Project Spectre Deity Design

**Table of Contents**

[Overview](#h.gjdgxs)

[Task Breakdown](#h.30j0zll)

[Attributes](#h.1fob9te)

[Inherited Attributes](#h.3znysh7)

[Attributes](#h.2et92p0)

[Data Structures](#h.tyjcwt)

# **Overview**

This document deals with the technical aspects of all playable Deity characters. These characters spectate the game field, and influence gameplay through the use of abilities that affect the other players inside the field.

The details shown below are subject to change and are largely based off of logical interpretation. As of the creation of this document the design of Project Spectre is not yet complete.

# **Task Breakdown**

* Deity Class
  + Aspect Selection
  + Ability Use
  + Ability Cooldown Tracking
  + Ability Structure
  + Scoring Logic

# **Attributes**

## Inherited Attributes

This section lists the attributes the Deity branch would inherit from each higher level of the Base Graphical Object hierarchy. This section is not meant to presume on how the hierarchy would be arranged, only to make logical assumptions.

* Location on map
* Camera Control
* Chat Methods

## Deity Attributes

This section lists the attributes that will be contained within the deity branch of the game hierarchy. This is not meant to be a comprehensive list and will likely be added to in the future.

* Deity
  + Aspect Selected
  + Abilities
  + Ability Cooldown
  + Score

## Data Structures

A data structure would be needed to contain all attributes and behaviours of each Aspect and their respective Abilities. This would include a damage, target, cast range, cool-down timer and area of effect size.