GAMEPLAY DOCUMENT FOR KERA

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SUMMARY

<u>BASIC MECHANICS</u>

- Reminder of basic possibilities to know: keyboard movement (ZQSD or WASD), crouch, jump because these are the basic mechanics of an FPS.

- Pulling, aiming and reloading are no longer game mechanics to be recalled for an FPS. But, we must note these mechanics.

<u>PRELIMINAR NOTES</u>

- DPS : Damages per second
- HP : Heal Points. Player's life is expressed in points. A full life is equal to 100 points.

- SP : Speed points

- PR : Resistance

- RP: Recovery points [*Recovery points are exclusive to enemies and are activated when a player dies and reappears. Recovery points therefore affect a robot statistic. So when a player dies and reappears, the RP activates and adds a bonus either to the DPS or to the SP of all the enemies present on the card. RPs stop working when the statistics is full. If other RPs are to be added, they are added to a statistic other than the one that is full.*]

- These rules will used to promote teamwork. The goal is to promote users to place and disadvantage the mis certain places to push them to make choices that will be consistent on the game.

- Certain rules will be used to ensure cohesion in the team so a player can not play alone. All the gameplay is COMPLEMENTARY. Other rules also will serve to prevent some players from leaving in front or staying behind in order to keep the team play.

- When the user activates the character's special skill on himself or in a way that does not benefit the whole group, he gains bonuses but reactivation of his skill takes longer than usual.

- The game is a survival. So, the player will need to eat, drink & will be tired. All those mechanics will be added to allow player to think on how he will use his ressources