

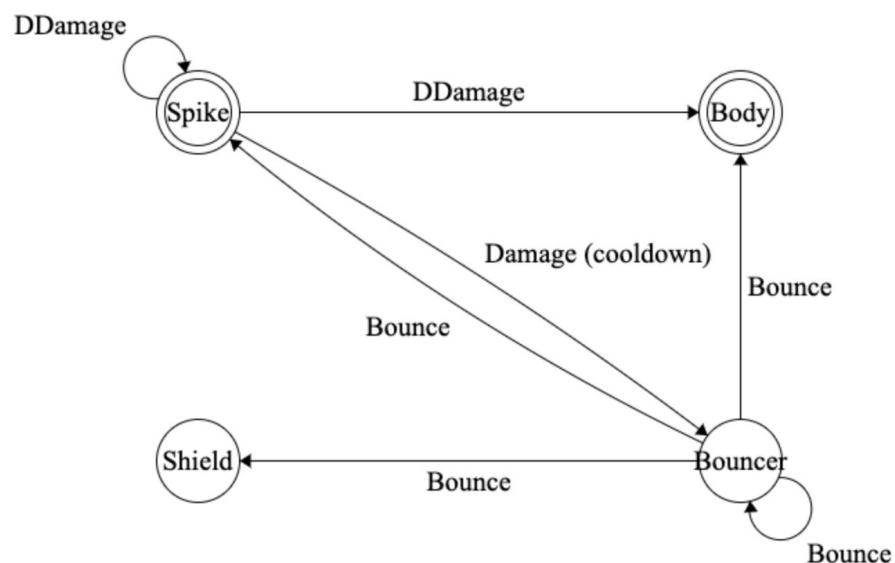
Basic game mechanics inspired by: moomoo.io

Logo Mockups: figma.com/file/bJyTR3ETHzu5W3cJxxbRwd/Legend-of-Ajax-SA3

Gameplay:

- Players should walk around on a fairly large map to gather resources
 - Resources should be depletable and respawn, unlike in moomoo.io
 - Resources are gathered by:
 - Standing adjacent to a resource node?
- Resources can be used to craft things
 - Structures
 - See below
 - Body parts (spore and tanksmith.io do something similar)
 - Normal body
 - Spikes
 - Shields
 - Bouncers (to repel enemies away)

Body part	Deal damage	Provide defense	Get resources
Nothing			x
Spikes	x		x
Shield		x	
Bouncer			



- Food/potions
 - Health regen
 - Speed boost
 - Resources increase
- Players can build structures
 - Types
 - Walls
 - Towers (which attack enemies)

- Traps (structures which damage enemies that walk over it, then disarm themselves. Can be rearmed by their owner by walking over them.)
- Structures do not despawn on death, but they can be destroyed by other players
 - Alternative: structures decay over time so if the player doesn't periodically renew them (by standing nearby? Clicking on them?) they will be removed from the map after a while
- Death is permanent and causes players to lose everything. This is standard in .io games.
- Combat system
 - Players can equip attacking body parts and use them to ram their enemies
 - Body parts
 - [AWAITING EXPLANATION IN PERSON]

Graphics:

- Simple vector graphics. Players and resources are made of geometric shapes

Sound?:

- When hitting an enemy
- When gathering resources
- When walking on traps/taking damage

Scoring:

- Players are scored based on how many resources they have collected
 - Alternative: Players are scored based on how much gold they generated using buildable structures (that's how moomoo works)
 - Alternative: Players are scored based on how many other players they killed
 - Players scored based on how much time they managed to be alive
- A live leaderboard shows scores of all **alive** players
- Upload on Imgur and other social platforms

Customisation:

- Players can customize their look by changing
 - Color of their body (or individual body parts)
 - Shape of their body
 - Image on their body (e.g. flags)

Persistent state:

- Players are volatile - on death they lose all state
- The world is persistent between players, but
- The world does not persist between servers
 - This means we don't need any db/file storage (at least for the game proper)

Website name:

legendofajax.fun

Feedback milestone 1 - 25.11

Suggestions from the professor:

AI players?

Destroyable shields?

Trading mechanics?

Feedback milestone 2 - 02.12

Bugs:

- my player died, but simply disappeared and there was no possibility to respawn
→ game over page: work in progress

Some feature suggestions:

- show player nickname on mouse over or when nearby (can help with building informal teams, maybe allow to pick the player color)
→ already in TODO
- minimap to avoid players getting lost
→ might be interesting
- speed-up upgrades (to change the speed of some players)
→ might be interesting, moved to "low priority"

Really challenging for the game engine:

- go from uniform velocity to acceleration, mass (depending on player cells/size) and conservation of linear momentum (can make bumping and pushing obstacles more realistic)
→ might be interesting, moved to "low priority"

Feedback milestone 3 - 09.12