacity,
- A maximum total of 4 wood storage buildings can be built,

Food Storage

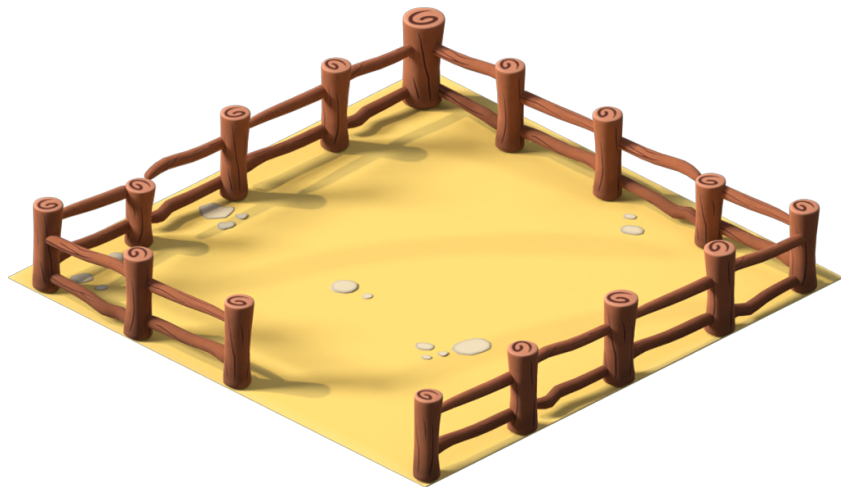


Antara Raiders and Royals

- The food storage building stores food for later use,
 - Food is used to build and upgrade buildings, as well as train and upgrade troops,
- Upgrading it allows the player to store more food,
 - It will store Food even while it is being upgraded,
- Once the storage is filled up to its limit, the remaining collected amount of food will be wasted,
- The player can build up to a maximum of 4 food storage buildings,

MILITARY BUILDINGS

Encampment



- Once the troops are trained, they are sent to the Encampments,
- Building and upgrading the encampments allows the player to take more troops to the battle.,
- Chiefs do not occupy any space in the encampments,
- The player can build a total of 4 encampments,

Training Grounds



- Training grounds are used to train troops for battle,
- Building more training grounds speeds up troop training,
- A player can build a total of 4 training grounds,
- Upgrading training grounds allows the player to train better and stronger troops,
 - When a Training ground is being upgraded, the player cannot train troops in that specific Training ground,
- The player can use **\$DNR** or **\$ANTT** to increase the training speed or instantly train troops,
- Even if the Encampments are filled, Training Grounds allow the player to train troops in advance for their upcoming attacks,

Antara Raiders and Royals

Tactical Chamber

- The Tactical chamber allows the player to use abilities that could turn the flow of combat,
- Upgrading the tactical chamber unlocks new abilities as well as increases the number of times any ability can be used,
 - During an upgrade, no ability can be strategized,
- The player can use **\$DNR** or **\$ANTT** to increase the ability strategizing speed or instantly strategize them,
- Different abilities occupy different spaces in the tactical chamber,

Elite Training Grounds

- Elite training grounds are unlocked around the middle stage of the game,
- Elite training grounds allow the player to train elite troops which require more resources,
- Similar to our regular troops, elite troops are stationed at encampments after training,
- It cannot train troops while being upgraded,
- There are a total of 2 elite training grounds that can be built,
- Elite troops Training speed can be boosted using **\$DNR** or **\$ANTT**,

Antara Raiders and Royals

House of Wisdom

- The House of Wisdom allows the player to upgrade troops and abilities,
 - Upgrading troops increases their attack damage and health,
 - Upgrading an ability increases its respective effect,
- Upgrading House of wisdom allows for new and better upgrades,
 - Upgrading the house of wisdom when a unit/ability is being upgraded, would pause the unit's/ability's upgrade till the house of wisdom's upgrade is done,
- Only one unit or ability can be upgraded at a time,
- The player can only upgrade a unit/ability that they have unlocked,

Alliance Center

- Alliance centre allows the player to join a kingdom,
- Shows all the Kingdom members and their details,
- Receive support troops and abilities from kingdom members that can be used in battles
- Donate troops and abilities to the kingdom members,
- Upgrading Alliance centre allows to receive more support troops,

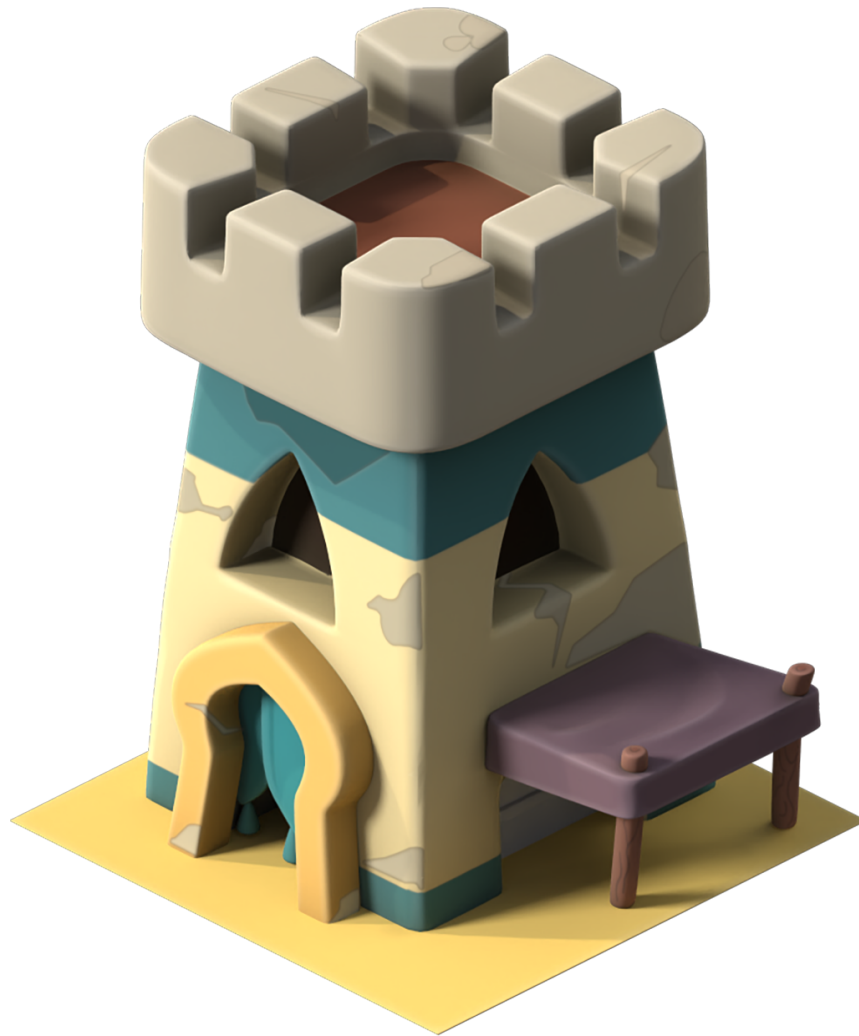
DEFENSIVE BUILDINGS

Walls



- Walls play an important role in the defense of a player's Tribe,
- They are the first line of defense and are used to protect your tribe's buildings and structures from invading forces,
- Walls can withstand a greater amount of attack damage depending on their level,
- They block all the invading ground units except for a few and cannot stop flying units or aerial attacks,
- Wall can also be used as a barrier or a diversion for enemy troops,

Sentry Tower



- Sentry towers are long ranged defensive structures with an archers in them,
- They will attack a single target at a time at earlier levels and two targets at later levels,
- They can target any type of enemy troops,

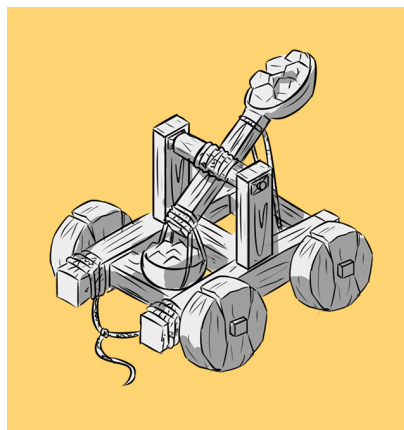
Antara Raiders and Royals

Scorpion

- The Scorpion is a rapid-arrow firing turret targeting a single troop at a time,
- It is unlocked at a higher level of Chief's hall,
- It can target both flying and ground units,
- It has the second highest attack range among all the defensive structures,
- It has significant attack damage but its high fire rate is what truly makes it deadly,

The Atlatl

- The Atlatl is a mid-ranged platform that throws spears on the invading enemy troops,
- Similar to the Sentry Tower, the Atlatl is a single target defense building,
- It can only attack ground units,
- It's attack rate is lower than the Sentry Tower but it makes up for it with it's higher attack damage,



Antara Raiders and Royals

Catapult

- The Catapult is a fixed structure that throws large boulders on enemy troops,
- It has low attack damage but damages multiple troops at once,
- It fires every few seconds later i.e. low attack rate,
- Since it throws boulders in the air, the fast-moving troops can avoid taking any damage if they are on the move when the catapult fires,
- It cannot attack enemies that are in close-enough proximity,

Oil Smelter

- The Oil smelter targets the enemy units with hot boiling oil,
- It has very minimal range but targets multiple enemies along with a rapid fire rate and significant damage,
- It can only attack ground units,
- Once the oil smelter is destroyed it will drop a final giant pot of boiling oil taking nearby enemies ,

Air Ballista

- The Air ballista is a long-range single target defense building,

Antara Raiders and Royals

- It is the most effective structure against air attacks,
- For better use, they should be well protected and placed at a distance from each other,
- It can only attack flying units and is purposeless against ground attacks,
- It boasts a considerable fire rate as well as high damage,

Mighty Feathers

- They are gigantic feathers that blast air at the flying units, pushing them away and delaying their attacks,
- They may not be dealing damage to the enemy units but they are quite useful as they protect other defensive buildings from attacks,
- They have no effect on ground units and only push away flying units,
- The more they are upgraded, the farther the enemy units are pushed,

Fire Tower

- Fire towers are elevated grounds with a fire-throwing Bedouin unit on top,
- It throws fire projectiles on the nearby enemy troops, dealing damage to multiple troops,
- It has low attack damage than the Sentry Tower and Atlatl but inflicts a **burn** status on affected enemies,
- They can attack both ground and flying units,

Antara Raiders and Royals

Flame Spout

- Flame Spouts are defensive structures that are unlocked after the Chief's Hall reaches a high level,
- It can fire either a single stream of flaming oily lash at a target and cause constant damage or it can be set to fire multiple streams and do less damage to multiple targets (for dealing with large-numbers of enemy troops).
 - The flaming lash gets attached to the target and does constant damage,
 - When a the structure is set to attack a single target, the damage caused caused per second starts with a lower value and increases exponentially whilst the target is in the range,
- It must be reset after each defense encounter (with wood),
- It can attack both ground and flying units,

Spear Ditch

- The Spear Ditch is a hidden bunker full of spearmen with large spears,
- When the enemy is in range, those spearmen emerge and hit the enemy units,
- Those large spears can also reach nearby flying enemy troops,
- It has normal attack damage and a high attack rate,

Onager

- Onager is unlocked at a later stage in the game. It is similar to a catapult except it has a touch of fire,

Antara Raiders and Royals

- It throws fiery boulders that roll after impact and do splash damage,
- It cannot attack units that are too close,
- It has a lesser range than the Catapult but a higher fire-rate and damage upon impact,
- It can attack both air and ground units, but each shot can only hit either the ground troops or flying troops, not both simultaneously,

Hwacha

- The Hwacha is a late unlock in the game but very powerful,
- It is only activated after a certain number of enemy troops have been deployed,
- It has a large range that covers the whole tribe, except the area around itself. It cannot attack very close targets,
- It can attack both ground and flying units and damage multiple targets in the area of effect,
- The Hwacha tosses a large number of arrows in the direction of enemies hitting them multiple times and inflicting high damage,

TRAPS

Killing pit

- A placeable pit trap that takes up less housing space,
- It's unlocked and available for purchase after the chief's hall reaches a certain level,

Antara Raiders and Royals

- It is a hidden structure that is only revealed once enemy units are on top of it, after which a “pit” filled with spears is revealed under the troops, they will then fall in it and be killed, all other enemy troops avoid the trap,
- Once the trap has been triggered it needs to be reset to be used in the next defense,

Snake Chamber

- A placeable pit trap that takes up less housing space,
- It's unlocked and available for purchase after the chief's hall reaches a certain level,
- It is a hidden structure that only reveals itself after enemy troops are on top of it, any enemy troops on top of it take some damage and are also immediately poisoned,
- Some friendly snake troops are also created after being revealed, they attack nearby enemy troops and poison them,
- Once the trap has been triggered it needs to be reset to be used in the next defense,

Swinging log

- A placeable trap that takes up a medium-amount of housing space,
- It's unlocked and available for purchase after the chief's hall reaches a certain level,
- The trap remains hidden until enemy troops cross the traps effective area,

Antara Raiders and Royals

- The trap triggers once they do, dealing mid-high damage to all enemy troops in the affected area,
- Once the trap has been triggered it needs to be reset to be used in the next defense,

Bee swarm

- A placeable trap that takes up a medium-amount of housing space,
- It's unlocked and available for purchase after the chief's hall reaches a certain level,
- The trap remains hidden until enemy troops cross the traps effective area,
- Once enemy troops reach the trap it is triggered and all enemy troops in the trapped area are poisoned and any enemy troops passing through the area are also poisoned,
- The trap remains active for a few seconds before deactivating, once the trap has been triggered it needs to be reset to be used in the next defense

Mirage

- A placeable trap that takes up a medium-amount of housing space,
- It's unlocked and available for purchase after the chief's hall reaches a certain level,
- A mirage structure is visible from the beginning of defense,
- A mirage takes the form of a resource gathering structure and exists until enemy troops attack it for few seconds, after which it disappears,

Antara Raiders and Royals

- It serves the purpose of distracting and gathering up enemy troops towards itself, so defensive structures can deal more damage to enemy troops,
- Once the trap has been triggered it needs to be reset to be used in the next defense,

Sticky Net

- A placeable trap that takes up a small amount of housing space,
- It's unlocked and available for purchase after the chief's hall reaches a certain level,
- The trap remains hidden until enemy troops cross the traps effective area,
- All enemies in the trap's effective area are all stuck in that area for a few seconds, delaying them and allowing defensive structures to deal more damage to them,
- Once the trap has been triggered it needs to be reset to be used in the next defense,

UNITS

Normal Units

Antara Raiders and Royals

- **Bedouin**



- The Bedouin is a melee attack infantry unit,
- They are unlocked as soon as the player builds the training grounds,
- Bedouins will attack any building that is closest to them,

Antara Raiders and Royals

- **Bowman**



- The Bowman is the first ranged unit and is unlocked at an early stage,
- They are fast units but have low attack damage and hitpoints,
- They do not have any preference while attacking and will attack any building/ troop that is closest to them,

Antara Raiders and Royals

○ Nephilim



- The Nephilim is a tank troop unlocked in the Barracks,
- They will attack the nearest defense structure first and move to other buildings once all of the defense buildings are destroyed,
- They are slow and have low attack damage but have high hitpoints,

○ Plunderer

- The Plunderer is trained in the training grounds,
- They are fast-moving units whose top priority is to loot all the resources and once all resource buildings are destroyed, they will attack any nearest structure,
- They deal double damage while attacking resource buildings,

○ **Team Ram**

- The Team Ram is a multi-troop unlocked in the training grounds,
- As the name suggests, Team Ram slams into walls (either using a wooden beam or a goat with large horns), dealing massive damage to them,
- Team Ram locates any nearest building that is protected by walls and slams into those walls. It fully or partially damages the Wall, before disbanding into 4 basic Bedouin troops,

○ **Fire Thrower**

- Fire thrower is a mid-ranged unit. They throw ignited projectiles on buildings, dealing damage over time,
- They have low hit points and need support units to distract defense buildings,
- When attacking, they do not have any specific preference and will attack the closest building,

○ **Balsam**

- The Balsam is a support unit that heals friendly troops,
- They can not attack any building/troop,
- The Balsam can heal a single unit at a time that is closest to them,
- They heal units regardless of unit's type, damage taken, or any other attribute and will move on to healing other units only if the currently recovering unit is killed,
- They cannot heal themselves,

Antara Raiders and Royals

○ Laborer

- The Laborer is unlocked at a later stage in the training grounds,
- They dig a tunnel and move under the ground to the nearest building and attack it. They only emerge when attacking, else they stay underground,
- They are not hindered by walls and traps,
- They do not have any preference when attacking and will attack the closest building,

○ Giant vulture

- Giant vultures are the first aerial unit unlocked in the training grounds, their primary targets are tribe defenses,
- They are giant birds, trained to drop massive rocks over defenses,
- Dropping these rocks result in large area splash damage, which can also work towards destroying other near-by ground targets,
- The giant vultures are targeted and can be taken out by any anti-air defenses installed in the tribe,

○ Djinn

- The Djinn is a troop that can be unlocked at the training grounds,
- It is a semi-flying unit, capable of dealing damage to both ground and air targets,
- Just like the fire spitter they have a some-what ranged flame-based attack, but unlike them, their attacks also deal splash-damage,
- They have high hit points and attack damage,

Antara Raiders and Royals

- **Warrior**
 - Warrior is a troop unlocked in the standard training grounds,
 - She is a slow and expensive single-target melee Troop that occupies a big amount of housing space but comes with large amounts of hitpoints and damage,
 - They have no preferred target when attacking; they will simply attack the closest building,

- **Assassin**
 - The Assassin is a human troop unlocked in the training grounds,
 - They can climb/jump over walls and remain invisible to defenses until they attack,
 - Their main attack priority is defensive structures and they will head for the nearest one and attack it first,

ELITE UNITS

- **Scavengers**
 - The Scavengers are a group troop unlocked later in-game in the elite training grounds,
 - They are a fast and weak air troop with short range, throwing small sticks, lit up with flame, to damage their target,
 - They look like a group of 3 smaller vultures or other scavenger birds flying in a close group,

Antara Raiders and Royals

- **Medjay**
 - The Medjay is a dual-blade wielding bedouin that rides on a horse and has high mobility, medium health, and low damage, also they can jump over defensive walls,
 - Prioritize defensive structures above all other targets, and will bypass all other types of enemy buildings, troops and walls to prioritize destroying defensive structures first,

- **Prince**
 - The Prince is a troop unlocked through upgrading elite training grounds later in game,
 - He wields two blades, moves on foot and has high-mobility and health and medium damage,
 - He doesn't have a preferred preference of attack but will rather just attack the closest buildings.

- **Champion Bedouin**
 - Champion Bedouin is unlocked by upgrading the elite training grounds.
 - Champion Bedouin is a mighty ground unit fully covered in armor.
 - Due to their huge size and armor, they have low mobility and attack damage but have an immense pool of hitpoints.
 - They are single target melee troops and attack defenses first.
 - Their main motive is taking damage to protect friendly troops from enemy defenses.

Antara Raiders and Royals

- **Wasp-thrower**
 - The wasp-thrower is a splash-damaging troop unlocked in the elite training grounds,
 - The wasp-thrower chucks wasp nests at their target, the hit of the next causes some splash-damage and also summons “wasp” units to the field at the same time,
 - Only a certain amount of wasps per wasp-thrower (respective of the level of the wasp thrower) can be summoned to the battlefield at a time,

- **Blazing Chariot**
 - The Blazing Chariot is a Elite unit, unlocked in the Elite Training Grounds after the Chief’s Hall reaches a high-enough level,
 - It is a tank unit with high-health, low-damage, and moderate speed, it also has the ability to leap over walls,
 - It is a horse-drawn, single-chariot with one bedouin and a few barrels, that are on fire, inside of it,
 - When it’s HP hits zero, the blazing chariot explodes, dealing low-medium damage to structures around it and spawning a single Bedouin unit,

- **Ad**
 - The Ad is a large giant/human troop that throws large boulders at targets that deal splash damage twice over, first on the initial impact and then again when the boulders bounce and land again nearby,
 - The Ad is the first ground troop unlocked that deals splash damage twice per attack, though they are slow to ready up their next attack to balance this out,

Antara Raiders and Royals

- The Ad's boulder will only be able to bounce once deal damage to targets twice per attack,
-
- **Komodo Cart**
 - The Komodo cart is an advanced troop unlocked in the elite training grounds
 - They are large Komodo dragons carrying big sand carts,
 - They attack any nearby defenses and drop sand on them, slowing them down and damaging them,
 - They have low attack damage but high amount of hitpoints,
 - Once the Komodo dragon is killed, it drops the sand cart on nearby defenses and enemy units, completely immobilizing them for a few seconds without damaging them.
-
- **Jaeger**
 - Jaeger is an elite troop unlocked in the elite training grounds,
 - Their first targets are enemy Chiefs. They will jump over walls, cross all other buildings and attack chiefs. Once they are done with enemy Chiefs, they will attack other buildings,
 - While attacking Chiefs, they inflict 5 times their normal damage. Their daggers are poisoned which slows down the enemy chiefs,
 - They have considerable hitpoints, attack damage and attack rate as well as mobility,

ABILITIES

These are abilities that help the player during a battle. They are in the form of natural disasters and one-time use strategies that provide a tactical advantage when used at the proper time and place,

- **Thunderbolt**
 - Thunderbolt is a disaster that you unlock in tactical chamber after you have achieved level 5 with your chief's hall,
 - It is a concentrated point disaster, doing the most damage to the building or structure it hits and minor splash damage to other structures around it,
 - If a thunderbolt hits a defensive structure it catches on fire and continues taking damage for a few seconds after the initial strike,

- **Earthquake**
 - Earthquake is a disaster that you can unlock by upgrading the tactical chamber,
 - It shakes the ground within a certain AoE and damages all structures within that area except for resource storages,
 - The disaster can be used to weaken or destroy, walls, or grouped up defensive structures,

- **War Cry**
 - War cry is a battle tactic that can be developed in the tactical chamber,

Antara Raiders and Royals

- “War Cry” is an ability that boosts troop damage and speed by a certain amount for a few seconds, providing the final push a player might need to win a battle or the initial push to break through the opponent’s defenses,

- **Quick Sand**
 - Quick sand is a natural disaster that you can unlock and prepare in the tactical chamber to deploy in battle,
 - It’s an AoE spell that can render defensive structures useless for a few seconds or stop enemy troops, attempting to defend against the player, in their tracks for the same amount of time,
 - It is the least costly disaster or tactic to deploy,

- **Tunnel**
 - Tunnel is a battle tactic that can be unlocked by upgrading the tactical chamber and once developed can be prepared to use in battle,
 - Tunnel is an AoE tactic and all warriors within the targeted area tunnel underground and can not be targeted by defenses until they attack or the duration of the tactic runs out,
 - This allows for troops to pass through walls without having to destroy them,

- **Mercy**
 - Mercy is a natural phenomenon that can be unlocked in the tactical chamber and once developed can be deployed in battle,
 - An area specified by the player is targeted and all units within that area are bathed by a beam of light from above, restoring a certain amount of health,

- **Slither**
 - Slither is a battle tactic that can be strategized in tactical chamber and once developed can be prepared to use in battle,
 - When Slither is played anywhere on the battle-field in the middle of battle, it creates a select number of snakes that rise out of the ground and begin attacking the closest building or unit,
 - These snakes have very little HP but serve as a good distraction for defensive structures and thus their effectiveness depends on where, when and why the player uses them,

- **Scourge**
 - Scourge is a battle tactic that can be strategized in the tactical chamber and then used in battle,
 - Surprise summons a set number of “scavenger” troops onto the field, wherever selected, and these troops focus on eliminating defensive structures over all else,
 - They can also be used strategically (like the “slither” battle tactic) as a diversion for specific defenses or simply to weaken enemy defenses overall using a flying unit,

- **Poison Jar**
 - Poison Jar is a battle tactic that can be unlocked and prepared in the tactical chamber to use in battle,
 - This tactic allows you to let lose a number of poisonous troops (scorpions and snakes) onto the enemy base, they will target the closest enemy troop, building, or defensive structure and once they attack they inflict the “poisoned” condition on its target,

Antara Raiders and Royals

- The target will lose a small amount of health over time (for a few seconds) until it is destroyed or the time duration of the condition elapses,

- **Mobility**
 - Mobility is a tactic that can be unlocked in the tactical chamber and once developed can be prepared to use in battle,
 - This tactic allows targeted warriors to call their horses and ride them to increase their mobility, and get a certain percentage increase in movement speeds,
 - This tactic lasts until it's duration elapses,

REQUIRED ART ASSETS

- **3D Buildings (Will require 2D Concepts)**
 - 24 Buildings,
 - Each building has 10 levels,
 - 5 variations of each buildings,

- **3D Characters (Will require 2D Concepts)**
 - 21 unique character,
 - Each character has 10 levels,
 - 10 variations of each character,

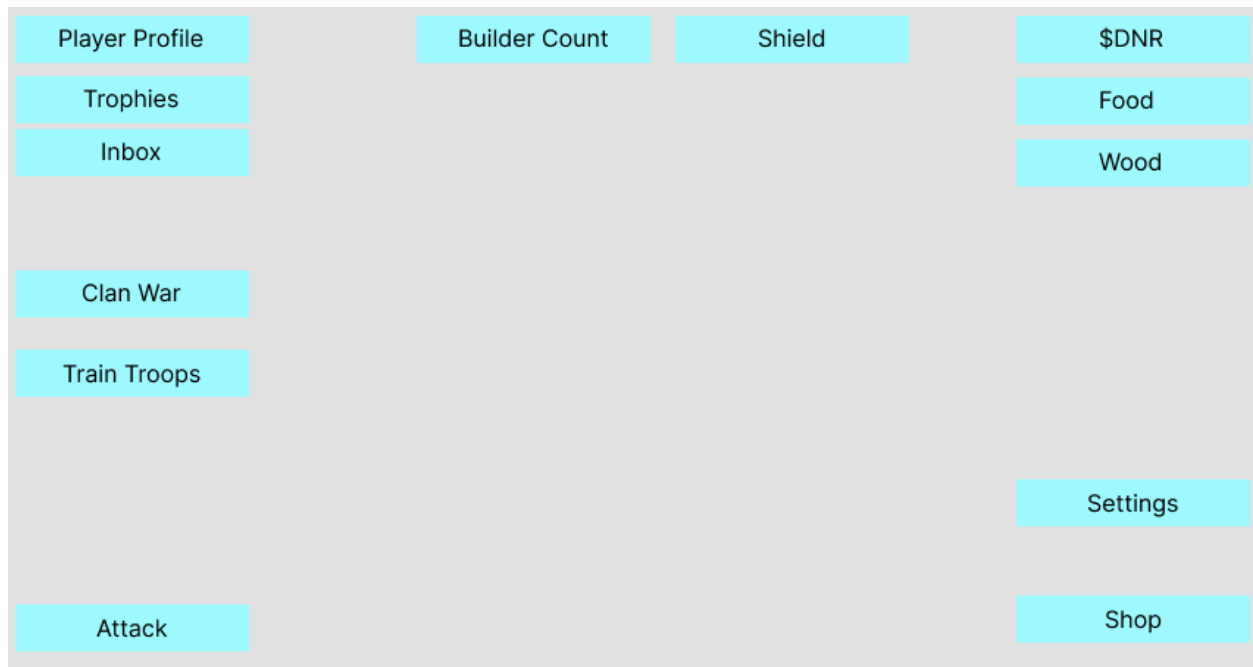
- **2D Character Art**
 - 21 characters,
 - On average 8 variations of each character,
- **Decoration Assets**
 - Count of assets are yet to be added,
- **Animations**
 - Details are yet to be added,
- **User Interface**
 - Count and Name of UI Screens are yet to be added,
- **Icons**
 - Count and Name of Icons are yet to be added,
- **Visual Effects**
- **Sound Production**

CAMERA SYSTEM

The Camera Angle is static, it never changes. Isometric 3D camera view. Players can zoom into and out of the map. Player zooms into the map and back by using the pinch gesture on the touch screen, and scrolling via mouse on WebGL,

Players can zoom into the specific level.

MAIN HUD FEATURES



- **Player Profile**

- Player level and account detail,
- Player's Kingdom (if the player has joined or created a Kingdom),
- Rank of the player,
- Troops and abilities unlocked and their respective levels,
- Chiefs the player owns,
- A tab for friends added and friend requests,

- **Medals**

- Player ranking and how many medals the player has,

Antara Raiders and Royals

- Medals won in a single battle ranges from 3 to around 30. The higher is the difficulty (chief's hall level and defense buildings level) of the battle, higher are the Medals awarded for that attack,
- A tab for top players,
- A tab Top Kingdoms,
- **BattleLog**
 - BattleLog shows all the details of the attacks by the player and the attack on the player,
 - The opponent who was attacked or who attacked,
 - Resources the player was able to loot or the resources the opponent plundered,
 - The Medals obtained/lost by the player,
 - The type and quantity of troops used,
 - The replay option if the player wants to watch that battle again,
- **Inbox**
 - All the notifications about the player kingdom are here,
 - Messages from friends and Kingdom members or in global chat,
- **Kingdom War**
 - If you are in an Kingdom, this opens the Kingdom war window,
 - It is a battle against another Kingdom where members of one's clan attack members of opposing clan to get rewards
 - Further description for Kingdom war is under combat section,
- **Train Troops**
 - Train troops here and queue up in advance,

Antara Raiders and Royals

- **Attack**
 - Attack opens a window where you can play multiplayer matches,
- **Architect Count**
 - Architect count shows you how many architects you have,
- **Shield**
 - If you have a shield active, it shows here,
 - Shield protects against all attacks,
- **\$DNR**
 - How many \$DNR you have,
- **Food**
 - How much food you have,
- **Wood**
 - How much wood you have,
- **Settings**
 - This opens the setting window for sound, music and graphics,
- **Shop**
 - Shop allows the player to make NFT purchases, \$ANTT, and \$DNR,
 - For NFT purchases, the shop will direct the player to the external marketplace,
 - Shop has tabs for the following purchases,
 - Buildings,

Antara Raiders and Royals

- Decorations,
- Resources,
- DNR,
- ANTT ,
- Chiefs and Camels NFTs,
- Shield,
- Special Deals,

TRIBES

- The tribes are villages of the players where they build their building structures,
- All the players are given free tribes,
- Players build and upgrade economy buildings to generate resources and develop their tribes
- Players need defense buildings to defend against enemy attacks,
- The players do not have to be online to defend their tribes,

KINGDOMS

- Kingdoms are NFTs in the form of Land. The investors stake tokens in them,
- Kingdoms allow the players to participate in Kingdoms wars through which they can earn significant crypto rewards,
- The players can join Kingdoms by paying a fee (\$DNR),
- Kingdoms are groups of players that join together in order to compete with other Kingdoms in two ways:

Antara Raiders and Royals

- The first is to pool their medals and battle to collect the most medals, which counts towards Kingdoms leaderboard,
- And the second is to win Kingdoms Wars to gain in-game resources and premium currency \$DNR rewards,
- Members of Kingdoms have a private chat for socializing with each other,
- Are able to challenge each other, and are able to donate troops and abilities to each other which can be used to attack opponents and defend against attacks,
- Kingdoms give specific buffs to their members. These buffs are dependent on the rarity of the kingdom that is synonymous to the amount of \$ANTT stacked in the respective Kingdom,
- Kingdoms are also used to fight big scale wars. With individual battles taking place on 1 by 1 basis,
- The players who are part of any Kingdoms are able to participate in seasonal challenges and earn,

CHIEFS

- All chiefs are NFTs which must be purchased in order to use them in battles,
- Chiefs are hero units with high damage and hitpoint,
- After buying any chief, the player can upgrade them using in-game resources and \$DNR,
- Chiefs are assigned varying stats depending on the rarity type of chief,
- Some might have high attack damage or health while others will have strong ability,
- A chief needs a camel to participate in a battle,
- There are a total of 4 chiefs that can be used in a battle,
 - Shaddad (Swordsman) (Reference character- Shaddad, father of Antara) (Arabian colored): Have high health,
 - Abla (Archer) (Reference character - Abla, daughter of King)(Arabian colored): Greater range and speed,

Antara Raiders and Royals

- Zabeebah (Fire Thrower) (Reference character - Zabeebah, slave princess)(African American): Higher AOE, low damage, health boost to friendly units,
- Antara (Reference character - Antara, son of Shaddad the king & Zabeebah the slave): High attack damage, high speed, medium range, low health,
- Each chief has the following stats:
 - Health: Showing how much damage a chief can take in a single battle,
 - Attack damage: Shows how much damage can the chief inflict per second,
 - Regeneration time: The time required to reuse a chief once they are deployed in a battle,
 - Ability level: Shows the impact of the ability,
- Each chief class would have a rarity which shows how strong they are
 - Common: Around 86% of the total chiefs are common with low stats
 - Rare: 10% of the chiefs are rare with considerable stats
 - Epic: 3% considerably higher stats than common and rare chiefs
 - Legendary: Only 1% of chiefs are Legendary in any class and have the highest stats and skill level,

CHIEF'S ABILITIES

- Each chief yields an ability which when activated, impacts multiple stats and buffs,

Antara Raiders and Royals



- **Shaddad's ability works as**
 - When activated, permanently restores Shaddad's health by significant percentage of his total health,
 - The ability remains for few seconds depending on Shaddad's level
 - Increases his attack damage by some percentage,
 - Summons some Bedouin troops to the battle, the number of bedouin troops depends on Shaddad's level,

- **Zabeebah's ability works as**
 - When activated, permanently restores Zabeebah's health by significant percentage of her total health,
 - The ability remains for few seconds depending on Zabeebah's level
 - Increases her attack damage by significant percentage,
 - Summons some Bowman troops to the battle, the number of Bowman troops depends on Zabeebah's level,

Antara Raiders and Royals



- **Abla's ability works as**
 - Abla has an extra passive ability which increases the health of friendly troops in x blocks of her radius by 35%,
 - When her active ability is triggered, it permanently restores Abla's health by 30% of her total health,
 - The ability remains for few seconds depending on Abla's level,
 - During this period Abla and friendly troops in 8 blocks of her radius become immune to any attacks,
 - Summons some Fire thrower troops to the battle, the number of fire thrower troops depends on Abla's level,

Antara Raiders and Royals



- **Antarah's ability works as**
 - His passive ability lets him pass over the walls,
 - The ability remains for few seconds depending on Antarah's level
 - Increases his attack damage by 35%,
 - Increases his speed by 25%,
 - Increases his range by 20%,
 - Summons some assassin troops to the battle, the number of assassin troops depends on Antarah's level,

CAMELS

- Camels are NFTs. Players can acquire camel NFTs from the OpenSea platform,
- Once they have bought them. It'll be visible in game to players to use them,
- Your trustworthy rides are used to take your chiefs into battles.
- Each camel from the Arabian camel universe is playable in game as a ride,
- Camels give certain ability to their riding chiefs, and surrounding units such as
 - Speed increase

Antara Raiders and Royals

- Health increase
- Attach damage enhance
- Slowing down enemy towers
- Attack Radius increase for ranged units

TOKENS

There are 2 tokens in the game \$ANTT and \$DNR,

● \$ANTT

- \$ANTT has a fixed supply of 120 million tokens,
- Our digital gold, holders of which govern the meta-verse,
- The token economics enables constant growth and rewards holders at a healthy rate,
- Required to purchase all NFT assets: kingdoms, chiefs and camels,
- Players can stake \$ANTT in their Kingdoms for buffs,
- Staked to help fast track progress, earn passive income and receive special rewards,

● \$DNR

- Play to Earn token which has an unlimited supply,
- Players can directly Buy this token And Earn by raiding enemies, by selling in-game resources from your village or participating in different events,
- Players can also convert \$DNR to \$ANTT,
- The token has a constant burn rate as it's required for most in-game actions, such as
 - Buying in-game resources.,
 - Instantly upgrading buildings, abilities, chiefs and camels,
 - Speeding up production timelines,
 - Increasing number of architects,
 - Customizing tribe appearance,
 - Adding decoratives,

FRIENDS AND CHAT SYSTEM

- This allows the player to socialize, make friends, communicate strategies and trade items,
- There's a social tab in the chat system that connects all the players and allows them to send chat messages globally over the server,
- You can add people to your list by searching their names/in-game IDs,
- Or accept friend requests by other players,
- Clicking on any player's profile will show these options,
 - Status (Online/Offline),
 - Add friend,
 - Remove friend (if they are already added as friends),
 - Chat,
 - Report/Block,
 - Visit their Tribe,
- You can chat with them using the chatting system. A player can send text messages and emojis,
- You can join your friends' Kingdom and play with them,

LEADERBOARD

- The leaderboard keeps track of the best players and best Kingdoms in the game,
- Medals are points that players gain by successfully attacking other players or by defending their base,
- On the leaderboard players are tracked based on their number of medals,
- The more medals you have the higher you are on the leaderboard,
- Leaderboards are public so anyone can see who is on the top,

Antara Raiders and Royals

- In addition to this the leaderboard has categories for Monthly player ranking as well as Monthly top kingdoms;
 - **Monthly Player's Ranking**
 - Monthly ranking would show the highest medals earners in that specific month,
 - It will also show the rewards in terms of \$DNR for the top few players,
 - **Monthly Kingdom's Ranking**
 - It will show the kingdoms with the highest total medals from their top 15 players,
 - The rewards in \$DNR that will be divided in those players ,

MATCHMAKING

- Matching-making works very simply,
- The algorithm looks at the player's medals and tries to find an opponent with a similar number of medals and identical Chief's Hall level,
- It doesn't necessarily have to be equal to player's medals, and could be a few medals higher or lower,

COMBAT

- **Battles**
 - Before starting a battle, the player has to find a match by clicking on the battle option,
 - When an opponent is found, the player has 30 seconds to scout the tribe and strategize the attack,

Antara Raiders and Royals

- Once the player attacks, they can't back out. They either have to surrender or end the attack,
- Surrendering will cost the player medals. If the
- Players can start the attack by deploying their troops,
- The trained troops are deployed one by one from any side of the tribe,
- The player can only deploy troops on the grid area which is not already occupied by a building,
- The player can deploy troops at any time during the battle,
- Depending on the kind of troop deployed they'll attack different buildings,
- To win the battle, the player has to earn at least 1 flag. The player can get a total of 3 flags, A flag is awarded on the following basis,
 - 1 flag for destroying the chief's hall,
 - 1 for destroying 50% of the building,
 - 1 for destroying 100% of the buildings,
- The battle takes place for 3 min. After that even if there are troops left on the battle ground, they will not be able to further inflict any damage,

● Kingdom War

- If you are in an Kingdom, this opens the Kingdom war window,
- Only the Kingdom leader or commanders can start an Kingdom war,
- The leader/commander selects the players for the war and taps on the start war search option. The number of players selected for war should be equal to 10,
- In the background, the war matchmaking system starts searching for an equivalent opponent Kingdom. Once it matches, a screen with both teams on opposite sides appears on a map,
- The player can attack any member of the enemy Kingdom who participated in the war,

Antara Raiders and Royals

- Any player in the war cannot be attacked simultaneously by multiple opponents, although they can attack the same player one after the other,
 - Kingdom members can donate troops for the defense of fellow Kingdom members,
 - During a defense, when the enemy troops are within the Alliance centre's range, the donated troops emerges from Alliance centre and start attacking the enemy troops,
 - If the player is part of an Kingdom, they can use these troops from Kingdom members in other multiplayer and single player battles as well,
 - While attacking any opponent, the donated troops from Kingdom members can be used to attack enemy tribes. Those troops work similar to the player's own troops,
 - The Kingdom that gains more flags wins the Kingdom war. The flags are awarded as described in the normal battle description,
 - The player is granted a single attack per war,
 - Attacking opponents with the high chief's hall and upgraded buildings awards more resources,
 - Once the war ends, the players in the winning Kingdom are awarded substantial awards in the form of in-game resources and premium currency, while members of the losing Kingdom get a small amount of in-game resources,
- **Damage**
 - There's only one kind of damage type. All kinds of damages are treated the same,

Antara Raiders and Royals

- The attack damage is subtracted from the health of the receiver building/unit,
- There are also units that do AOE (Area of Effect) damage,
- The damage radius is different for different units and abilities,

● Defense

- Units don't have any specific defense stats,
- Hit points are the only stat that counts as a defense,
- The more HP a unit has the tankier they are and the more damage they can take,
- Units HP increases as they are upgraded to higher levels,

● Shield

- After a successful attack on the player, they are granted a protective shield that stops other players from attacking them,
- This shield is active for 8 hours after a successful attack on the tribe,
- The player can also buy this shield using \$DNR. The shield is of the following durations:
 - 4 hours,
 - 8 hours,
 - 24 hours,
 - 72 hours,
- The player can attack other tribes while the shield is active but doing so will decrease the shield time by some hours,

REPLAY SYSTEM

- The replay system allows the player to view who attacked their tribe,
- Players are only attacked when they are offline and don't have a shield,

Antara Raiders and Royals

- If the player isn't able to log in when they are attacked then they can view a replay of the attack,
- Replay shows you the complete attack and the name of the player,
- Also gives you the option to take revenge by attacking the enemy,

IN-GAME PURCHASES

- There are a lot of in-game purchases that are non-NFT,
- Speed boosters that increase the speed of resource gathering,
- Shields that protect one's tribe from being attacked,

GRID SIZE

Grid size is 40x40 with a 4 blocks side zone on the sides where buildings cannot be placed. Troops can be deployed there while attacking,

TUTORIAL

- At the start of the game, the player is taken through the game and told which buildings to construct,
- Player is instructed to build a farm to gather food,
- Then to put down a lumber mill to gather wood,
- When a player has built initial resource buildings, they are instructed to build storage houses,
- After that player is instructed to build a training grounds (Barracks), so they can train troops,
- An encampment (army camp) so the trained troops can be used,
- That's the end of the tutorial,

STAKING

- Staking is a means to reward members of the community who have a long-term outlook and have locked up their \$ANTT Tokens,
- When you stake your \$ANTT and lock up your tokens (bought a kingdom) through the staking dashboard, you'll be able to collect incentives and yields,
- Staking \$ANTT in the future will offer you voting rights and a say in how the currency is used,
- Investors will buy Kingdoms (kingdoms) which would have a certain number of spots. These spots will be filled by players,
- These players will fight Kingdom wars and receive premium rewards,
- A certain of percentage these rewards and transactions will go the the investors,
- The amount of \$ANTT stacked in those Kingdoms will give respective buffs to the players and respective APR to the investors along with other rewards in the form of NFTs and \$DNR,