


Atlantis island v1:

- Event flowchart :
 - <https://lucid.app/documents/view/95ec1618-909b-41b3-a74a-12e544a1d33b>
- Intentions:
 - Core mechanics are the same as an expedition level
 - The goal of each event run is to activate the 4 generators across the map to produce and collect as many orichalcum beads as possible at the foundry
 - All the island resets between each event run
 - Non-paying players shouldn't be able to finish the event: only 2 or 3 generators should be activated per event run at best
 - Event change visually with each run using existing biome themes
 - Biome variations follow an order and cycle, starting from biome 1
 - New material (Titanium) between platinum and orichalcum will be added so that orichalcum is exclusive to Ancient City
- Unlock condition:
 - Player must have finished Chapter 5 of Story Mode
- Availability:
 - Opens Wednesdays & Thursdays, and Saturdays & Sundays of each week
 - An event run lasts 2 consecutive days
 - There are two event runs per week
 - Intention: *Short events twice a week so players regularly get stimulated*
- Appearance (check blocking below):
 - Large circular island that emerged from the ocean with an ancient city on it
 - Same architecture as previous beacons and ruins
 - 4 sectors for each cardinal point around the centre : North, East, South and West.
 - Features a tall tower at the centre and 4 generators resembling beacons in each sector
 - Large walls separate the sectors and the centre, much like a citadel
- World Map:
 - Features the 4 sectors and the centre as 5 separate expedition levels
 - Features a timer which shows either the remaining time for the event or the remaining time before the event opens again
 - Will be greyed out when event is unavailable (like an unavailable chapter map)
 - Shows next event precious stone requirements when event is closed (hints at which biome is the next too)
- The centre:
 - This level is unlocked when at least 1 generator has been activated
 - It is the tower's base floor
 - Features the foundry
 - Features a lift to start exploring the tower, acts like a cave entrance
 - 4 centre gates leading to the 4 sectors are closed from the beginning of each event

- The centre gates open only when the corresponding sector generator has been activated
- Player can't access sectors from the centre when they haven't activated their respective generator
- The 4 sectors:
 - The player starts from one of the 4 sectors randomly
 - Each sector have its own energy bar
 - Each sector has its own cooking pot, factories and storages
 - Each sector has a port that must be built to bring up to 5 crewmates to work on that sector (check Ports section below)
 - Crewmates can't go to sectors other than the one they've been assigned to
 - Once a sector level is completely cleared of vegetation and all its buildings are built, its assigned crewmates disappear from the sector and go to the centre to work on the foundry until the end of the event
 - The sectors are separated by large walls with wall gates
 - Players can only access sectors adjacent to the one they are in, by opening a wall gate on the walls between the sectors using an energy core from the tower (works like a landmark)
 - Opening a wall gate will unlock the corresponding sector level
 - Unlocked sectors will run a real-time fast forward system as long as there are crewmates in it and the player is in another sector
- The generators:
 - Activating a generator costs 5 precious stones corresponding to the biome variant of the event run (emerald from biome 1, topaz from biome 2, etc.)
 - Each generator is linked to the foundry in the centre by a wire/pipe
 - Activating a generator opens the centre gate of the corresponding sector and unlock the centre level and increase the foundry's efficiency (see efficiency formula below)
 - A generator's efficiency is the clearance percentage of its respective sector (ex: completely cleared sector = 100 efficiency)
- The Ports:
 - There is 1 port per sector allowing up to 5 crewmates to work in the corresponding sector (=up to 20 crewmates on the island)
 - The port of the player's spawning sector always allows for 5 crewmates to be brought to the sector
 - The 3 remaining ports initially allow for 2 crewmates to be brought to the corresponding sector
 - Max number of crewmates per secondary port can be upgraded at the laboratory with orichalcum beads
 - Each upgrade opens 1 crewmate slot for all secondary ports at once (=3 upgrades)
- The Foundry:
 - Each activated generator adds its efficiency to the foundry's efficiency to help make it faster
 - Foundry efficiency formula = (Efficiency generator 1 + Efficiency generator 2 + Efficiency generator 3 + Efficiency generator 4) (Min: 0, Max: 400)
 - Crewmates from sectors come work here if their attributed sector is cleared

- At least 1 crewmate is required to automate the orichalcum ore income with a set frequency timer
- The total number of crewmates working on the foundry reduces timer between automatic ore income (Min: 1, Max: 20)
- Uses Fast Forward system when player is not playing
- Has a limited storage from which player can get the crafted orichalcum beads
- Unused orichalcum ore will be transferred to upcoming events once the events ends
- Orichalcum beads still in the storage are collected at the end of the event

- The Tower:
 - Interior is an infinite cave-like instance, and the player climbs it floor by floor
 - Contains current biome variant's raw precious stones to help lighting the generators, orichalcum ore, titanium ore, a special fuel and an energy core to open a new sector every 15X floor
 - Player can resume his climb at the latest 5X floor, like in a cave
 - Floor count resets each event run
 - Going into the tower is mandatory to progress through the event
 - Every 5 floors is a purple chest which contains semi-random rewards (except if there is an energy core chest already) 
 - Will need to be hidden when player is behind it on the island

- The Ancient Forge:
 - Hub building unlocked at Townhall rank 10
 - Works like a factory
 - Can craft energy cores slowly, using orichalcum beads (to determine)
 - Can smelt orichalcum ores into orichalcum beads slowly (to determine)
 - Can craft special items to use in the laboratory for upgrades

- Ancient City upgrades:
 - All upgrades are available at the laboratory in the hub when Townhall reaches rank 10
 - All upgrades are permanent
 - Orichalcum tools upgrades (5x 1300 beads + special item 1) : further upgrade of Titanium tools that increase tool efficiency
 - Ports upgrades (3x 800 beads + special item 2) : add 1 additional crewmate slot to all secondary ports (2 slots -> 5 slots)
 - Extend expedition time upgrades (3x 600 beads + special item 3) : add 4h before event run closes (36h -> 48h)
 - Ancient Forge upgrades (3x 500 beads + special item 4) : reduce Ancient Forge's craft timers by 5% (0 -> -15%)

- Battle Pass:
 - Battle Pass progresses with total number of orichalcum beads collected over the different runs of the event
 - Players can receive their rewards as soon as they reach a new step
 - Number of required collected beads to reach the next step evolves every 10 steps (every X beads, then every 2X beads, then every 3X beads, etc.)
 - Rewards stops at 13000 total beads collected

- Battle Pass section titles :
 - Atlantis Traveler
 - Orichalcum Seeker
 - Artisan of Ancient Alloys
 - Sentinel of the Ancient City
 - Protector of the Orichalcum Treasure
- First time variant:
 - Meant to introduce the event to the player the first time he enters it
 - Features an intro cutscene
 - Features explanations for the event mechanics

Ancient City island blocking and top-down plan:

