***Herbanetics Gameplay Loop Doc***

Index

***Difficulty modifier = 40% / \*1.4***

New Difficulty = ((current)difficulty modifier – 2)

e.g New Difficulty = (40% – 2%) = 38

or (\*1.4 – 0.02) = \*1.38

New current difficulty = 38

Next run difficulty = (38 -2) or = \*1.38 – 0.02

e.g. New Difficulty (38-2) = 36

***Power modifier = 100% / \*2***

New Power = ((current)power modifier – 0.2)

e.g New Power = (\*2 – 0.2)

New Current Power = (\*1.8)

When new Current power <=1.2 make New current power 1.2

***Waves modifier = 1***

Current Waves + 1

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***Bushi Attacks – playthrough 1 = (Current Power Modifier)***

* Projectile = 10 damage \* (Power Modifier)
* Punch = 40 damage per punch \* (Power Modifier)
* Stomp = 20 \* (Power Modifier)

***Playthrough 1 = 0% difficulty modifier***

Grootslang – 200 \* (Difficulty Modifier)

Rompo – 50 \* (Difficulty Modifier)

Popobawa – 20 \* (Difficulty Modifier)

***Wave Modifier = 0***

2 Waves + Waves Modifier

Level 2 difficulty

3 Waves + Waves Modifier

Level 3 difficulty

4 Waves + Waves Modifier

Level 4 difficulty

5 Waves + Waves Modifier

Level 5 difficulty

6 Waves - 3 waves are boss attack sequences, and 3 waves are enemy waves.

***Bushi Attacks – playthrough 2***

* Projectile = 10 damage \* 2
* Punch = 40 damage per punch \* 2
* Stomp = 20 \* 2

Playthrough 2 - Difficulty percent - (balancing coefficient) = difficulty modifier

Grootslang – 200 \* (difficulty modifier)

Rompo – 50 \* (difficulty modifier)

Popobawa – 20 \* (difficulty modifier)

Playthrough 2 (MODIFIERS)

POWER = \*2

DIFFICULTY = \*1.4

WAVES = +1

Bushi Attacks

***playthrough 2 = 100% Current Power Modifier***

* Projectile = 10 damage \* (Power Modifier)
* Punch = 40 damage per punch \* (Power Modifier)
* Stomp = 20 \* (Power Modifier)

***Playthrough 2 = 40% difficulty modifier***

Grootslang – 200 \* (Difficulty Modifier)

Rompo – 50 \* (Difficulty Modifier)

Popobawa – 20 \* (Difficulty Modifier)

***Wave Modifier = 1***

2 Waves + Waves Modifier

Level 2 difficulty

3 Waves + Waves Modifier

Level 3 difficulty

4 Waves + Waves Modifier

Level 4 difficulty

5 Waves + Waves Modifier

Level 5 difficulty

6 Waves - 3 waves are boss attack sequences, and 3 waves are enemy waves.

***Bushi Attacks – playthrough 2***

* Projectile = 10 damage \* 2
* Punch = 40 damage per punch \* 2
* Stomp = 20 \* 2

Playthrough 2 - Difficulty percent - (balancing coefficient) = difficulty modifier

Grootslang – 200 \* (difficulty modifier)

Rompo – 50 \* (difficulty modifier)

Popobawa – 20 \* (difficulty modifier)

Follows the pattern from Here Onwards to infinity