

BALANCING THOUGHTS

Prepared by Circle Enix

GENERAL THOUGHTS

The idea behind our balancing design is to ensure the most smooth and enjoyable gameplay experience for the player. We borrowed many ideas from Counter-Strike and incorporated our own elements as well.

SHOOTING

1. The fire rate of our shooting was based on the real-life AK-47
2. We added spread to the gun when moving to counter “run & gun”
3. Player/AI health/BulletDMG was determined experimentally to ensure the most comfortable gameplay experience while maintaining competitiveness

PLANTING & DEFUSING

1. Audio cues were added to planting/defusing, which acted as the sole indicator of the event similar to Counter-Strike
2. Defuse Timer, Planting Timer, Bomb Exploding Timer is identical to the ones in Counter-Strike
3. When the bomb is planted, AI's will coordinate to either defuse or chase/kill the player

MAP DESIGN

1. Map design was heavily inspired to show off game elements
2. AI positioning was experimented with to give the player a competitive experience

ABILITIES

1. The game is meant to be EXTREMELY difficult unless the player utilizes the abilities and power ups