**Alex Thompson**

University of Advancing Technology - Tempe, AZ

**Gifian of the Valkyrie**

Casual / Simulation / Gambling

In Gifian of the Valkyrie, players assume the role of a newly appointed Valkyrie who is tasked with bolstering Odin’s army with the greatest of heroes to prepare for Ragnarok. Players use a combination of skills and perks from climbing the ranks of the Valkyries. During gameplay players must observe their surroundings, plan how they will address heroes they find on the battlefield, and act on what they feel is the best course to take in order to find, claim, and salvage the strongest of heroes. There are many different outcomes to this, and situations that a Valkyrie may find herself in.

Valkyries are trying to balance the amount of heroic souls sent to both Odin and Freyja. If the percentage is too deep one way or the other, this will affect gameplay. If the majority of souls are sent to Odin, then remaining heroes will collapse much faster at a lower heroic status. If the majority is sent to Freyja, then the remaining heroes will have higher status, but their soul will dissipate faster. Players can choose to tip the scale, but it will require a slight change in strategy.

**Gameplay**

Navigation - Players take on the form of a raven, when looking at the battlefield from an aerial view. While in raven form, players can increase the distance they cover, but doing so will reduce the recovery speed of the 3 player actions: Fell, Empower, and Bless.

Allegiance - Switching between allegiances is accomplished by tapping the icon/bar at the top of the screen. Left-side is Freyja, and right-side is Odin. A player’s allegiance determines to whom she sends the hero’s soul.

Actions - Players will automatically have a certain action highlighted during gameplay. To perform an action, the player must tap someone on the battlefield while the currently selected action is ready. Directly after performing a certain action, it will become unavailable for a short period of time. Switching between actions, will automatically restart the cooldown timer of all other actions. Players can use switching to quickly perform 2 or more additional actions, depending on their rank as a Valkyrie. These actions are separated by the weapons wielded by the Valkyrie: Scythe, Sword, and Spear.

Scythe(Fell) - This action is used in order to topple a hero, maybe the player deemed them unworthy of Freyja/Odin, or she did so in order to improve the heroic qualities of the hero’s opponent.

Sword(Empower) - This action is used to grant a hero more strength to fight their enemies, thus increasing their status as a hero.

Spear(Bless) - This action is used to draw-out the soul of recently deceased hero, and guide it to Freyja/Odin.

Heroes

A Valkyrie doesn’t favor one side over the other on the battlefield. Rather, she seeks to find the most heroic souls and grant them passage into the halls of Valhalla or live peacefully with Freyja. This is done by looking at the aura of a hero’s soul to determine the best action for the situation, as well as the heroic status shown as a symbol above the hero.

Auras

An aura consists of colors and consistencies. Auras can change in color based on actions taken by the Valkyrie. (ex. Using Fell on a hero, has a chance to change their opponents’ auras from Green to Red. But opponents with White auras may turn to Green.) An aura grows deeper in color in time with the heartbeats of the hero. It will occur more rapidly the closer a hero is to their death. The color can give clues to what will occur next for the hero, based on their nature.

Red = Savage(50% chance to increase heroic status, 50% chance to decrease)

White = Holy(80% chance to increase heroic status, 20% chance to decrease)

Green = Coward(10% chance to increase heroic status)

Black = Corrupt(25% chance to increase heroic status, 75% chance to decrease)

Emblems

Players earn emblems as they grow in ranks from the amount of heroic souls gathered. Emblems greatly impact the amount of involvement a Valkyrie has with heroes. Only one can be equipped at a time, however. They can allow a player to use the same action multiple times, on multiple targets, reduce an action’s cooldown timer, increase the chance of raising a hero’s status, etc.