

Hands of War Tower Defense Game Overview

Background Story

So you just played through Hands of War 2, and whether you sided with the Phoenix or the Guardians (or both 😊), it's pretty obvious that Temporal didn't learn from her mistake the first time around. Civil war, no matter why it was started, leaves any nation extremely vulnerable in the defense department. As was the case at the end of the first Hands of War, neighboring nations decided it would be a good time to swoop in on a weakened nation and loot 'n pillage. In Hands of War TD, your job will be to make your way around Temporal (one faction camp at a time), and save your nation from these invaders.

Game Overview

Hands of War TD will play like a lot of the popular TD games out there. Waves of enemies will come through predefined pathways, and it will be your job to build things to kill them before they reach their goal. When you start the game (see below) you will have access to a limited amount of "towers" from which you can build. As you play through the game, new types of towers will unlock. The game resolution will be 792x528 (exactly 1.65 times the resolution of the iPhone/iPad Touch).

What Makes it "Hands of War" Themed?

The distinguishing feature about the Hands of War RPG was the intricate faction-based system, and this game will be no exception. As mentioned above, each "level" will be an existing faction camp that is currently under attack. That camp may be any of the seven factions found within the Hands of War RPG (Guardians, Phoenix, Warders, Magicians, Blademasters, Merchant's Guild or Mercenaries). As you successfully defend each camp, you gain reputation with the corresponding faction. Each level of faction standing (Neutral, Friendly, Ally) will award you with additional units, towers or upgrades from which you can select. It's important to note that unlike the RPG versions of the game, since the civil war is technically over, you won't be picking a side. Meaning that when you gain reputation with the Phoenix, you won't automatically lose reputation with the Guardians. In fact, there is no way to lose reputation with factions in this game. After all, you're just here to unite a broken nation, not start another war. We'll leave the warmongering for HoW3 😊.

Starting the Game

Upon starting the game, players will select one of three classes (Ranger, Wizard, Warrior). Your class type affects two parts of the game. First, it automatically starts you at 'Friendly' standing with the corresponding class faction (Ranger -> Warders, Wizard -> Magicians, Warrior -> Blademasters). You will start as 'Unfriendly' with the other two. In addition, your class also determines your four *Hero Abilities*. These abilities will be usable during battle and can range from raining fire down on incoming enemies to swapping positions with existing units. See Hero classes below for more information

Players will start with 'Neutral' standing with the Phoenix and Guardians, and 'Unfriendly' standing with the Merchant's Guild and Mercenaries. Factions at 'Unfriendly' do not offer any structures or units that you can build. When a player successfully defends a camp against invaders, he will gain reputation with that faction. See the build tree below for specifics on unlocking new units and subclasses.

Build Trees

Below is the complete list of units, towers and subclasses that become available from each faction and reputation level (Neutral, Friendly, Ally). There are seven *Base Units* and each *Base Unit* can be upgraded to subclasses.

Units that fire will gain experience whenever they hit an enemy. Units that do not fire (utility towers, etc) will gain experience at the end of every wave of enemies. Units can upgrade to a sub class every 4 levels. If a unit manages to reach a second round of sub class selection, a second sub class may be selected, but it can't be the same sub class as the first. For example, let's say a Ranger gets to level 4 and the player selects to upgrade the Ranger to a Marksman. If that unit reaches level 8, the player may select any available sub class other than a Marksman. Let's say they select a Striker - the unit would then shoot three arrows that can continue through their targets. When a unit gains a level that does not grant a sub class selection (levels 2, 3, 5, 6), then the damage, attack speed and range for that unit are increased; no special abilities are gained. The build trees are color-coordinated to show which factions pertain to which units, towers and subclasses.

Major Factions –Phoenix, Guardians

Minor Factions –Merchant's Guild, Mercenaries

Class Factions –Warders, Magicians, Blademasters

Ranger (Base Unit)(Requires - Warders 'Neutral')

*Large range, low/medium damage

*Placed outside of enemy path

Subclasses of Ranger

- **Marksman**(Requires - Warders 'Neutral')
*Triple Shot - Shoots three arrows in a fan
- **Striker**(Requires - Warders 'Neutral')
*Puncture - Arrows have a chance to continue through their target
- **Tracker**(Requires - Mercenaries 'Friendly')
*Perception - Can see invisible/stealth units
- **Pathfinder**(Requires - Merchant's Guild 'Friendly')
*Frost Arrows - Slows units on hit

Wizard (Base Unit)(Requires - Magicians 'Neutral')

*Medium range, medium damage

*Placed outside of enemy path

Subclasses of Wizard

- **Frost Mage**(Requires - Magicians 'Neutral')
*Chill - Slows units on hit
- **Pyromancer**(Requires - Magicians 'Neutral')
*Splash - Damage also hits nearby enemies
- **Warlock**(Requires - Mercenaries 'Friendly')
*Terrify - Sometimes causes enemies to cower in fear (stun)
- **Aeromancer**(Requires - Merchant's Guild 'Friendly')
*Triple Shot - Casts three spells in a cone

Warrior (Base Unit)*(Requires - Blademasters 'Neutral')*

- *Low range, high damage
- *Placed inside enemy path

Subclasses of **Warrior**

- **Gladiator***(Requires - Blademasters 'Neutral')*
 - *Stun - Chance to briefly incapacitate a unit
- **Crippler***(Requires - Blademasters 'Neutral')*
 - *Hamstring - Slows units on hit
- **Titan***(Requires - Mercenaries 'Friendly')*
 - *Cleave - Charged melee attack that hits multiple enemies
- **Paladin***(Requires - Merchant's Guild 'Friendly')*
 - *Aura - Grants a damage bonus for all nearby, friendly units

Guard Tower (Base Unit)*(Requires - Guardians 'Neutral')*

- *Medium range, medium damage
- *Placed outside enemy path

Subclasses of **Guard Tower**

- **Siphon Tower***(Requires - Guardians 'Neutral')*
 - *Siphon Energy - Restores energy to the hero on each hit
- **Bomb Tower***(Requires - Guardians 'Neutral')*
 - *Splash & lowers range but increases damage
- **Shock Tower***(Requires - Guardians 'Friendly')*
 - *Damage is multiplied by the number of other Shock Towers nearby
- **Venom Tower***(Requires - Merchant's Guild 'Ally')*
 - *Leaves poison on the ground whenever it hits an enemy.

Ward Spire (Base Unit)*(Requires - Phoenix 'Neutral')*

- *Large range, low/medium damage
- *Placed outside enemy path

Subclasses of **Ward Spire**

- **Sentry Ward***(Requires - Phoenix 'Neutral')*
 - *Perception - Can see invisible/stealth units
- **Sundering Ward***(Requires - Phoenix 'Neutral')*
 - *Sunder - Enemies take increased damage after being hit
- **Earthbind Spire***(Requires - Phoenix 'Friendly')*
 - *Root - Temporarily immobilizes an enemy on hit
- **Scatter Spire***(Requires - Mercenaries 'Ally')*
 - *Triple Shot - Shoots three arrows in a cone

Scouting Post (Base Unit, Utility Tower)*(Requires - Warders 'Friendly')*

*Increases the range of all nearby units

Subclasses of **Scouting Post**

- **Death Trap***(Requires - Warders 'Ally')*

*Increases the damage of all nearby units by a percentage of their kills

Power Totem (Base Unit, Utility Tower)*(Requires - Magicians 'Friendly')*

*Increases the damage of all nearby units

Subclasses of **Power Totem**

- **Soul Bank***(Requires - Magicians 'Ally')*

*Restores energy at the end of each wave

Battle Standard (Base Unit, Utility Tower)*(Requires - Blademasters 'Friendly')*

*Increases the attack speed of all nearby units

Subclasses of **Battle Standard**

- **Vanguard Banner***(Requires - Blademasters 'Ally')*

*All nearby units gain experience at the end of each wave

Trading Outpost (Base Unit, Utility Tower)*(Requires - Merchant's Guild 'Neutral')*

*Does not fire

*Gain gold at the end of each wave

Subclasses of **Trading Outpost**

- **Investment Center***(Requires - Guardians 'Ally')*

*Gain 10% of your unspent gold at the end of each wave

Barracks (Base Unit, Utility Tower)*(Requires - Mercenaries 'Neutral')*

*Does not fire

*Reduces the build cost of all units

Subclasses of **Barracks**

- **Command Center***(Requires - Phoenix 'Ally')*

*Increases all unit experience gained

Melee vs. Ranged Units

As in most TD games, all ranged units can only be placed outside of the enemy path, however, melee units (Warriors and subclasses) can only be placed inside the enemy path. They will move to melee enemies, but their range will function as a radius to which they will move to engage enemies. Think of melee units as being tethered to their initial build location, and their range as how far they can travel from that location to attack enemies. Enemies will not stop to fight back – their goal is to get through at any cost.

Hero Classes

As mentioned above, when you start the game, you will select a hero class. For all intents and purposes, your hero will function as a tower, but the upgrades and levels your hero gains will remain from level to level. Think of your hero as a tower that you get to keep with you as you go throughout the game. Just like all units that attack, your hero will gain experience. Unlike regular units that can level up and upgrade during battle, heroes will only upgrade at the end of a level. Heroes will also gain experience based off of the success a player had during the mission. Whenever a hero gains a level, they will receive attribute points and talent points. Attribute points can be put into any of the six attributes below and talent points can be spent in the talent trees (more information on talent trees below).

- **Hero's Strength** – Increases the damage of your hero's auto-attack
- **Hero's Agility** – Increases the attack speed of your hero's auto-attack
- **Hero's Focus** – Increases your hero's maximum energy and energy recovery
- **Commander's Speed** – Increases the attack speed of all units other than your hero
- **Commander's Vision** – Increases the range of all units other than your hero
- **Commander's Vengeance** – Increase the damage of all units other than your hero

Hero Abilities

Your hero will have 4 unique abilities that are usable during battle. These abilities will cost energy, and energy is gained over time and also through special abilities, talents or other units. Below is a list of each classes' abilities as well as their Commander Bonus. Since each hero is acting as a commander in the field, each class has a unique commander bonus that is applied to all friendly units.

Ranger

- Classification – Long range
- Commander Bonus – Increases the base attack range of all units by 10%
- Abilities
 - *Eagle Sight* – Increases the range of all units by 50% for 5 seconds
 - *Arrowstorm* – Rains arrows on a selected area, damaging all nearby enemies
 - *Teleport* – Moves your hero to an unoccupied tile
 - *Fire Arrow* – Increases the damage of your auto attacks by 10%. Costs 5 energy each use. Toggled on/off.

Wizard

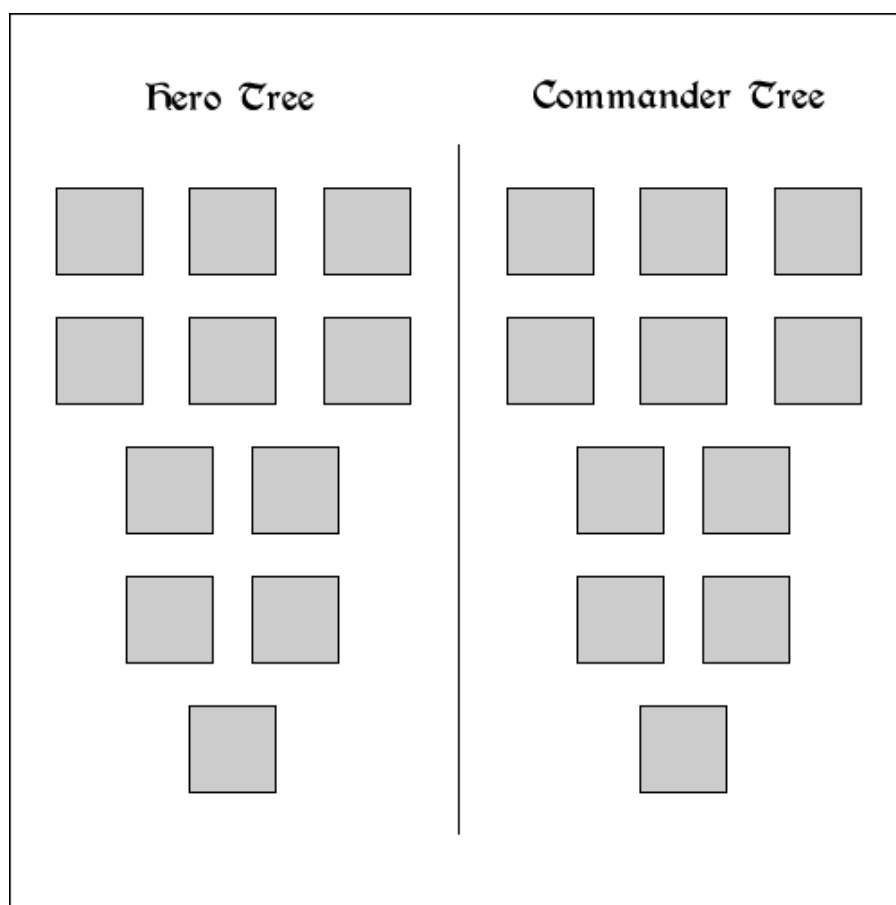
- Classification – Fast attack speed
- Commander Bonus – Increases the base attack speed of all units by 10%
- Abilities
 - *Frenzy* – Increases the attack speed of all units by 50% for 5 seconds
 - *Fire Nova* – Blasts a selected area with fire, damaging all nearby enemies
 - *Teleport* – Moves your hero to an unoccupied tile
 - *Frost Strike* – Adds a chilling effect to your auto attacks, slowing your target by 40% for 4 seconds. Costs 5 energy each use. Toggled on/off.

Warrior

- Classification – High Damage
- Commander Bonus – Increases the base damage of all units by 10%
- Abilities
 - *Bloodlust* – Increases the damage of all units by 50% for 5 seconds
 - *Call of Hero* – Summons three melee guardians in a selected area
 - *Teleport* – Moves your hero to an unoccupied tile
 - *Armor Slice* – Adds a sundering effect to your auto attacks, lower your target's armor with each hit. Costs 5 energy each use. Toggled on/off.

Talent Trees

For each level your hero gains, you will receive 3 talent points. Talents are arranged in two separate trees - the Hero tree, which contains talents that pertain specifically to your hero's class, and the Commander tree, which contains talents related to the units that you command. The Hero tree will change depending on the class that you select, but the Commander tree will be the same for each class. The talent tree structure is shown below, where each tier requires that a hero be a certain level before they are allowed to place points into those talents.



Commander Talents

- Tier 1
 - **Archer's Reach (5)** – Increases the base attack range of all Rangers and Ranger subclasses by [5, 10, 15, 20, 25]%.
 - **Warrior's Rage (5)** – Increases the base damage of all Warriors and Warrior subclasses by [5, 10, 15, 20, 25]%.
 - **Wizard's Focus (5)** – Increases the base attack speed of all Wizards and Wizard subclasses by [5, 10, 15, 20, 25]%.
- Tier 2
 - **Warder's Restoration (5)** – All Rangers and their subclasses have a [5, 10, 15, 20, 25]% chance to restore energy to the Hero on a successful hit.
 - **Blademaster's Efficiency (5)** – Reduces the build and upgrade cost of Warriors and their subclasses by [5, 10, 15, 20, 25]%.
 - **Magician's Wisdom (5)** – Increases the experience gained by Wizards and their subclasses by [5, 10, 15, 20, 25]%.
- Tier 3
 - **Bank Roll (5)** – Increases the initial amount of gold you have when starting a mission by [5, 10, 15, 20, 25]%.
 - **Assembly Line (5)** – Reduces the build and upgrade cost of all Phoenix and Guardian structures by [5, 10, 15, 20, 25]%.
- Tier 4
 - **Mind for War (5)** – Increases the effectiveness of your Trading Outpost, Barracks and their subclasses by [5, 10, 15, 20, 25]%.
 - **Scavenger (5)** – Increases the gold received from units by [5, 10, 15, 20, 25]%.
- Tier 5
 - **Support Staff (5)** – Increases the effectiveness of your Scouting Post, Focus Totem, Battle Standard and their subclasses by [5, 10, 15, 20, 25]%.

Hero Talents – Ranger

- Tier 1
 - **Hunter's Mark (5)** – Adds the sunder effect to your hero's auto-attacks, decreasing the armor of your target by [1, 2, 3, 4, 5] for each hit.
 - **Focus of Nature (5)**– Increases the amount of energy your hero starts a battle with by [15, 30, 45, 60, 75].
 - **Flame Link (5)**– Reduces the energy cost of your hero's Fire Arrow ability by [5, 10, 15, 20, 25]%.
- Tier 2
 - **Focus Sight (5)** – Increases the duration of your hero's Eagle Sight ability by [2, 4, 6, 8, 10] seconds.
 - **Nature's Path (1)** – Allows your hero to use the Teleport ability twice per wave.
 - **Fire and Ice (5)** – Your Hero's Fire Arrow ability also slows your target by 40% for [1, 2, 3, 4, 5] seconds
- Tier 3
 - **Striker (5)** – Gives your hero's auto-attacks a [10, 20, 30, 40, 50]% chance to continue through your target

- **Thief Catcher (1)** – Grants your hero the Perception ability which allows him to see invisible or stealth enemies.
- Tier 4
 - **Sylvan Torrent (5)** – Increases your hero's energy recovery rate by [5, 10, 15, 20, 25]%.
 - **Long Arm of Tempor (5)** – Increases the range of your hero's auto-attack by [5, 10, 15, 20, 25]%.
 - **Poison Storm (1)** – Adds a poison effect to your hero's Arrowstorm ability, leaving behind pools of venom that damage enemies.

Hero Talents – Wizard

- Tier 1
 - **Frost Affinity (5)**– Reduces the energy cost of your hero's Frost Strike ability by [5, 10, 15, 20, 25]%.
 - **Sustained Frenzy (5)** – Increases the duration of your hero's Frenzy ability by [2, 4, 6, 8, 10] seconds
 - **Clarity of Mind (5)**– Increases the amount of energy your hero starts a battle with by [15, 30, 45, 60, 75].
- Tier 2
 - **Frostbite (5)** – Grants your hero's Frost Strike ability a [5, 10, 15, 20, 25]% chance to freeze your target in place for 3 seconds.
 - **Fury of the Flame (5)** – Increases the damage of your hero's Fire Nova ability by [10, 15, 20, 25, 30]%.
 - **Temporal Shift (1)** – Allows your hero to use the Teleport ability twice per wave.
- Tier 3
 - **Clarity (5)** – Increases your hero's energy recovery rate by [5, 10, 15, 20, 25]%.
 - **Siphon (1)** – Adds the Replenish ability to your hero's auto attacks, restoring energy on each hit.
- Tier 4
 - **Mind's Eye (1)** – Grants your hero the Perception ability which allows him to see invisible or stealth enemies.
 - **Long Arm of Tempor (5)** – Increases the range of your hero's auto-attack by [5, 10, 15, 20, 25]%.
 - **Wizard's Grace (5)** – Grants your hero an Adrenaline Aura, increasing the attack speed of all nearby units by [2, 4, 6, 8, 10]%.

Hero Talents – Warrior

- Tier 1
 - **Sharpened Steel (5)** – Increases your hero's auto-attack damage by [5, 10, 15, 20, 25]%.
 - **Ancient Spirit (5)** – Decreases the energy cost of your hero's Call of Hero ability by [10, 15, 20, 25, 30]%.
 - **Balanced Weapon (5)**– Reduces the energy cost of your hero's Armor Slice ability by [5, 10, 15, 20, 25]%.
- Tier 2

- **Skull Bash (5)** – Grants your hero's Armor Slice ability a [5, 10, 15, 20, 25]% chance to stun your target for 3 seconds.
- **Anticipation (5)** – Increases the amount of energy your hero starts a battle with by [15, 30, 45, 60, 75].
- **Battle Focus (1)** – Grants your hero the Perception ability which allows him to see invisible or stealth enemies.
- Tier 3
 - **Battle Heart (5)** – Increases the duration of your hero's Bloodlust ability by [2, 4, 6, 8, 10] seconds.
 - **Soul Warp (1)** – Allows your hero to use the Teleport ability twice per wave.
- Tier 4
 - **Siphon Blade (1)** – Adds the Replenish ability to your hero's auto attacks, restoring energy on each hit.
 - **Long Arm of Tempor (5)** – Increases the range of your hero's auto-attack by [5, 10, 15, 20, 25]%.
- Tier 5
 - **Hero of Tempor (5)** – Grants your hero an Battle Aura, increasing the damage of all nearby units by [2, 4, 6, 8, 10]%.

Enemy Types

Hands of War TD will incorporate a variety of enemies, each with their own set of abilities. The game will be designed so that a player cannot succeed simply by building one type of tower, as the various enemy abilities will protect them against certain tower types.

All enemies will have a base health, armor, speed value as well as a level. Level will serve as a multiplier for an enemy's health, armor and speed as well as determining the duration or power of their special abilities. As a player progresses through each battle, the level of the enemies will increase.

Special Abilities

- **Sprint** – Increased movement speed for $5 + (2 * \text{level})$ seconds.
- **Stealth** – Undetectable by normal units (permanent).
- **Resolute** – Immune to all damage for $5 + (2 * \text{level})$ seconds.
- **Resilient** – All damage is reduced by $30 + (2 * \text{level})\%$ (permanent).
- **Stoneform** – Immune to puncture, sunder and stun effects (permanent).
- **Surefoot** – Immune to slow and root effects (permanent).
- **Acrobat** – All attacks have a $30 + (2 * \text{level})\%$ chance to miss.
- **Regrowth** – Regains $5 + (2 * \text{level})\%$ of max health per second.
- **Shield Wall** – Holds a shield that blocks all frontal attacks $\sim 65^\circ$ (permanent)

Strategy

While many of the specific implementations of strategy are yet to be finalized, I know for certain that I want to ensure that a player cannot succeed in the game simply by building one type of tower. In addition to that, I want to encourage players to use different tower types depending on the map, not just what they've put talent point toward. To accomplish this, each map will contain special tiles that grant bonuses to certain types of towers that are built on those tiles.

Special Tile Types

- ***Rally Point*** – Warriors placed on this tile gain 10% base damage
- ***Steady Ground*** – Rangers placed on this tile gain 10% base damage
- ***Mana Spring*** – Wizards placed on this tile gain 10% base damage
- ***Abandoned Tower*** – Guard Towers placed on this tile cost 50% less gold
- ***Cornerstone*** – Ward Spires placed on this tile gain 10% damage
- ***Gemstone Mine*** – Trading Outposts placed on this tile grant 20% more gold
- ***Meeting Grounds*** – Barracks placed on this tile costs 50% less
- ***Vantage Point*** – Any unit placed on this tile gains 10% base range and attack speed

In addition to special tile types, the initial costs for base units will increase with each unit of that type that is built. For example, if the cost to build a Ranger at the start of a battle is 100 gold, the cost to build a second Ranger will be 120 gold, increasing by 20 gold for each additional Ranger built.

Badges

Badges will function as in-game achievements and will come in 3 main types (shown below). Earning a badge rewards the player with bonus experience, bonus reputation, attribute points or even talent points.

- ***Combat Badges*** – These will be earned for feats in a single battle and will increase your bonus multiplier for that battle.
- ***Commander Badges*** – These will be earned over time and will reward attribute points, experience or reputation.
- ***Hero Badges*** – These will be earned for completing special challenges and will reward attribute point or talent points

Combat Badges will have 5 different ranks each. For example, you can earn a Slaughter Badge Rank 1 for killing 50 enemies in a battle and Slaughter Badge Rank 2 for killing 150 enemies in a battle. The higher the Badge rank, the better the reward. Commander Badges may also have ranks, but Hero Badges will not.

Combat Badges (10 types)

- Slaughter Badge – Kill [50, 150, 400, 700, 1000] enemies in a battle
- Preparation Badge – Gain [50, 200, 500, 800, 1500] gold by starting waves early in a battle
- Specialty Badge – Select [1, 5, 10, 20, 25] subclass upgrades for your units in a battle
- Overkill Badge – Deal [300, 1000, 2000, 3500, 5000] overkill damage in a battle
- Defender's Badge – Allow [10, 8, 5, 2, 0]% of your escape capacity to make it through alive

- Striker's Badge – Kill [10, 30, 60, 100, 150] enemies with a single strike in a battle
- Support Badge – Have [2, 5, 8, 11, 15] units under the effect of Battle Standards at one time in a battle
- Versatility Badge – Build [3, 4, 5, 6, 7] different unit types in a battle
- Star Soldier Badge – Kill [25, 50, 100, 200, 500] enemies with a single unit in a battle
- Merchant Badge – Gain [50, 100, 200, 500, 1000] combined gold from a Trading Outpost or Investment Center in a battle

Commander Badges (10)

- Bow Affinity Badge – Build [50, 100, 200, 400, 700] Ranger units
- Sword Affinity Badge – Build [50, 100, 200, 400, 700] Warrior units
- Wand Affinity Badge – Build [50, 100, 200, 400, 700] Wizard units
- Tower Badge – Build a total of [100, 200, 400, 800, 1500] Phoenix and Guardian structures (combined)
- Utility Badge – Build [25, 50, 100, 200, 300] non-attacking units or structures
- Recruitment Badge – Earn 'Friendly' status with [2, 3, 4, 5, 7] factions
- Reinforcement Badge – Earn 'Ally' status with [2, 3, 4, 5, 7] factions
- Veteran Badge – Win [5, 20, 50, 75, 100] battles
- Advancement Badge – Reach level [5, 10, 20, 35, 50]
- Endurance Badge – Complete [50, 100, 200, 500, 1000] total waves in Endurance Mode
- Hero of Tempor Badge – Kill [100, 200, 400, 1000, 2000] enemies with your Hero

Hero Badges (10)

All Hero badges will be named after the map/battle name (i.e. Terror Ridge Badge). Not all camps will have Hero Badges associated with them. Each badge will have a certain challenge for that map that isn't required to successfully defend the camp, and in fact will probably have to be earned by playing the battle again once the user has gained several more levels.

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

The Battle Screen

As mentioned in the game overview, the resolution will be 792x528. The battle area (green section) will be made up of square 33px tiles in a 19x16 grid. The HUD on the right will be 165px wide and the dark gray areas are intentionally left sparse to make room for graphical improvements.



The light gray boxes labeled Wave1 – 3 show the upcoming enemy compositions for the pending waves. Mousing over the box will reveal the enemy type, level and any special abilities. The boxes will slowly move down as a wave approaches and when a box hits the red line, the wave will begin. The three buttons below the waves are for pausing, automatically sending the next wave, and speeding up the game speed.

The next section contains all of your build options as well as your gold and lives remaining. Whenever an enemy successfully bypasses your defenses you will lose lives. An enemy's level will determine how many lives are lost (weaker enemies cause fewer lives to be lost).

The next section contains the Hero's energy as well as his four attacks. You will be able to click on the ability to use or press the corresponding hot key.

The final section will contain the buttons to navigate the menus, view buttons or receive help.

The Battle Results Screen

Following a battle, the screen below will be displayed. It will contain all of the statistics for the battle as well as any badges that were earned.

Battle Results

Name of Map Here

Enemies Killed	999	Subclass Upgrades	999
Enemies Escaped	999	Total Upgrades	999
Gold From Early Waves	999	Overkill Damage	999
Total Gold Earned	999	Total Damage	999
Other Stats	999	Other Stats	999
Other Stats	999	Other Stats	999

Base Exp

999

Bonus

x999

Total Exp

999

Base Rep

999

Total Rep

999

Player Name - Level 999

Factions

Mouse-over a faction for more information

The Guardians

The Phoenix

The Warders

The Blademasters

The Magicians

The Merchant's Guild

The Mercenaries

Badge Earned

Badge Earned

Badge Earned

Badge Earned

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Badge Earned

Go To Talents >

The section on the right contains all of your faction information including your current standing and reputation. Mousing-over a faction will show all of the upgrades that you get for reaching the different standing levels (Neutral, Friendly, Ally) with that faction. The bonus section in the center is a multiplier for your base experience and reputation. Each battle will have a base experience and reputation, and depending on the options you select prior to the fight (see the Battle Settings Screen below) and the badges earned during the battle, your bonus will increase.

When a player is finished looking at the stats for the battle, they will proceed to the Talent Screen.

The Talent Screen

As mentioned above in the talents section, the player will have two talent trees in which they can spend their talent points. Talents are earned whenever a player reaches new levels or earn special badges.

Talent Trees

Unspent Talent Points 999

Hero Talents

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Commander Talents

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Talent0/5

Player Name - Level 999

Attributes

Unspent Attribute Points 999

Hero Attributes

Hero STR999Cost (1)

Hero AGI999Cost (1)

Hero STR999Cost (1)

Commander Attributes

Com. Vision999Cost (1)

Com. Vision999Cost (1)

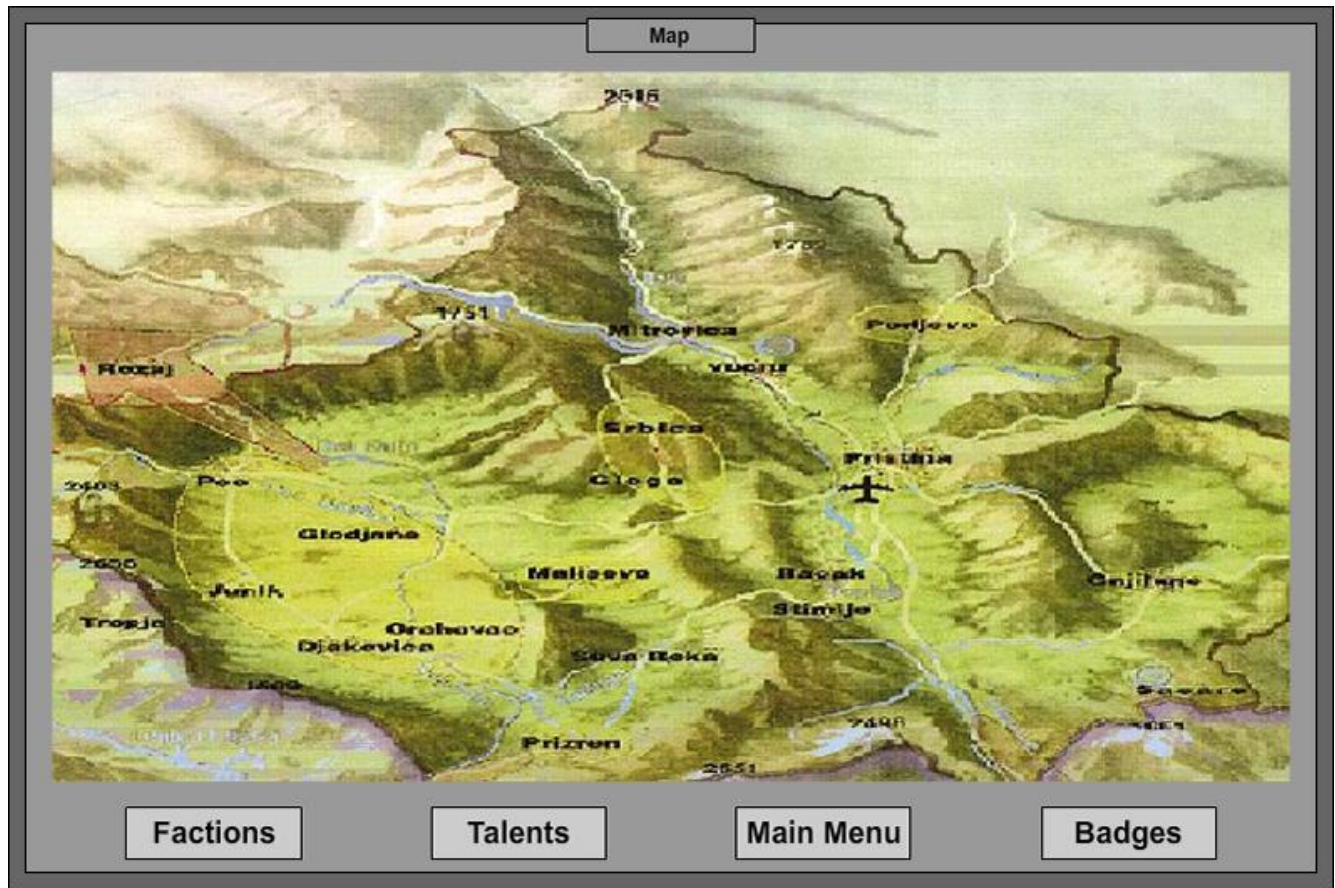
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Go To Map >

After a player selects their talents, they will proceed to the map screen.

The Map Screen

The following is an example of what the map screen will look like. The map is intended to be a bird's eye view of Tempor with the 30-40 faction camps spread throughout the map. When the player starts the game, only a few camps will be available to select. As the player successfully defends camps, new ones become available to move to. Eventually, the entire map will be uncovered. Players can also choose to replay camps that they have already defended. Replaying a map still awards the player experience and the player may choose to increase the difficulty of the encounter (which increases the experience/reputation bonus) or play on endurance mode.





Selecting a camp will bring the player to the Battle Settings Screen.

The Battle Settings Screen

This screen gives the player options about the upcoming battle. As a player increases in skill and levels, he will be able to select high levels of the options shown below. Selecting anything other than the 'Normal' setting for Number of Waves, Enemy Health, Number of Enemies or Enemy Armor will increase the bonus experience modifier. Higher levels of each option increase the bonus farther. Bonus experience is also awarded for the special options: increased Enemy Speed, Armor and Double Bosses. Endurance mode can only be selected after a battle has been completed once. In endurance mode, the player survives as long as they can instead of having to defeat a predetermined number of enemy waves.

Battle Settings

 Name of Map Here 

Number Of Waves	Enemy Health	Number Of Enemies	Enemy Armor	Special Options
<input checked="" type="radio"/> Normal	<input checked="" type="radio"/> Normal	<input checked="" type="radio"/> Normal	<input checked="" type="radio"/> Normal	<input checked="" type="checkbox"/> Endurance
<input type="radio"/> +5 Waves	<input type="radio"/> +25% Health	<input type="radio"/> 25% More	<input type="radio"/> 25% More	<input checked="" type="checkbox"/> + Enemy Speed
<input type="radio"/> +10 Waves	<input type="radio"/> +50% Health	<input type="radio"/> 50% More	<input type="radio"/> 50% More	<input type="checkbox"/> + Enemy Armor
<input type="radio"/> +20 Waves	<input type="radio"/> Double Health	<input type="radio"/> Double	<input type="radio"/> Double	<input type="checkbox"/> Double Bosses
<input type="radio"/> +40 Waves	<input type="radio"/> Triple Health	<input type="radio"/> Triple	<input type="radio"/> Triple	

Bonus Experience
x999

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