Kinix

1. 0 Planning

**directory**

1. [1. Version history 1](#_Toc92184274)
2. [II. Revision History 1](#_Toc92184275)
3. [Iii. Level II Heading 2](#_Toc92184276)
4. [IV. Level II Heading 2](#_Toc92184277)

# **Version history**

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# **Revision History**

Status: C- Created, A - Added, M - Modified, D - Deleted

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **serial number** | **version** | **date** | **state** | **illustrate** | **author** | **Reviewer** |
| 1 | 1.0 | 20220317 | C | Create a document | Ljx,Rico |  |
| 2 | 1.1 | 20220320 | M | Adjust the Marketplace to the Chest mechanism | Ljx,Rico |  |
| 3 | 1.21 | 20220324 | M | Distinction 1 0 with post-planning | Rico |  |
| 4 | 1.22 | 20220324 | M | Remove some features and adjust the format | Rico |  |

# **overview**

Document description

This document is intended only for use with Kinix 1 Version 0 is designed for functional planning, and subsequent versions or detailed functions refer to other documents.

Project Introduction

Kinix is a platform based on P C-end focus and cycling, somatosensory games, multi-genre game modes, including social, operation and other sections.

Project milestones

To be confirmed - the internal beta version is online

June- 1. Version 0 is live

 To be confirmed - version 2.0 is online

Project objectives

Kinix 1. Version 0 will focus on completing the design and construction of the main program and key blocks, while completing the first game mode (Kinix Riding Mini Games).

Main Sectors:

* Server-side;
* Game master program;
* App端；

The main pages included in the game are:

* Main interface;
* Social pages;
* Marketplace page;
* Custom dress up page;
* Game settings page;
* Kinix Riding Mini Games V1.0；

Block diagram

Subsequent updates

# **Feature checklist and process**

(i) App programs

a) Register and log in

The user registers by receiving a verification code from his personal email address. Custom passwords are required, and duplicates are not allowed for registration.

Enter personal biometric information (optional, used to calculate calorie expenditure): age, gender, height, weight

Users can log in with their Facebook account, click on it, and jump to the Facebook app to authorize direct login.

Users can log in directly if they have registered on their computer.

Users can also skip mobile phone login, except for not displaying the personal page does not affect the use.

b) Connection page

When the user is ready to connect with the pc, he can enter this page at any time to start the osc connection operation, and the process is the same as the current app. Once connected, the connection status and the Reconnect button are displayed

c) Trackpad page

It is the same as now, but you need to modify the information from the trackpad, change the position coordinates to the difference, and increase the touch sensitivity.

d) Game control page

Similar to now, there will be gyroscope calibration, camera switching, handheld mode buttons, and necessary in-game input

e) Personal page

At this stage, only nicknames, accounts, and game promotion links and invitation gift codes are displayed (which will be explained later)

(2) P C-side main program

* 1. starter

Open the launcher, check for updates, and select a language

* 1. Enter the game
1. Sign up and sign in

After the launcher update/download is completed, enter the registration login page, and you need to complete the login to allow you to jump to other function pages;

* 1. enroll

If the player has already registered on the mobile app, they can directly enter the account password to log in or scan the code to log in. Otherwise, registration is required, and the registration process and content are the same as on the mobile phone.

* 1. login

The user uses the registered email address and the set password to log in (or scan the app code to log in), and the second automatic login is saved, and only one login account information is saved (refer to Steam login).

* 1. Retrieve your password

Users can reset their password by sending an email to their mailbox.

* 1. Customer support

Provide customer service contact details on the login screen.

* 1. Custom avatars

After completing the login, if the user has not established a custom image, jump to the custom image interface, after selecting the gender, select their initial image in the 4 preset face images, and can replace the tops, bottoms and headdresses, the replacement can be selected from 3 different models, after the completion of the creation of the default image to the account, the next launch does not need to be re-customized. At the same time, players can choose their own avatar from the default 5 avatars.

1. **Main interface**

After completing the login, enter the game launch preparation interface.

* 1. Image preview

Scenario-based interface, the current interface will display a custom image preview, refer to theCSGO main interface, and there are multiple backgrounds that can be randomly rotated (one background at a time to enter the game).

* 1. Server status

Displays the current connection status and latency to the server and is <80ms), Huang (<200msAnd >80ms), red (greater than200ms) icon prompt

* 1. Device connection

Display the device connection status, if the PC terminal main program, App, cycling table failed to complete the device connection matching, then select the game mode button can not be clicked, can not proceed to the next step, if the player click will prompt the player to connect the device. After clicking the Connect Device button, a tutorial pops up to guide the user through the connection (the process is similar to the current one).

* 1. Game mode selection

The current game's main mode defaults to Kinix Riding Mini Games, where two game modes can be selected

* + 1. Custom rooms

Players can create custom rooms (P2P), invite Kinix friends added to the social system to enter the room for common play, and add/remove BOT, allowing 1 to 4 players (includingBOT) to start the game. At the same time, the number of Mini G ames can be set to (within 3 to 8).

Matching Mode (Quick Game)

Players select the matching mode, perform server search matching game, search for more than 1 minute, add BOT to 4 players to start entering the game. (Priority matches players in the same region, followed by players in different regions, followed by bot), match mode current 1 In version 0, all Mini G ames are randomly selected by default.

**Kinix Riding Mini Games V1.** **0**

Kinix Riding Mini Games is a collection of cycling mini-games that randomly selects a certain number from the Mini G ames pool after the game completion mode selection is launched (the matching mode is currently randomly selected by all Mini Gs ames, custom rooms are played sequentially according to the total number of players selected), and the randomly selected games cannot be the same. After the end of each mini-game, the player will receive the number of trophies according to the ranking, and after a round of games, the final ranking will be determined according to the player's final total number of trophies, the statistics will be displayed and the reward will be settled.

Reward:

Individual Level: Calculated based on the actual number of miles added in a round of the game (see the social page below for the formula), game currency: +50+ place rewards (200/150/100/50).

Statistics:

When a round of games is completed, statistics will pop up at the same time on the billing reward interface, including the riding time of the game, the riding distance (note that the riding distance will be calculated at any time after entering a round of games and before the end of all mini-games, including the transition page between mini-games), calorie consumption, average/maximum power, average/maximum speed.

The course of a round of the game is:

1. Preview the next Mini Games and play instructional (video, text);
2. Enter Mini Games;
3. Play the end animation, settle the number of Mini Games trophies won, and show the total ranking;
4. Go to the next Mini Games preview until all Mini Games are complete
5. Displays total rank, settles rewards, displays statistics

 Below are the Mini G ames designed for K RMG 1.0

* Bomb Courier

1V1V1V1

In a fixed room map, refresh a bomb on a random player, explode after a countdownof 30 seconds (the bomb flashing effect increases with the frequency of flashing over time, not directly prompting the player to count down), the player can pass the bomb out by contacting other players, the player who is stuffed with the bomb will be stunned in situ for 2 seconds (the speed of the character in the game is reduced to 0, and the player who holds the bomb gets10). % Speed Conversion Rate (The speed of the bike is reflected in the speed of the game character, the same below) bonus. When the bomb explodes, the player holding the bomb is eliminated, and then another random bomb is re-spawned to the player until the last player remains. In the end, 1, 2, 3 and 4 trophies are awarded according to the order in which they were eliminated.

* Obstacle course off-road

1V1V1V1

On a fixed strip map, four players start from the starting point and ride along the track towards the finish line. There are deceleration devices (reducing the game instantaneous character speed by 10%) and acceleration devices (increasing the instantaneous speed of the game character by 10%), and the player will bounce off when they collide to the map boundary (the bounce force is based on the impact speed). 4, 3, 2 and 1 trophies are awarded in the order in which they reach the finish line.

* Double swan boat

2V2

On the fixed map, four players in pairs, jointly driving a pedal swan boat, two players control the forward speed of the left and right sides, when the two players have the same speed, the swan ship advances forward (the movement method refers to the tank track), the player needs to control the swan ship to turn many times, there is no obstacle in the map, and the border will be bounced off (the bounce force is based on the impact speed). According to the order of reaching the finish line, the first team won 3 or 3 trophies, and the second place team won 1 or 1 trophy.

* tug of war

2V2

The two sides are in a lateral tug-of-war perspective, and the tug-of-war rope mark is 25 meters away from the victory line between the two sides. The two sides do not need to control the direction, only after the end of the 5-second countdown, pedal hard, calculate the combined speed of the two groups as the movement speed of the middle mark of the tug-of-war rope, and determine the team's victory when the mark moves to the victory line of one side (the distance is, 3 or 3 trophies are won, and the other team wins 1 or 1 trophy).

* spotlight

1V1V1V1

In a fixed rectangular room, the player randomly selects a circular area, the viewing angle is the spotlight, the player needs to move to the spotlight as soon as possible, increase the number of pt points per second under the influence of the spotlight, the single spotlight lastsfor 30 seconds, the player can knock other players out of the spotlight range. After 3 stationary spotlights, 3 more moving spotlights appear, moving at a speed of 5 m/s along a random straight line through the midpoint of the rectangular room, and finally counting the pt points of each player, from high to low, to get 4, 3, 2, 1 trophies. (If the two players have the same pt point, they will be tied, and the subsequent players will rise one place in the ranking, that is, 4, 4, 3, and 2 trophies may appear).

* Gold Thieves

1V3

1 player plays as a policeman, 3 players play as a thief, in a fixed rectangular room, in a circular area near the center of the room, randomly refresh gold, police are born in the central area, and the thief is randomly born in 3 of the 4 vaults in the corner of the map, and needs to carry the gold here. The thief comes into contact with the gold to carry the gold, each gold carried reduces the thief's speed conversion rate by 10%, up to 5 copies, the number of copies will be marked on the top of the head, and each gold is successfully transported to the vault to get 1pt. The police have a speed conversion rate of +20%, and for every time they catch (touch) a thief carrying gold, they get 2pt, and the thief is teleported back to a random vault and cannot move for 8 seconds. If you touch a thief who is not carrying gold, you will not get pt points, and the thief will be teleported back to the spawn point. After 3 minutes, comparing the total pt of the two camps, the team with the highest pt is the winning side, each won 3 trophies, and the losing side each won 1 trophy.

* My turf

In the rectangular map, it is divided into 40 \* 40 square maps, each player is born in a corner of the map, the squares that the player rides through will be lit, and the squares lit by each player are different in color, and the lit squares cannot be entered by other players except the lighter. Within 4 minutes, each square lit +1pt, according to the player's pt point to determine the ranking, from high to low to get 4, 3, 2, 1 trophies. (If the two players have the same pt point, they will be tied, and the subsequent players will rise one place in the ranking, that is, 4, 4, 3, and 2 trophies may appear).

* Tank battle

In a rectangular fixed room, there is a bunker. The player plays as a tank, born in the four corners of the map, controls the direction according to the riding platform and the dragon head, and will shoot a shell every 2 seconds directly ahead, with a ballistic speed of 10 m/s, which will be blocked by obstacles. Players who touch the shell are defeated, reborn in the corner of the map after 8 seconds, each successful defeat of a player gets 1pt, 3 minutes after the statistics of the pt value, according to the player's pt points to determine the ranking, from high to low to get 4, 3, 2, 1 trophies. (If the two players have the same pt point, they will be tied, and the subsequent players will rise one place in the ranking, that is, 4, 4, 3, and 2 trophies may appear).

1. **Social pages**
	1. Personal statistics
		1. Hierarchy system

The player increases the mileage by one level per ride (current level -1)\*10+3km mileage, and as the level increases, the avatar frame changes (every 10levels), and there is no upper limit on the level, and one resident chest is obtained for every 5 levels raised.

ii Statistics

Visualize player riding data, including total time, total mileage, total power, total heat, average speed, average power, maximum speed, maximum power

* + 1. Achievement system

The achievement system is in the style of a map, each achievement corresponds to a badge, each achievement contains 1 to 4 levels, the badge background is diamond, gold, silver, copper (if there is only 1 level, the default diamond badge, and so on), and the badge pattern is unchanged. At the same time, achievement progress needs to be displayed in text. 1.0 Online Achievements Are Included

* + - Number of games played, 4 levels

What is it? - First play - 100 coins

Try the bull knife - cumulativeplay 10 times - 100 coins

Generation Grandmaster - cumulative50 plays - 200 coins

Game Tester - Cumulative 200 plays - 500 coins

* + - Mini-game wins, 4 levels

First Blood - The first time you get the first place in the mini-game -50 coins

Touch Bypass - Accumulated 20 mini-game first place - 100 coins

But that's it - the cumulative numberof 50 mini-games first place - 100 coins

Hurry up and update - accumulate200 times to get the first place in the mini-game - 200 coins

* + - Get the number of outfits, 4 levels

The first dress – the first time you get a new outfit –25 coins

Large wardrobe - get a total of 5 dresses - 50 coins

I just want to buy and buy - get20 dress-ups in total - 100 coins

Stop, this isn't a dress-up game – get50 outfits in total – 200 coins

* Other users use invitation gift certificates (as will be explained later) in quantity, 3 levels

A friend comes from afar – 1 user uses an invitation gift certificate – 100 coins

We happy few – 3 users use invitation gift certificates – 200 coins

We band of brothers – 5 users use invitation gift certificates – get a resident treasure chest

* 1. Friend search

Search for server users based on their nicknames, and send friend requests after searching for users.

* 1. Application Information

After receiving a friend request, the two become friends after agreeing, which is visible in the friends list and can be invited in a custom room. The message disappears after rejection and the requester does not receive the message.

* 1. Friends list

Show all your friends.

 e) Generate game promotion links and invitation gift certificates

A promotional link can be generated with an invitation gift code (both the pc and the app show the link and the gift code). There is a direct copy button next to it, which can also be shared directly to Facebook. Other players entering a friend's gift code in the Marketplace Gift Certificate window will directly receive a resident treasure chest (each player can only redeem it once), and the player who issued the gift certificate will receive the corresponding achievement reward according to the number of users who entered the gift certificate. Invitation Gift Certificates can be used up to 5 times (i.e. expired after being redeemed by 5 players in the Marketplace).

1. **Marketplace page**

The mall is a place to spend money using in-game currency, which is divided into the following sections

* 1. Game currency display

Displays the number of game currencies owned by the player, capped at 99999999

* 1. Enter the gift code

Enter the gift certificate code for various events to redeem the gift directly

* 1. Container
		1. Resident chests

Priced at 1,000 coins, it includes a total of 12 jewelry, including 1 gold (1%), 2 purple (5%), 3 blue (20%), and 6 white (7). 4%）。 (Some of the trinkets are single pieces, some are complete sets, and the set of trinkets is automatically split into a single piece in the warehouse after being obtained) The resident treasure chest is added to the game to be permanently resident. (A new resident chest will be launched later in the update).

* + 1. Game Launch Collection Pack (Limited Time)

4. 99$, including 3 resident treasure chests, a set of collector's jewelry (one set randomly from three sets), can only be purchased once, removed after two months, and the jewelry is out of print after removal. Players click on the purchase after the pop-up prompt to select the payment method (bank card or PayPal) click the next button to directly complete the transaction to ship the goods, do not actually require payment, only for verification use;

1. **Customize the dress up page**
	1. Custom avatars

Players can adjust their avatars, avatar frames, and preview custom outfits in this module.

* 1. Jewelry warehouse

Space for players to store and equip all their trinkets and items. Each trinket is equipped directly after clicking. If it is a treasure chest, etc., it can be opened directly after clicking.

* + 1. All accessories

This mode is a full-store browsing mode, which can customize the sorting criteria, such as: rarity, acquisition time (default), type, etc.

* + 1. Sort by location

It is divided into several pages according to different parts, and can be switched.

1. Game settings

Contains basic settings for various types of games

* 1. Adjust the game configuration

Includes resolution, image quality, sound, and multilingualism

* 1. Change the password

Change the current account password

* 1. Exit the login

Exit your current account and return to the login screen

* 1. Technical support contact information
	2. Version information