ALVARA

WHITEPAPER

INTRODUCTION

Alvara NFT is the first cyberpunk-style RPG with a detailed universe and lore, well-drawn pictures, and a chance not only to enjoy an interesting storyline but also to increase your assets.

This document describes:
- the future game mechanics,
- game development team,
- development plan,
- economy of the project.

GAME MECHANICS

Since this is an RPG game, it involves leveling up the character and completing quests with the ability to play a role. The game will have several key modes that provide all of the above: "Battle", "Journey", and "Bar". The character will have characteristics, skills, class, inventory, the ability to change equipment, and level up.

Stats

The character will have 5 stats, each of which will affect the parameters of his skills.

Strength – affects the power of all of a character's physical effects.
Dexterity – affects a character's ability to react quickly to harmful effects, as well as his ability to hit the target.
Constitution – affects a character's ability to withstand and resist negative effects and stamina.
Intelligence – increases the level of his mastery of technology, and strengthens his depth of knowledge about the world order.
Wisdom – affects the character's ability to foresee the consequences of his actions, intuitively move more effectively towards his goal.

Skills

Skills have a base characteristic that affects their power. Some of them can be used in "Journey" mode to successfully complete events. Some will passively help in battles.

Athletics – allows you to cope with physical exertion. A character with advanced athleticism can kick a wooden door with his shoulder, climb a rock, etc.

Melee attack – is the art of inflicting damage with objects and bare hands by engaging muscle power.

Acrobatics – allows you skillfully control your body to perform tricks, dodge threats.

Sleight of hand – enables you to pick locks, pickpocket, and do tricks with your hands.

Stealth – allows you to be invisible, hide in the shadows, and avoid making unnecessary noises.

Ranged attack – the art of hitting and dealing damage with long-range weapons.

Resistance – the ability of a character's body to resist negative effects. E.g. poisons, radiation, electric current, ethyl alcohol.

History – a character's knowledge of historical events.

Science – your character's understanding of technology and natural sciences.

Medicine – character's knowledge in the field of medicine, first-aid skills for himself and others.

Perception - the character's intuitive ability to feel danger coming from living creatures, mechanisms, and devices.

Insight - the character's intuitive ability to understand intentions and his interlocutors.

Leveling up

Leveling up will give a certain amount of stat points. Each category will be divided into 10 levels. When leveling up to level 10, the character can move to a higher category, and start there from level 1 again. Moving to a higher category is called an evolutionary leap.

It significantly increases the character's stats. In the last 10th category there will be no restrictions on further leveling up, but getting each subsequent level will get harder and harder.

Inventory

Each character will have its own inventory, which will store a variety of useful items and equipment. The player will have the opportunity to equip inventory items between battles.

Classes

There will be 4 classes in the game:

Soldier (Strength) – it would seem that in the future there should be no soldiers specializing in melee combat, but experience paid with the blood of the dead has shown that in the cramped passages of spaceships, nothing is more dangerous than a quantum sword. Members of this class are skilled with melee weapons, thanks to their strengthened musculoskeletal skeleton and a lot of special training.
Marksman (Dexterity) – Though the quantum sword is dangerous in the cramped passage of a spaceship, it is practically useless on a deserted planet or in highlands. This class is a master of long-range weapons. Their eyes and hands are linked in a special system of control and detection of a moving target called EAGLE.
Hacker (Intelligence) – a lot of time has passed since the creation of the

Internet and the concept of hacker has changed dozens of times. Now it is a specialist who can hack systems with his mind. Special perception and electromagnetic wave control technologies allow this class to interact with electronic devices remotely.

Clairvoyant (Wisdom) – There were charlatans that claimed to be able to see the future at all times. This class can actually see it with the help of ORACLE-V34 environment assessment technology connected to their central nervous system. The system's capabilities allow them to intuitively sense the near future. Clairvoyants have a great knowledge of martial arts.

Each class will have its own unique features.

Battle

The player fights the enemy against the background location image in this mode. The player thinks about the sequence of actions before starting a battle, e.g. melee attack, defense, use of health potion, etc. All actions are added to the action list. They are performed in the order they are added to the list after the start. The opponent does the same thing. The player whose health drops below zero during the actions loses. The number of actions depends on Wisdom.

Possible opponents:

Another player – the player can fight with another player for a bet, which can be a randomly equipped item, NFT, and the cryptocurrency amount. Only players from the same category can fight.

Monster – the ability to fight monsters while completing quests will be added in the Travel mode. In this case, rewards will be equipment items and upgrades. If defeated, the character is sent to the Bar and is unable to make actions for 7 days, but can be revived for a fee.
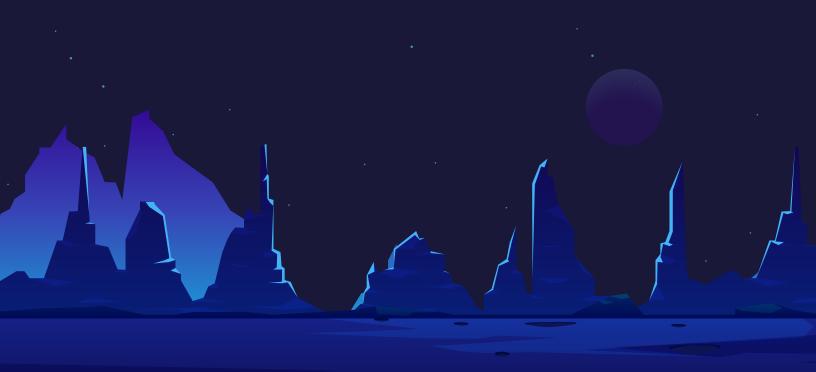
Bar

The character is resting in this mode. The player can interact with him by choosing a sequence of actions. The number of actions depends on the Constitution.

After approving the sequence, the character will start performing actions, which will result in an increase in his stats. It will be also possible to message other players and challenge them to battle in this mode.

Journey

This is the main game mode. The player can complete quests, move through locations, fight monsters, and acquire treasures. The character will have an inventory and can change his equipment with the release of this game mode. You can put the received rewards for completed quests in the inventory. There will also be a main storyline in the Alvara universe.

TEAM

The project is being developed by a team of experienced pro-grammers, designers, artists and marketers:

- Senior C++ Developer with 10 years' experience. Development of smart contracts, generator.
- Senior Full-Stack Developer with 10 years' experience. Development of Discord bots, website backend, smart contracts.
- Senior JS Frontend Developer with 7 years' experience. Website frontend development.
- Lead Artist with 10 years' experience. Website and collection design development. Leading a team of attribute artists.
- Senior Marketer / SMM with 7 years' experience. Promotion of social networks. Discord community development.
- Experienced Writer. Creation of the lore of Alvara's universe.

DEVELOPMENT PLAN

Phase 1

Q1 2022 Alvara NFT Pre-Sale and Sale. A collection of 10,000 NFT of Alvara with a smart contract using the ERC1155 on the Ethereum blockchain will be released. It will have a public interface allowing further project development as an NFT RPG game.

Phase 2

Q2 2022 Alvara NFT game release v0.5. The first 2 game modes "Battle" and "Bar" will be released. This and subsequent project parts will be deployed on the Polygon chain in order to reduce transaction costs.

Phase 3

Q3 2022 Alvara NFT game update v1.0. The game mode "Journey" will be released.

Economy

The project will allow players to not only enjoy the quests and history of the Alvara world, but also to earn cryptocurrency. 5% royalty of all resales on opensea.io and 50% of the payment for the most important operations performed on the NFT state will be transferred to a DAO, which will be managed by Divine Category holders, as well as by those players who have reached the Divine Category during the game. The following transactions will require payment:

- Creation of new characters - 0.08 ETH
- Leveling up
- Reviving
- Redistribution of stats and skills

- Re-rolling a character for Cool and Hot categories

For example, with a monthly increase of 1,000 new characters, Divine Category holders will receive 40 ETH or 0.4 ETH per month in joint ownership.

STAY TUNED