**GAMEPLAY DOCUMENT**

**FOR KERA-PART 03-2**

Date : January 6th 2017

Version : 1.3

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**SUMMARY**

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# **II- NO PLAYABLE CHARACTERS**

## **</VIRAL>**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points | Attack points | Speed points | Recovery points | Resistance points |
| Frontal | X | X | X | X | X |
| Sneak | X | X | X | X | X |
| Brutal | 550 | -75 (go to -95 when the main body resistance points comes to -60% of the value) | 20 | +15 on attack  +25 sur speed  +20 sur resistance | 430 |

* He is the most destructive robot among all robots in the game.
* About Resistance :
* </Viral> : (main body) :300 points
* Legion : 60 points
* Spiral : 35 points
* About his attack :
* spiral : -15 with each shot that hit a player. There are two spiral what makes a total of -30 points.
* Legion : -45 points with each shot.

When the main body resistance falls to 120 points, the attack point changes to :

* Spiral : -20 points with each shot. They are two spiral what makes a total of -40
* Legion : -55 HP with each shot.

## **IRON POISON**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points | Attack points | Speed points | Recovery points | Resistance points |
| Frontal | 120 | -10 + secondaries effects | 50 | +10 on attack | 69 |
| Sneak | X | X | X | X | X |
| Brutal | 150 | -35 + secondaries effects | 92 | +5 on speed  +5 on attack | 95 |

## **K-OX**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life | Attack | Speed) | Recovery | Resistance |
| Frontal | X | X | X | X | X |
| Sneak | X | X | X | X | X |
| Brutal | X | X | X | X | X |
| Support | 135 | Mulitplies x 2 the attack point of the robot which was copied | 110 | + 30 life  +10 speed | 55 |

K-OX has only a support style. This style allows him to turn into a robot whose capabilities it copies. The copied style can be defensive as offensive. To copy a robot, he need to stay near to him during 15 seconds.

K-OX can not reproduce the Boss of the game. It is able to copy capacities of three robots at a time. But it can only use the capabilities of a single robot at a time and change it. When he change a style, he can not use it if the copy is made one more time. The style is also reproduced, whether these are in normal, sneaky, brutal or support mode.

## **TRAPP3R**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points | Attack points | Speed | Recovery points | Resistance points |
| Frontal | X | X | X | X | X |
| Sneak | 135 | variable | 180 | +50 speed | 65 |
| Brutal | X | X | X | X | X |

Trapp3r has no attack points because it directly attacks the characters. His role is to set traps. It can also be likened to a robot who supports his fellows. But, he can go it alone and kill. Of course, when he is with other robots, he directly switches to support mode but these statistics do not change.

He often attacks when a player is alone or away from his teammates. The advantage that TRAPP3R gives to his allies robots is able to boost their resistance very easily by killing isolated players. [*This rule is present to punish players who voluntarily separate from the group. We do not know for what damn reason. When a player is separated from the group, a T-PORT sends 3 TRAPP3R to kill him.*]

Il est capable :

* To deploy A-BOXX trapped: -150 HP. The advantage in this field is that the A-BOXX have no specific place of occurrence. So it will be difficult for the separated player to know whether the cash is real or not.
* To deploy mines or fake items (food, water, kits) that will explode or poison contact: -200 HP.

To trap a player who plays without his teammates, when the trapp3r is teleported, he is undetectable. He analyses elements that are missing for the player and he is what it makes appear. If the player thirsts, he will see water. If he is hungry, he will find food. He can find repair or boost kits as well.

In case, during the game the player gets to see through this rule, and that he does not fall into the trap of the explosive loot, his weapons may stop working. And it will be attacked by other robots that will have been teleported.

The only way to counter TRAPP3R is to play in team. He is weak when all the payers are together.

**T-PORT**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Life points | Attack points | Speed points | Recovery points | Resistance points |
| Frontal attack | X | X | X | X | X |
| Sneak attack | 120 | 0 | 300 | +5 sur RP | 45 |
| Brutal attack | X | X | X | X | X |

* T-PORT opens dimensional gates that allow other robots to cross and attack. It has a speed that rivals that of the DJACK.
* The main robots he teleports are: TRAPP3R, K-BOM, IRON POISON.