



Browser-Based PvP NFT Game

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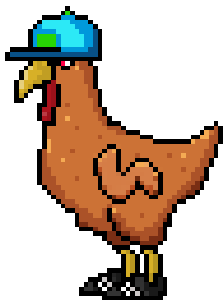


Table of Contents

1. Executive Summary
2. Vision & Mission
3. Game Overview
4. NFT Collection
5. Trait System & Stat Interaction
6. Gameplay Mechanics
7. Economy & Rewards (*in development*)
8. Roadmap
9. Team
10. Risk & Legal Notice

1. Executive Summary

Peckers is a browser-based, turn-based PvP game that brings uniquely generated rooster NFTs—Peckers—to life on the XRP Ledger (XRPL). At launch, players will mint a limited batch of 1 000 NFTs (10 XRP each), collect distinctive traits, and duel fellow holders directly from any modern web browser. Future seasons will expand supply and introduce deeper tournament, upgrade, and reward systems once on-chain mechanisms are finalised.

2. Vision & Mission

- Vision: Become XRPL's flagship skill-based battler, where collectible artistry meets engaging gameplay and transparent rewards.
- Mission: Deliver an entertaining, fair, and community-driven experience that showcases XRPL's speed and low fees while continually reinvesting in player-focused content.

3. Game Overview

- Platform: Browser (desktop & mobile). No Discord bot or external client required.
- Genre: Turn-based PvP battler.
- Match Flow: 1 v 1 battles.
 - A random Pecker starts each match.
 - Players may *challenge a specific wallet* or open a public lobby match for anyone to accept.
- Core Stats per NFT (generated at mint):
 - HP – health pool

- Attack – damage output
- Defense – damage mitigation
- Speed – initiative & dodge chance
- Moves: Each Pecker is assigned three to four moves sourced directly from its traits.

4. NFT Collection

Parameter	Launch Details (Phase 1)
Chain	XRP Ledger (XLS-24d)
Supply	1 000 NFTs (additional seasons planned)
Mint Price	10 XRP
Royalty	5 % on secondary trades
Mint-Fund Allocation*	20 % community rewards • 10 % reserve & audits • 20 % founders • 30 % further development • 20 % TBD (ops/marketing)
Media	512 × 512 PNG stored via IPFS; metadata served through Peckers API

*Exact percentages may be tuned after mint once real budgets are known.

5. Trait System & Stat Interaction

Peckers are composed of seven trait slots, each determining visuals and gameplay:

Slot	Stat Influence	Notes
Background	—	Cosmetic only
Legs	Attack / Speed*	E.g. “Claw” legs grant higher Attack
Body	HP / Defense*	Heavier bodies raise HP; plucked lowers
Tail	Speed	Agile tails act first more often
Wing / Weapon	Custom moves	Determines full move-set
Hat	Luck events**	Easter-egg mechanics in later seasons
Eyes / Mouth	Cosmetic & misc	

* Precise stat deltas will be disclosed after internal balance testing.

** Luck-based features are disabled at launch and may unlock in Season 2.

6. Gameplay Mechanics

6.1 Turn Structure

1. Initiative – Higher *Speed* or random tie-break chooses the opener.
2. Action – Active player selects an available move.
3. Resolution – Engine rolls accuracy, crit, block, and damage.
4. Cooldown – Used moves go on cooldown before they can be selected again.

6.2 Move Database

Moves are predefined JSON objects linked to trait categories (e.g., every Pecker with a *Scythe* wing can perform “Scythe Slash / Reap / Spin”). Attack, Defense, and Status move types all exist. Animations include *slash*, *bash*, *gunshot*, *explosion*, and more.

6.3 Balancing

All combat calculations will be publicly auditable on the launch-day. Community feedback will drive ongoing balance tweaks.

7. Economy & Rewards *(Work-in-Progress)*

The final reward schedule depends on mint uptake and treasury growth. Current intent:

- Rewards Pool: 20 % of mint revenue held for tournaments, seasonal events, and leaderboard payouts.
- Secondary Sales: Royalty is set at 10 %; distribution among development, rewards, and community funds will be voted upon after launch.

Full economic details will be frozen once the initial collection is sold out and real treasury figures are available.

8. Roadmap

Quarter	Milestone
Q2 2025	Website v1, NFT Art, Battle Mechanics, Development.
Q3 2025	Mint 1 000 Peckers (Phase 1) – Launch playable MVP battles
Q3 2025	Add global lobby, wallet-to-wallet challenges, basic leaderboards
Q3 2025	<i>Planned:</i> First community tournaments & reward distribution model finalised
Q4 2025	<i>Planned:</i> Upgrade system & metadata edits (no burns) – Season 2 mint expands supply
Q4 2025	Cross-project integrations, idle-mining mini-game, mobile UX polish

9. Team

- Greyhound – Strategy & community
- Gr0in – Game design & front-end
- Qwindo – XRPL & backend engineering

10. Risk & Legal Notice

Peckers NFTs are digital collectibles intended for entertainment and should not be viewed as financial instruments. Future features (upgrades, tournaments, rewards) are subject to technical feasibility and regulatory considerations. Participants are responsible for their own due diligence.

