**GAMEPLAY DOCUMENT**

**FOR KERA-PART 03-1**

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**SUMMARY**

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# **II- NO PLAYABLE CHARACTERS**

In this part, we’ll mainly see the stats and behavior of NPC. Let’s talk in depth about them. The names and the stats will change during the production and the test phases.

They have differents attack style that can change following the situations.

* **Frontal attack style**: the enemy attacks without question. Enemies that are using this style of attack are very easy to destroy when they are outnumbered.
* **Sneak attack style**: the enemy attacks the player most often in his blind spot. Only enemies using very high damage attacks use this style of attack. Enemies that need to associate their attacks with other enemies also use this style of attack.
* **Brutal attack style** : the enemy attacks the player in front and with high damage. But at the same time, he pursues the enemy wherever he goes.
* We also have the **support style** **attack** which is only reserved for some enemies because they can only do that: to support the others.

Keep in mind that during the fight, the player must first get rid of the resistance before putting the life points to zero. Once the life is zero, the enemy dies.

Recovery points only activate when a player dies and reappears. And these points continues to function until the wave of enemies end.

Life points: [100-700]. HP will be in this range.

Speed Points: [70-350].SP of the enemy will be in this range.

Recovery Points: [35 - 500]. RP will be located in this range.

Attack Points: [-3 -72]. AP will be located in this range.

## **NC-01**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points (HP) | Attack points (AP) | Speed points(SP) | Recovery points  (RP) | Resistance points  (RP) |
| Frontal attack | 120 | -3 | 70 | +5 sur RP | 35 |
| Sneak attack | X | X | X | X | X |
| Brutal attack | 135 | -6 | 75 | +5 sur RP  +7 sur SP | 55 |

**Conditions**

To change from frontal style to brutal style, the number of NC-01s must be equal to or higher than 30. But when the number returns to less than 30, the style of attack reverts to the frontal style.

## **DJACK**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points (HP) | Attack points (PA) | Speed points(SP) | Recovery points  (RP) | Resistance points  (RP) |
| Frontal attack | 120 | -4 | 300 | +5 sur RP | 25 |
| Sneak attack | X | X | X | X | X |
| Brutal attack | X | X | X | X | X |
| Support | 135 | -8 + la valeur des PA du robot qu’il supporte | 320 | + 30 sur SP | 55 |

**Conditions**

DJACKs automatically switch to support mode when they are in the company of other robots. Their mode of support is to hang enemies slower than them with suction cups and to move them to one place to another.

## **ELEKTRO**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points | Attack points | Speed points | Recovery points | Resistance points |
| Frontal | 135 | -5 + (paralysie) | 70 | +5 sur resistance | 35 |
| Sneak | X | X | X | X | X |
| Brutal | 145 | -7 + (x2 paralysis time) | 80 | +7 resistance  +5 sur Speed | 55 |

**Conditions**

Refer to the document on non-playable entities to find out why Elecktro paralyzes.

The default paralysis time is 3 seconds with each shot received. However, when the player receives consecutive shots within two (02) seconds [*consecutive shots will be determined only if the player receives successive shots with a gap of 2 seconds*].

The paralysis effect is cumulative but decreases to one (01) second with each new shot received. The effect can be accumulated up to 11 seconds. And when it reaches 11 seconds, the effect is extended by 4 seconds. This causes 15 seconds of total paralysis if the player receives 5 consecutive shots.

When a player is paralyzed, he can not move, but he can defend himself by using his weapon. There is no way to get rid of paralysis except to wait for the effect to dissipate.

## **K-BOM**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points | Attack points | Speed points | Recovery points | Resistance points |
| Frontal attack | X | X | X | X | X |
| Sneak attack | 150 | -75 (-85 if the player is caugh during the explosion) | 80 (115 if he lost a body part) | +15 sur PA  +10 sur RP | 75 |
| Brutal attack | X | X | X | X | X |