

# Homework 3 LaTeX Documentation

32pounds

March 4, 2015

# Chapter 1

## Combat

Summary: When any player or NPC is fighting one another.

Steps:

1. Initiation or Agro.
2. Cool down on current attack begins.
3. Damage is taken and delt, totals for these values are deducted from health.
4. If either player or NPC has zero health the combat ends.

### 1.1 Initiation and Agro

Summary: Player strikes other party to begin combat or agro, when the player becomes too close to an aggressive NPC.

Preconditions: Two parties are within striking distance of each other.

### 1.2 Cooldown

Summary: The minimum amount of time a player must wait after using an weapon/ability again. The duration of cooldown is based off of the weapon/ability used..

Preconditions: Player has used an weapon/ability.

1. Cooldown starts.
2. Cooldown ends after preset amount of time.

Alternative: Player swapped weapon/ability while cooldown was active, thus resetting cooldown. *See weapon swapping.*

## 1.3 Damage

Summary: The amount of hitpoints to decrement from the player or NPC's health. This varies between weapons and abilities.

Preconditions: Stike must have landed on target.

Alternative: The attack does not hit the intended target and instead misses. *See Missing.*

## 1.4 Missing

Summary: When a player launches an attack and the attack doesn't land on the target.

Preconditions: The player must have initiated an attack or as been attacked through agro.

Alternative: The attack lands on intended target. *See Damage*

## Chapter 2

# Player Class Summary

Upon starting the game, the user is assigned a base character(sales) for level 1 (training). After completion of level 1 the user may now choose between the following class of characters: Accountant(Heavy) – IT(Distance) – HR(Mage) – Sales (Base). Every class has four attributes with one attribute that caters specifically each class.

- **Strength** which is specialized to Accountants
- **Speed** which is specialized to Sales
- **Focus** which is specialized to IT
- **Synergy** which is specialized to HR

Specialization to each character makes upgrading attributes cheaper/easier for that character.

### Accountant

- Weapon: Roll of Quarters
- Miss percent: Constant with specialization – High miss percentage with non-specialization weapon
- Cooldown Time: Standard (1 second) – lowers with level increase
- An increase in Power Attribute – Increase in Strike damage

### IT

- Weapon: Floppy Disc Toss
- Miss percent: Low with specialization - High miss percentage with non-specialization weapon
- Cooldown Time: Average (1.5 seconds) – lowers with level increase
- An increase in Focus Attribute – Increase in disc toss accuracy (miss percent lowers)

## HR

- Weapon: Wand Pen (Spells)
- Miss percent: Constant with specialization - High miss percentage with non-specialization weapon
- Cooldown Time: High (2 seconds) – lowers with level increase
- An increase in Synergy Attribute – Increase in spell duration

## Sales

- Weapon: Stapler
- Miss percent: Constant with specialization - high miss percentage with non-specialization
- Cooldown Time: Low (.5 seconds) – lowers with level increase
- An increase in Speed attribute – decrease in cooldown time