

## 4. Economy

(last edited May 24, 2021)

### 4.1 Currencies

#### Fightcoin

Fightcoin is earned primarily by fighting in 1 v 1 matches. Fightcoin can be spent to enter [arena matches](#) which reward fighters with prizes of different values depending on who wins and how well each player performed. 1 Fightcoin is worth approximately 3.5 (or 7/2) UC (though the true conversion must account for variation in arena winnings)

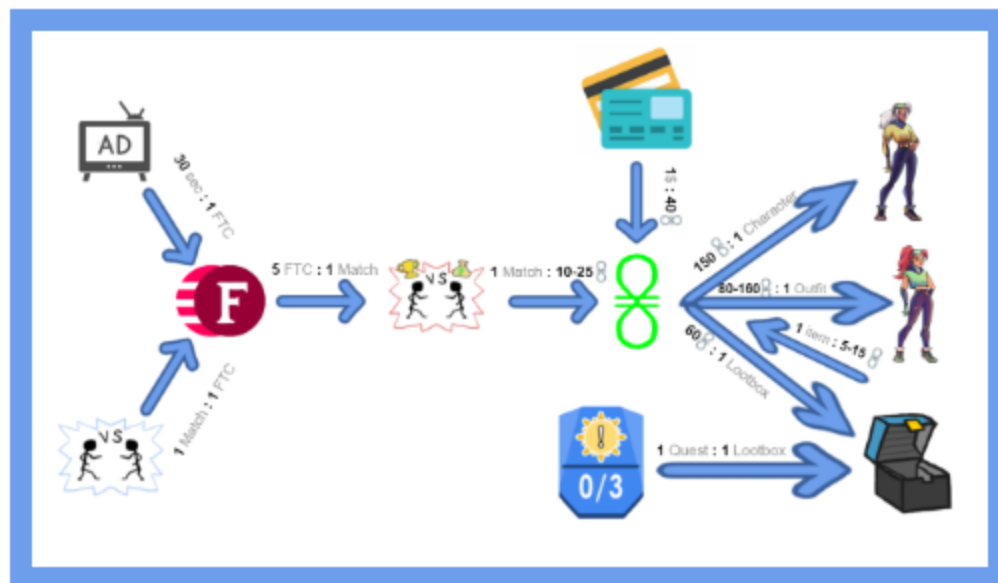


#### UC (Universal Currency)

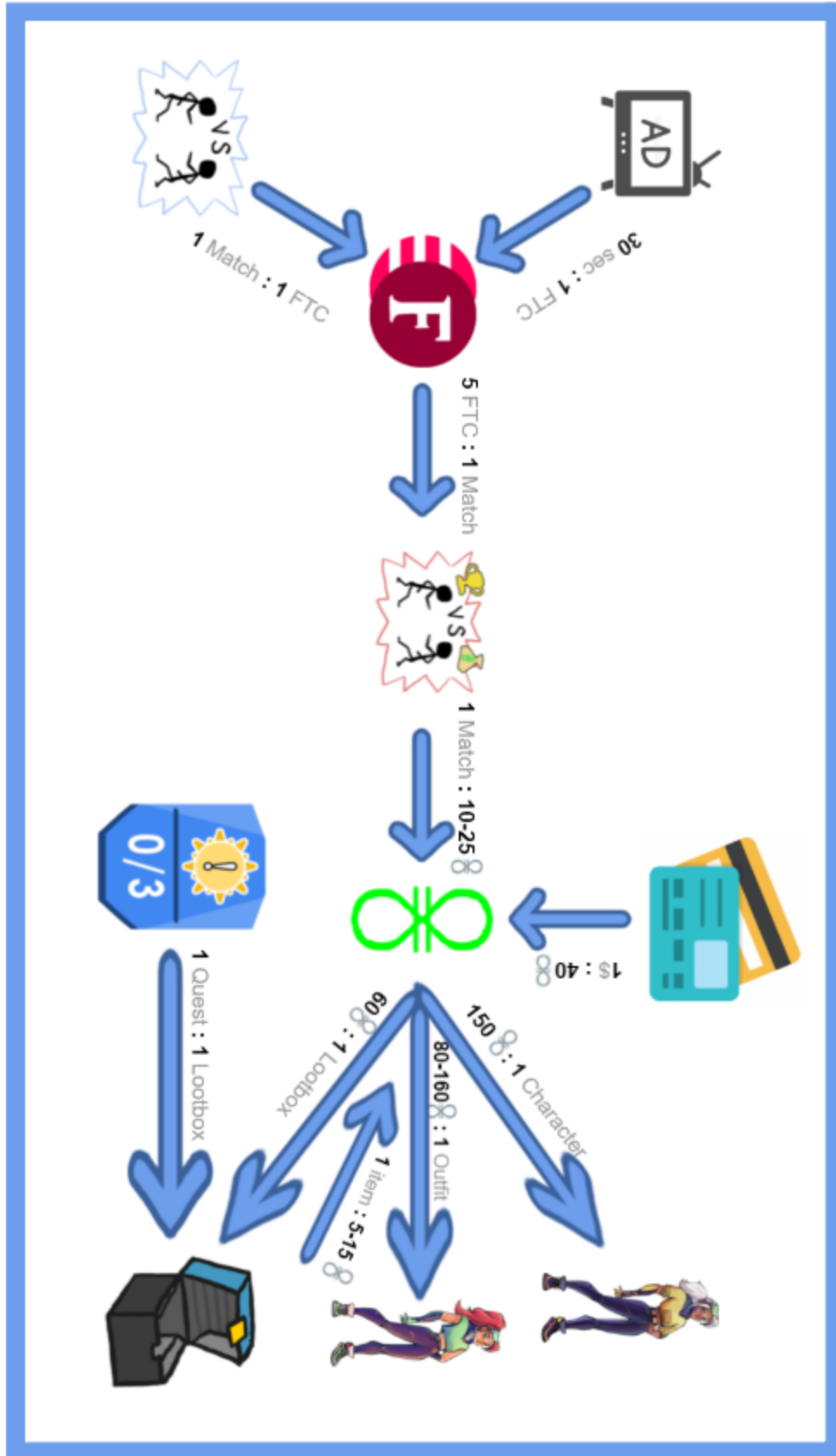
UC is earned by winning in arena matches or by selling cosmetic items. UC can be spent on cosmetic items and characters. 1 UC is worth approximately 0.29 (or 2/7) fightcoin (though the true conversion must account for variation in arena winnings).



### 4.2 Transactions



Transaction Web  
[Edit Diagram Here](#)



In this section, all possible transactions will be recorded. "Transactions" include the exchange of any currency, item, or action for any other currency, item, or action. For example, paying UC for cosmetics is a transaction, and so is completing a daily quest to earn a loot chest.



#### To Earn Fightcoin:

- 1 [Duel](#) earns 1 fight coin for each player participating.
  - Watch a 30-second [video advertisement](#)
- 



#### To Earn UC:

- Sell a cosmetic item for [half of its UC value](#)
  - Win it in Arena Matches, the amount varies depending on player performance
  - In-App Purchases
- 




#### To Earn an Arena Pass:

- Pay 5 Fightcoin 
- 





#### To Earn a Character

- Pay 150 UC 
  - In-App Purchases
  - (also available for free on a rotation) (beyond demo)
- 





#### To Earn an Outfit:

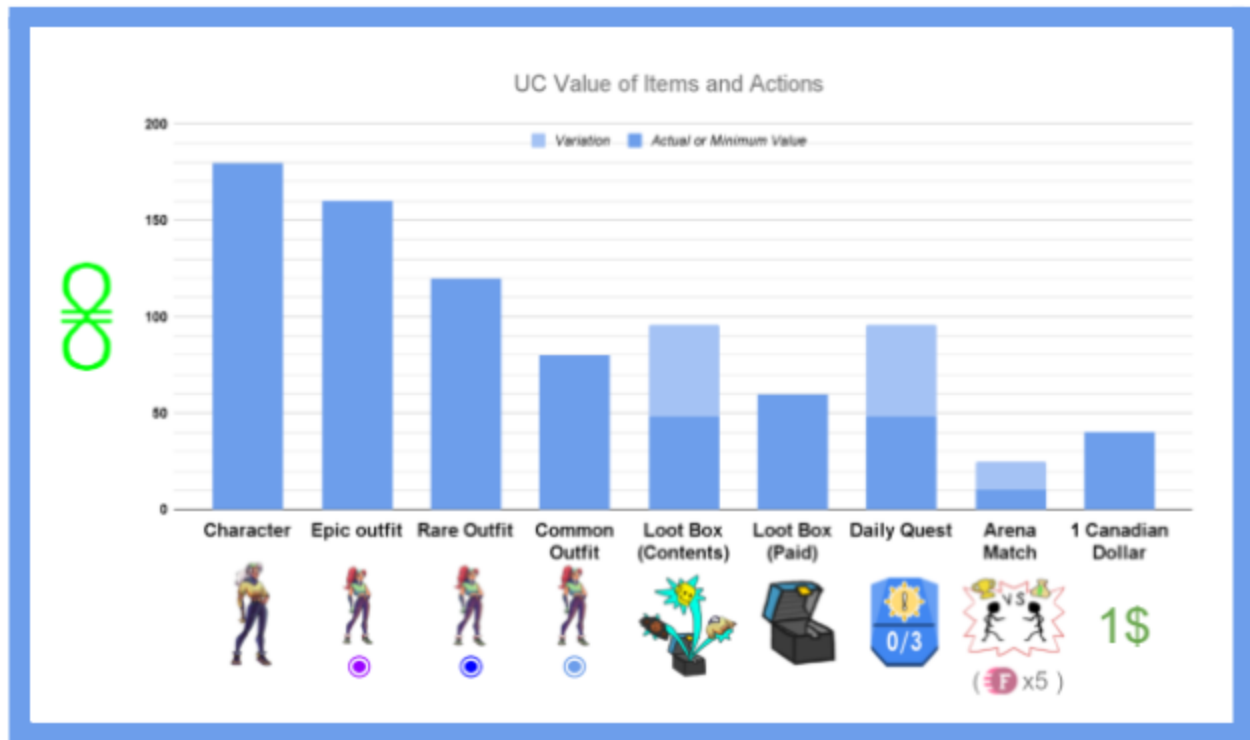
- Pay 80 - 160 UC  for one color variation (price depends on rarity)
  - Get 15% off by buying a set of three color variations
  - Find pieces of them in a lootbox 
  - Pay Real Money
- 



#### To Earn a Lootbox: **(beyond the demo)**

- Pay 60 UC  (this is cheaper but less cost-effective than buying an outfit)
- Complete a daily quest 

## 4.3 Comparisons of Value



A Comparison of the UC value of Purchasables and Actions  
(loot boxes and daily quests are beyond the demo)

[Edit Diagram Here](#)

[Edit Data Here](#)

### Cosmetic Items

Each cosmetic item is worth approximately 20% of the total outfit it belongs to (since most outfits will contain 5 items). This makes a common item worth 16 UC, an epic item worth 24 UC, and an epic item worth 32 UC. When selling an item, they are sold for 50% of their value.

### Value Variation

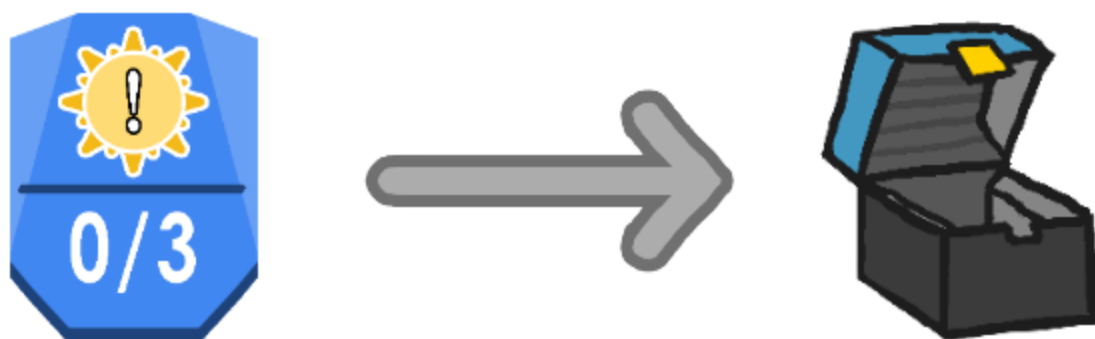
Loot boxes vary in value depending on random chance. They will contain three randomized cosmetic items, which could each belong to a common, rare, or epic outfit of any character or color variation. This makes a loot box worth between 48 and 96 UC, though a lower value is far more likely. The rarity randomization weights are as follows : 80 % Common, 15 % rare, 5 % epic. If a loot box contains an item the player already has, the loot box will be worth less to the player because duplicate items are sold for 50% of their value.



An arena match is worth 25UC if you win and 10UC if you lose.

## 4.4 Daily Quests

Daily Quests are a player-retention feature intended to motivate them to build play habits by distributing rewards on a schedule. By accomplishing a daily quest, players can earn a loot box.



If there is no daily quest at the beginning of the day, one is randomly chosen from a designed list of them. Daily Quests can be declined once daily, which will replace it with a different random quest. If a daily quest is not accomplished by the end of the day, it will still be there the next day. All daily quests should encourage players to enter gameplay, rather than engage with subsidiary features. Because daily quests all reward the same thing, they should be balanced with each other.

Quest List
Play 1 arena match.
Earn 5 fightcoin.
Solve 3 "difficult" questions in less than 2 seconds.
Deal 400 damage.
Deal 100 damage in a single game.
Play a game against a friend.
Prevent 200 damage.

## 4.5 Cosmetics

Characters can be dressed up with numerous mix-and-match cosmetics to give players control over how they look.



Cosmetics are either bought in a loot box or as an entire outfit. An **outfit** is a single, themed, cohesive collection of cosmetic items. All cosmetic items belong to one and only one outfit. Cosmetics can also be bought as a lootbox containing three random items for a cheaper price. (loot boxes are beyond the demo)



These three outfits exist for the same character, respectively called Default, Paintball Arena DJ, and Tropical DJ. They are made up of separate components that can be mixed & matched into a final cosmetic look. (outfit mixing is beyond the demo)

There can be multiple versions of each outfit in different colors and/or patterns.

