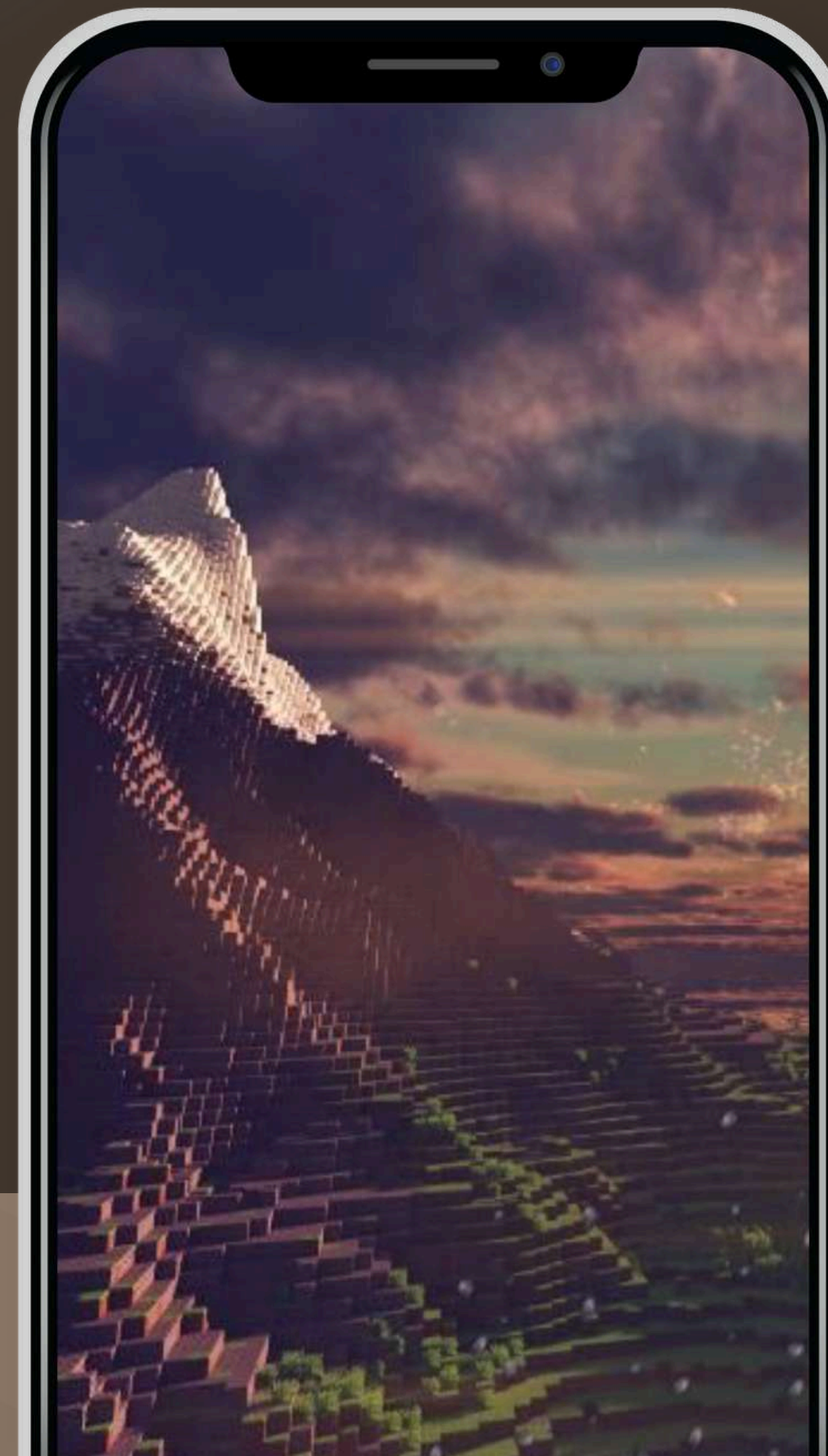


Minecraft Auto- Battler

Léopold HILLION
Clément NOWACKI
Valentin HERNANDEZ



MINECRAFT

- License with several types of games: Survival, narrative, dungeon crawler etc.
- Add a new style to expand the IP universe: the auto-battler

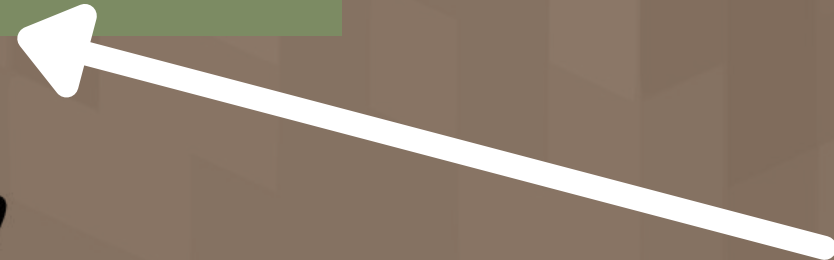
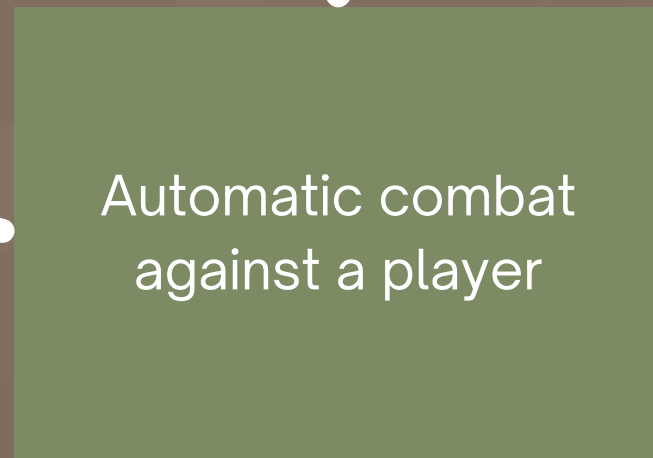
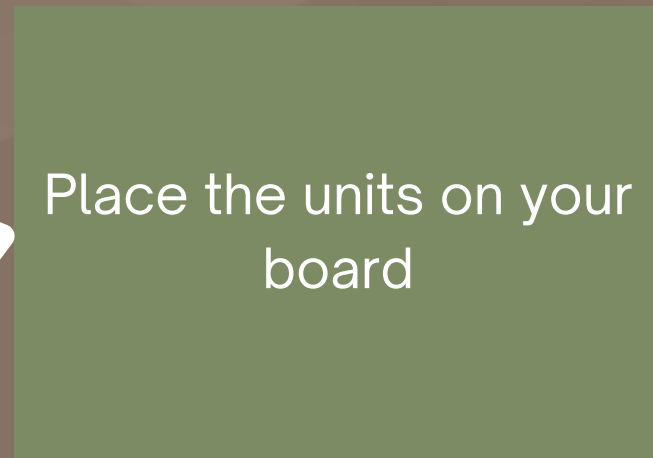
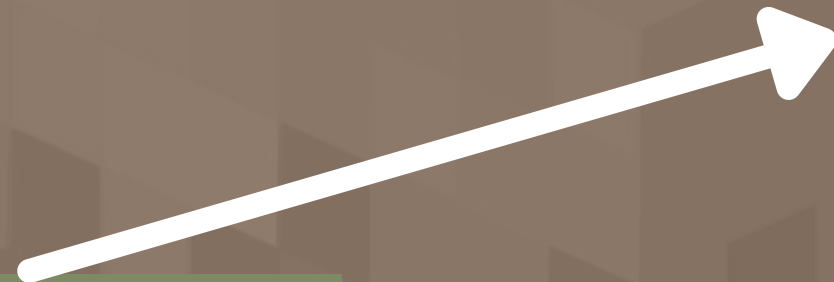
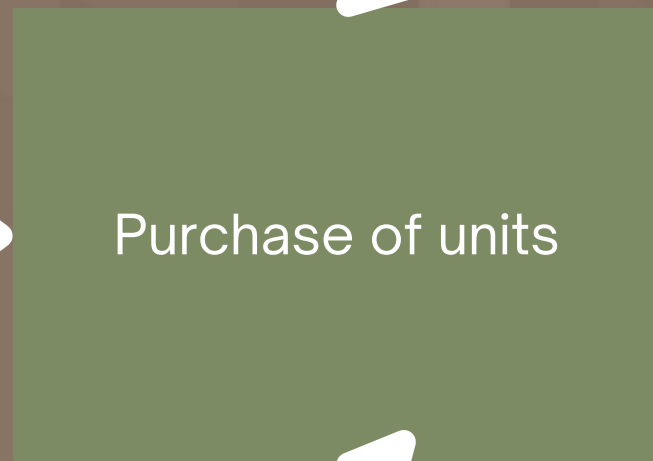
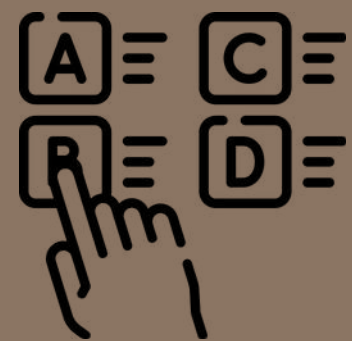


AUTO-BATTLERS

- Building a team of characters and improving each turn
- Automatic battles against other players



CORE GAMEPLAY



HERO CHOICE

- Selection of one hero from two or four
- Unique Skill Heroes
- All heroes are available from the start



PURCHASE OF UNITS

- Resource management phase
- Purchase of units
- Unit Improvement



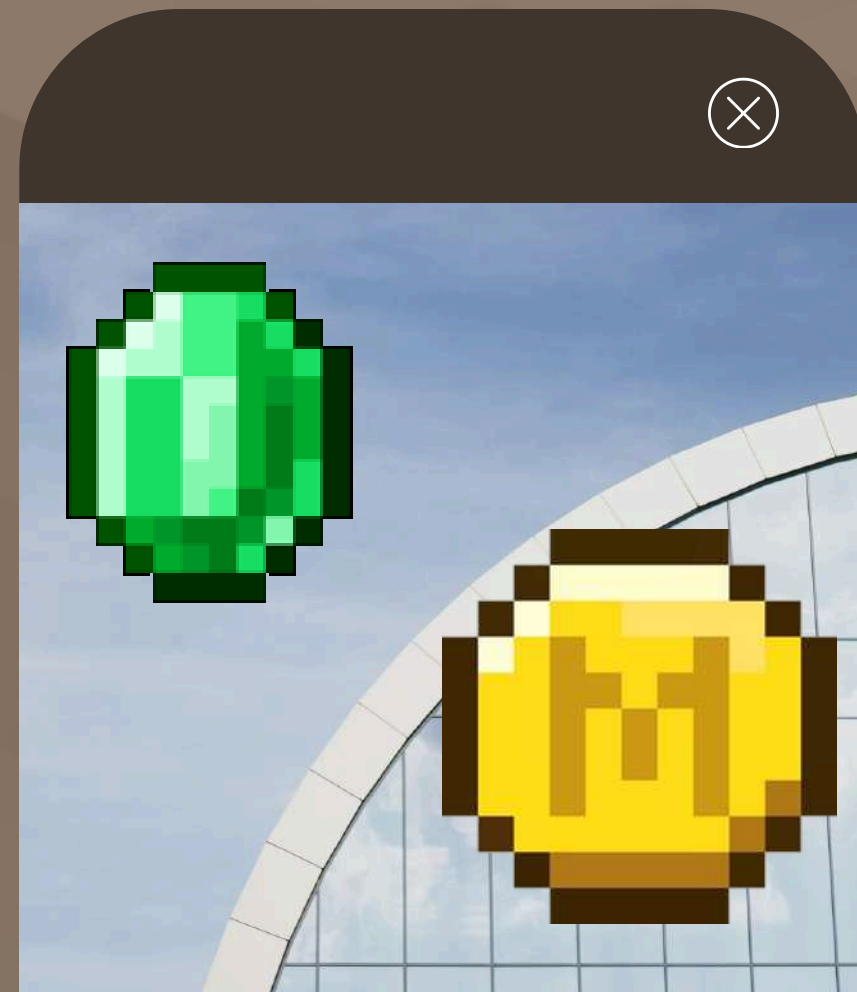
BOARD

- Only during the unit purchase phase
- Use your stored units
- Strategically place units



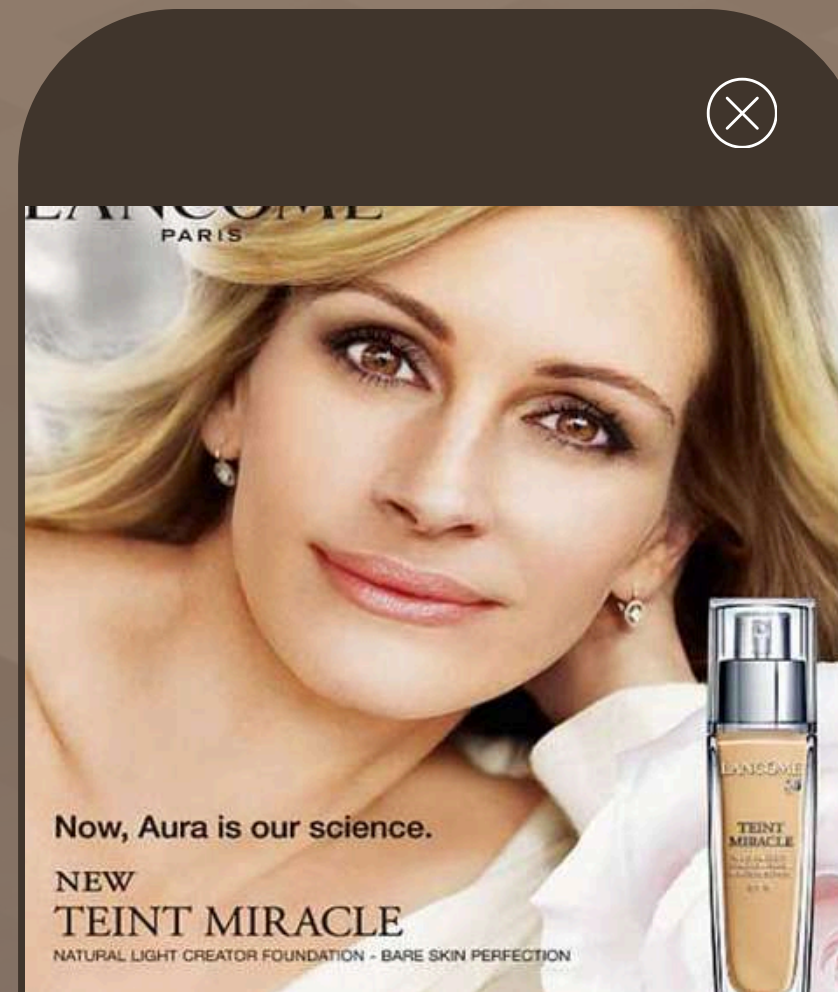
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META GAME



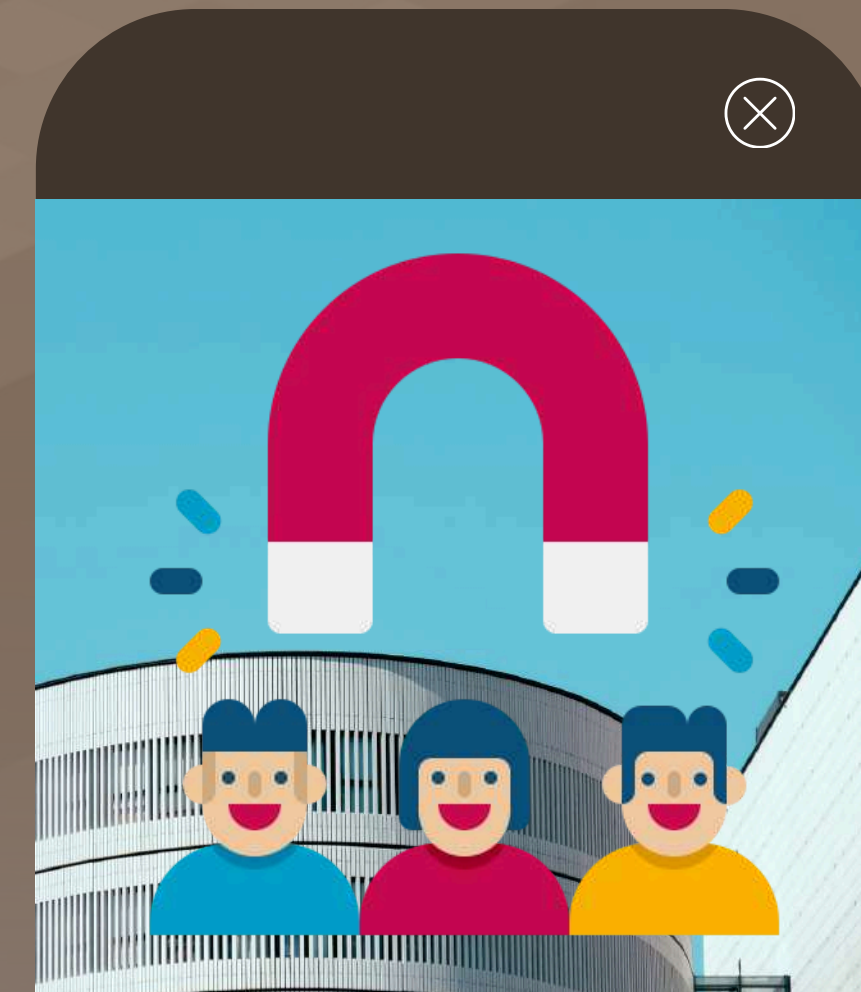
CURRENCIES

Use two currencies and shards to create and collect unique skins!



COSMETICS

A wide choice of content to acquire in order to personalize your experience!



RETENTION & LIVEOPS

A battlepass, daily quests and many events!

CURRENCIES

Diamonds (soft currency): Currency used to purchase cosmetics if the player already has a fragment. Obtained at the end of the game.

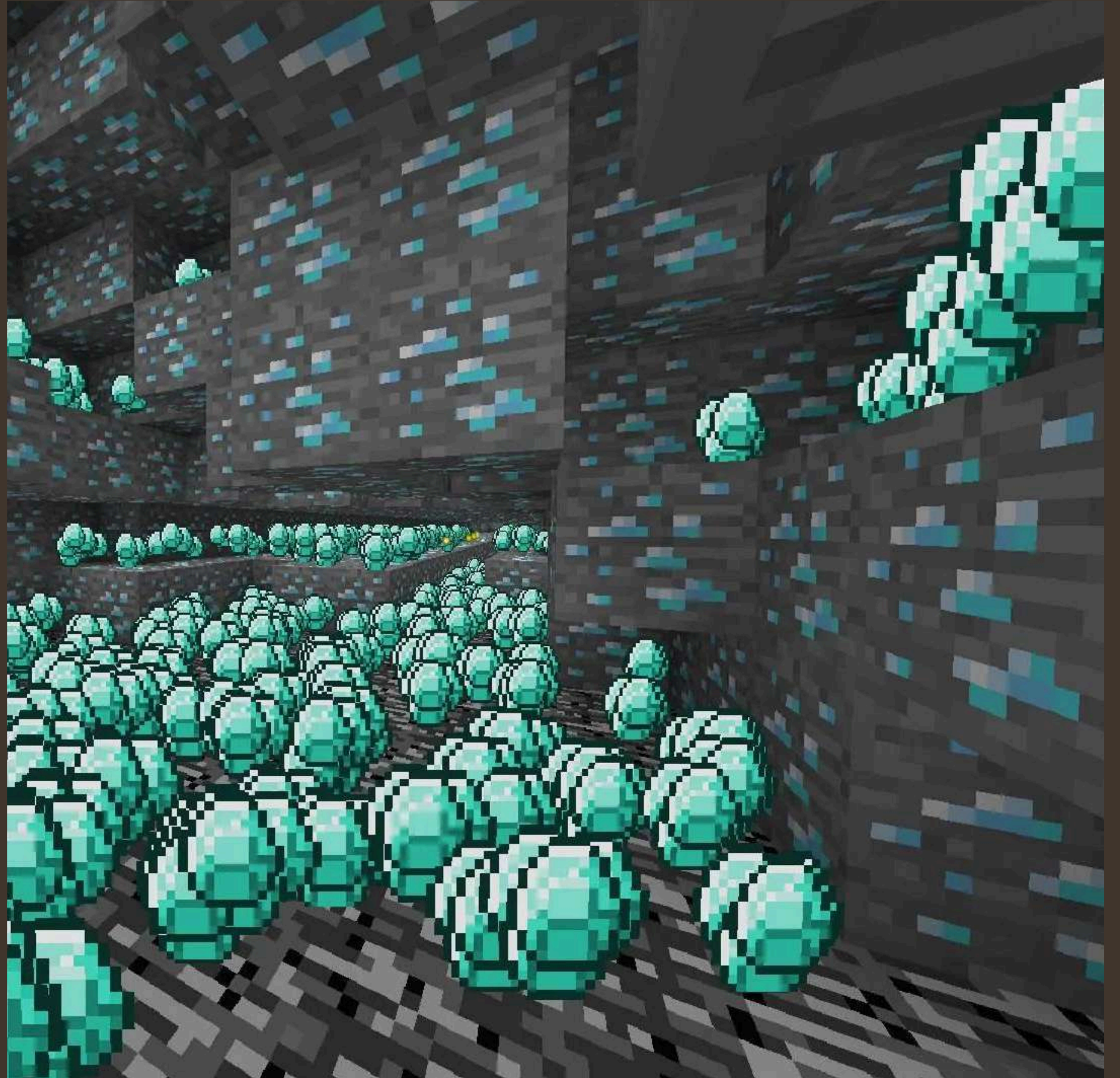
Minecoins (hard currency): Premium currency already used for the Bedrock Edition of Minecraft. Allows you to purchase cosmetics with real money.

Fragments : Fraction of cosmetic in order to unlock them upon purchase, or even benefit from a reduction. Obtained at the end of the game.



DIAMONDS

- Soft currency
- Combined with fragments to create skins
- Over resource in the store



MINECOINS

- Hard currency
- Allows you to purchase any skin
- Refresh daily quests
- Buy event currency
- End of season reward



COSMETICS



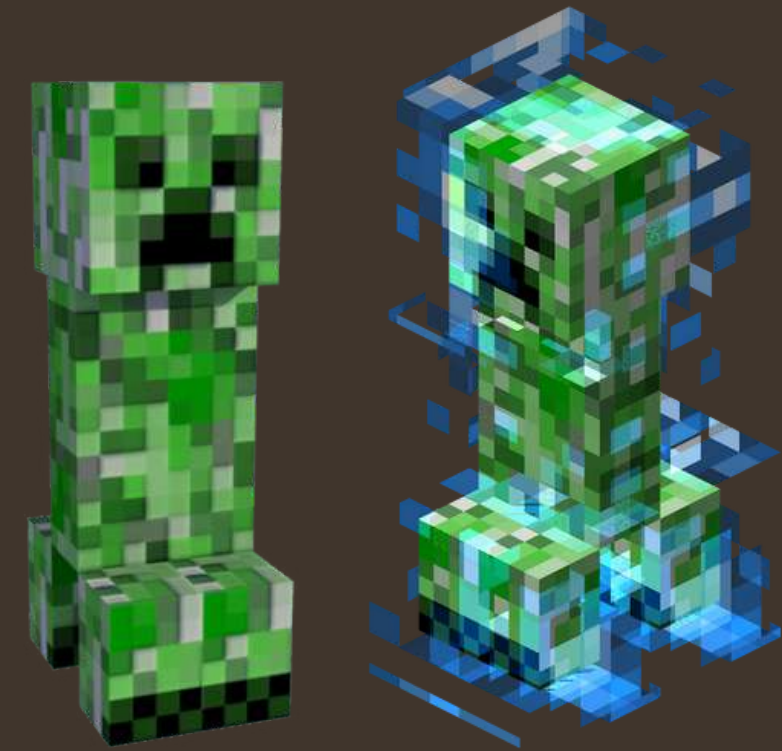
HEROES

Appearances
Attack animations
Emotes



ARENAS/BOARD

Arena decor
Texture pack



UNITS

Appearances



...

RETENTION & LIVEOPS - SHOP

SKIN FRAGMENT

Skin = shard skin + diamond. The more shards are missing, the more diamonds will be needed.

CHOICES AND PREFERENCES

The player can choose a favorite hero and increase their chances of dropping and appearing in the store. He will receive a push notification in this case.

RENEWAL

The content of the store changes regularly and adapts to the player's habits.

SUPER FOUR

Allows you to melt a small amount of diamonds to obtain random fragments. Completing this action takes time.

RETENTION & LIVEOPS - GENERAL

BATTLEPASS

Unique skins & cosmetics to collect while playing

DAILY QUESTS

Daily tasks to complete that reward the player once completed.

CLASSEMENT

"Elo" point system, finishing in the top 4 of a game allows you to earn points. A Top 1 gives you a chance of obtaining a skin fragment.

SEASONAL EVENTS

Unique skins purchasable with seasonal currency

SEASONAL CURRENCIES

- Only way to buy seasonal skins
- Obtained in addition to game rewards or during special quests
- Purchasable with minecoins.
- Playing during an event fills a graduated gauge which rewards the player and enters them into a draw once filled.



LiveOPS

- Seasonal events
- Strong reward based on ranking
- Daily Quests
- Arcade game mode with daily or weekly rotation



CORE GAMEPLAY

