

Character Design and Education

Since this was planned to be more of a demonstration of a system than an actual game, I never got around to writing any instructions

The goal of this document is to help you understand how characters, controls and mechanics of the game work.

Controls

Cameras can be controlled by using the WASD/Arrow keys.

Characters can be selected by pressing 1,2,3,4. The high camera can be selected by pressing ~.

Selecting a camera makes their camera active and allows the character to be controlled.

By left clicking in an area, the character will move towards the point. You can stop a character from moving by left clicking again.

Pressing spacebar pauses the game, opening a radial menu. Clicking a skill's name selects it.

Right clicking activates the skill. For most skills, this pauses the game, allowing you to choose the direction the attack will go. Letting go of the mouse fires the attack in the direction released. Some attacks require a target, and will not work unless the condition is met.

On player characters and boss, the green and red indicate health and effort respectively.

Characters die at 0 health, and can only be revived by the sacrifice of a healer spirit.

Effort regenerates constantly when not in use, and is used to move and use abilities.

Classes

1.Knight

Stab: The knight's stab hits once and costs 40 effort.

Explosive: The explosive stab has a short cast time, but explodes on impact when it finishes, inflicting extra damage in an area.

Shield: The shield spell blocks all attacks for its duration, and heals the knight if it lasts long enough without breaking.

Wave: The wave spell summons a barrier that destroys small projectiles that enter it. The spell lasts for 50 seconds or until cancelled, and the knight cannot move until the spell

finishes. The spell's duration also decreased every time it is hit. It is particularly useful in the first level, as three enemies used ranged attacks which it blocks.

Storm: The storm spell drains a target's health to create a small ice storm which drains effort from the target's allies. The spell lasts 3 seconds, and the caster cannot move until the spell finishes. Casting the storm costs 85 effort, and the spell has a 30 second cooldown between uses.

Rain: The rain spell costs 90 effort and heals every single character inside the area of effect, including enemies.

2.Rogue

Stab: The rogue's stab is identical to the knights, except the rogue will teleport to the target to attack and jump back if they are marked

Mark: The mark ability applies the Marked debuff to targets, allowing the rogue to use abilities differently. The spell normally costs 40, but if a target is selected the Rogue will jump to and mark the target but at the cost of more effort.

Drain: The drain spell will either drain health from all enemies in an area, or fully restore the rogue's health by attacking a single marked target.

Take: The Take spell lets the rogue destroy enemy spells and benefit from their effects. If used on a fog spell, the caster will regain most of their effort. If used on a healing the spell, the entire party will have some of their health restored. If used on a fireball, the spell will detonate, harming nearby enemies

Reset: The reset spell sets the aggression of all enemies on the field towards the thief to 0, allowing them to continue attacking with less fear of being attacked.70.

Rampage: The rampage spell attacks every marked target on the field for a large amount of damage, but removes the marked debuff.

3.Archer

Fire: The Archer's shot ability fires a fast moving projectile. Every third projectile has a short cast time, but when fired inflicts extra damage and moves even faster.

Piercing: The piercing shot penetrates and objects, but costs 60 effort. This makes it usable for lining up shots on enemies or skipping mechanics like attacking the boss's walls faster.

Weaken: This ability drains a target's health while increasing the caster's health, but costs 70 effort.

Vulnerability: This shot causes no damage, but makes the target to take more .3% damage on future hits. Costs 70 effort.

Disable: Reduces the targets effort by a large amount, but costs 90 and has a cooldown.

Crusade: The crusade ability sets every member of the group's effort to 100. The spell also has a 90 cooldown, and can only be used when the party as a whole has less than 50 effort. This makes the ability a lot harder to use than it looks, but very powerful.

4. Priest

Shot: This spell fires a fast moving projectile and fires two bullets every three hits. 30

Chains: The chains summons two small spirits which latch onto the target and decrease the rate at which it regains effort. Costs 80 effort

Recharge: The recharge spell causes a target ally to regain effort faster for its duration. Costs 70 effort.

Barrier: The shield spell blocks a single attack directed at the target. Costs 50 effort.

Champion: The champion draws the aggression of all enemies, causing them to attack it. Costs 80 effort and has a 30 second cool down.

Healer: The healer slowly uses its own life force to heal the party, but draws the attention of enemy, and will die in one hit if attacked. Costs 85 and has a 50 second cool down.

Enemies

Captain.

Effort: The captain's only use for its effort is to restore its ally's effort. If there are no targets that can be restored, the captain will commit suicide, quickly draining its health.

Grunt

Attack: The grunt's basic attack lets it inflict melee damage.

Enrage: When a grunt has taken enough damage it enrages, increasing its effort gain.

Shaman

Healing circle: The shaman can summon healing circles which restore health of injured allies

Fog: If no targets require healing, the shaman will summon fog which reduces the effort of any target caught inside the effect.

Warlock

Fireball: The fireball spell inflicts damage on impact with a character, and will detonate, damaging any target that is inside the area.

Stun: Warlocks do not move. But if a target gets close enough, it will fire a stun spell which instantly reduces its effort

Archer

Shoot: The archer's small arrows move quickly and inflict damage.

Retreat: If an enemy gets too close, the archer will attempt to retreat, firing a weaker shot while moving to a safer location

Boss

Phasing. At 300 and 200 health, the boss leaps away from the battlefield to a safe place, destroying the invulnerable black wall, making the brick wall vulnerable. Until the wall is destroyed, the boss will continue to summon small enemies that attack the players until they break it. When the brick wall is destroyed, the boss will jump down and the battle will continue. Also, the area will eventually fall apart, forcing the players to move forward. I wanted to make the area change colour over time, but it didn't work with the Terrain's texture. You can check the timer of the area's destruction by pressing ~ to use the main camera.

Stone throw: The stone throw is a throwback move the boss uses when it cannot use its other abilities due to distance. The stones are relatively small projectiles which move forward, damaging players. At higher phases, more rocks are spawned, with three boulders in phase two and five boulders in phase 3.

Punch: The punch is the closest ranged attack the boss has. It's a short ranged sphere which slowly moves forward, inflicting damage

Mud slide: The mud slide quickly rushes forward, reducing the effort of any player character hit by slide, and spawns a single boulder if it hits the player which moves forward and inflicts damage.

Boulder drop: In phase two onwards, the boss unlocks the ability to shake the screen, causing a boulder to fall onto the player

Shake: In the final phase the boss unlocks the ability to summon a small area which slows the movement of every single player character in the area, and after a few seconds explodes, damaging them