**Game Balancing Overview**

Last Updated

# High Level Player Experience

The goal with game balancing is to provide a scalable system that provides increasing challenge for the player. This is done through setting health against damage against time.

I.e. Level 1 will have low strength enemies and low power offensive capacity with the frequency of enemies increasing over time.

An exception to the below figures are the intro tutorial level which leverages the numbers to ensure a lesson is taught concisely and without possibility of error.

**Towers**

**Stunner:**

Fires once per 1.25 seconds

Blip damage = 8

Blip Range = 30

Detection range = 14

**Auto Stunner:**

Fires once per 0.5 seconds

Blip damage = 4

Blip Range = 30

Detection range = 15

**Rocket:**

Fires once per 3 seconds

Rocket damage = 30

Rocket Range = 40

Detection range = 14

**Zapper :**

Range 12

Damage = 3 per frame

Not always on. On/off duration = 5 seconds

**Shrinker :**

Range 12

**Consumables**

**Torpedo:**

Damage: 50

**Gunship (Big Bertie):**

Fires once per 0.2 seconds

Blip damage = 5

Blip Range = 50

Detection range = 15

**Jetstrike:**

1 missile every 0.5 to 0.75 seconds

Missile damage 20

**Creatures**

**Fly fish / Grunt:**

Health= 51

**Turtle / Sarge:**

Health=76

**Fish / Racer:**

Health= 21

**Octopus / Miniboss:**

Health=151

**Squimzy:**

Health=500

**Level Use**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | **1** | **2** | **3** |
| **Grunt** |  | x |  | x |
| **Tank** |  | x | x | x |
| **Racer** |  |  | x |  |
| **Octopus** |  | x | x | x |
|  |  |  |  |  |
| **Torpedo** |  | x |  |  |
| **Jet strike** |  |  | x |  |
| **Gunship** |  |  |  | x |
|  |  |  |  |  |
| **Stunner** |  | x | x |  |
| **Missile** |  | x | x |  |
| **AutoStunner** |  |  | x | x |
| **Mind Zapper** |  |  |  | x |
| **Shrinker** |  |  | x | x |

**Breakdown**

Breakdown of shots required to convert:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Stunner | Missile | AutoStunner | Torpedo |
| Fly Fish | 7 | 2 | 13 | 2 |
| Turtle | 10 | 3 | 19 | 2 |
| Racer | 3 | 1 | 6 | 1 |
| Octo | 19 | 5 | 38 | 3 |
| Squimzy | 63 | 17 | 125 | 10 |

This table shows a high level interpretation of the raw data and should not be taken literally. In game the tower base positions and consumables vs coin frequency all add to the experience.

Tuning and iteration are required across all 3 playable levels to set the bar at the difficulty required. To achieve this we will primarily be tuning the fish frequency and secondarily the coin frequency.