# Deity Aspects🡪 skills Were not implemented due to time constraints

Each aspect has 3 abilities in it

> Potential Abilities

target healing

create a temporary destroyable wall

target attack debuff

target slow

mines (Damage Over Time)

delayed cast effect -------------------------------------------> ? like a meteor

minion buff (on all their stats)

summon minion

fake healing pack → (mario kart type)

fake illusionary wall

root player → (movement speed is zero for a certain amount of time)

dispell → gets rid of any buff/debuff /Damage Over Time

poison

summon lost

summon guardian

buff gatekeepers only

debuff gatekeepers only

|  |  |  |  |
| --- | --- | --- | --- |
| Aspect | Quick Ability | Common Ability | Grand Ability |
| Life | Shield | AoE Heal over Time | Burst Healing |
| Death | Damage Received Up | AoE Damage over Time | Targeted Damage over Time |
| Augmentor | Attack Speed Up | Move Speed Up | Damage Dealt Up |
| Debilitator | Attack Speed Down | Move Speed Down | Damage Dealt Down |
| Gatekeeper | Buff Minion | Summon Lost | Buff Guardian |
| Soul | Debuff Minion | Damage Gatekeeper | Debuff Guardian |
|  |  |  |  |
| Architect? |  |  | Score Reveal |
| Trickster | Illusion minion | HP Hiding | Trap Placement |

**ASPECTS**

* Cluster of 3 abilities
  + Small
    - minimal effect
    - 10s cooldown
  + Med
    - more effect
    - 30s cooldown
  + Large
    - wrathful
    - 60s cooldown
* Aspect theme
  + three abilities have an effect similar to theme
* Aspects have 3 ability types
  + Buff
    - anything that gives a positive effect
      * speed, damage, healing, etc
    - can be applied to champions and monsters
  + Debuff
  + Summoning
    - anything that adds a new entity into the arena
      * demons, static hazards
    - cannot be summoned directly on a champion
* Aspects start the round on cooldown

# Early vessels (characters) design

* Health
  + bar format
    - numbers, not shapes
    - different colors as it is diminished
* Movement speed
* Weapon
  + each class has 1 *doesn’t change*
  + time between uses; weapon attack speed
  + Projectile
    - damage value
    - velocity
    - size (radius)
    - size increase overtime
    - start point
    - end point
* Current effects
  + Buff
    - attribute increased
    - value increase
  + Debuff
    - attribute decreased
    - value decreased
* Ability
  + 3 abilities per vessel
    - same pool for all classes
      * defense
        + buffs / healing
      * offense
        + special projectile
      * all abilities in the pool are equal
    - abilities are selected in order
      * unlocked as level progresses
        + 1, 2, 4
        + power multiplied by level unlocked at

if a chosen in first slot: 1 X A

if a chosen in third slot: 3 X A

* + - * + also scales with level experience

if A chosen in first slot, and vessel is level 3:

1 X 3 X A

if A chosen in third slot, and vessel is level 3:

3 X 3 X A