**GAMEPLAY DOCUMENT**

**FOR KERA**

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SUMMARY

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# **VI-RECONSTITUTION**

The reconstruction phase is activated:

• when a character's HP falls to zero, and is not reanimated in time before the end of the suspended mode.

• or he falls for the third time in the suspended mode.

The user reappears at a reconstitution capsule 7 seconds later. All these are returned to him but he loses money. A replenishment costs 50,000 credits. If the player does not have money, the capsule reconstitutes it anyway and takes into account the debt. When the user receives money again in his account, the capsule takes back the money that this user must return to him.

# **VII-COMMUNICATION WHEEL**

The communication wheel is accessible by pressing the A or Q key depending on the keypad. The utility is to allow users to communicate without necessarily going through the written chat. The written chat will be present in the game, but the communication wheel will be highly appreciated during the combat phase. It can be use during exploring phase as well. With a few manipulations, the player can inform his teammates of the situation in which he is without needing to enter a long text.

This wheel will also be useful to facilitate communication between the players in case they do not speak the same language. Everyone does not speak English and everyone will not install the game in English.

Each action taken from this wheel by a player will be notified to the other players very quickly so that they adapt.

Players will be able to:

* Mark enemies
* Preventing an attack
* Indicate a precious target (food, water, etc.)
* Ask for help
* Offer help
* Etc.

Actions can be added to infinity as long as you are in the testing phase. We will decide together that they will be the most beneficial for team play.

# **VII-CREDITS**

Credits represent the currency of the game. Each time a user destroys a robot, he earns credits. At each end of the mission, users earn credits. Every time a user uses his special ability for his team, he earns credits.

* The credits are used to make purchases at the A-Boxx and are used to pay for the treatment costs at the reconstitution capsule.
* The prices of the items present at the A-Boxx will be determined in the index on weapons and items.
* Concerning the credits received at the end of the mission, they will be listed in the index in relation to missions.

**TABLE SUMMARIZING THE APPROPRIATIONS PAID TO USERS WHEN DESTROYING AN ENEMY ROBOT**

|  |  |  |
| --- | --- | --- |
|  | Assistance | Destruction |
| NC-01 | 100 | 300 |
| DJACK | 150 | 400 |
| ELEKTRO | 200 | 550 |
| K-BOM | 800 | 960 |
| </VIRAL> | 1200 | 1800 |
| IRON POISON | 400 | 820 |
| K-OP | 120 | 250 |
| TRAPP3R | 320 | 500 |
| T-PORT | 200 | 450 |

* There is assistance when one or more users are causing damage to an enemy before that enemy is destroyed.
* Destruction will be termed when the enemy is totally destroyed by a user. And destruction credits are granted to that user.
* Each time a robot is destroyed within 15 seconds of its occurrence, the price of assistance is multiplied by 2 and the price of destruction is multiplied by 3

# **VIII-TROPHIES**

Trophies will be given to the user as he or she completes challenges. The challenges will be diverse and varied and will relate to the characters weapons, cards, enemies, etc. Trophies will be collectables. At first, the user will not know what to win by committing to the quest for this trophy. Each time, that the user will make his challenges, he will win mini-trophies sub-forms of puzzles that he will have to assemble to win the trophy. trophies and challenges that will lead to their release will be detailed in a personal document as the necessary elements are put in place.

# **IX-INVENTORY**

Each user has an inventory in which he stores his weapons and items. The inventory exists to allow the user to keep some items that he picks up on cards like weapons, or items to collect that he can resell when he is at the A-BOXX. Each element has a space it takes in the inventory and this value will vary according to the elements. Of course, only a few elements will benefit from their values in the index of weapons and items but some may be added during the production.

*Example: A weapon will not take the same space in the inventory as a beer can. This is just one example.*

All items that the character in hand or on him is not considered to be in the inventory. The inventory can be boosted with a boost kit.