Project Spectre Deity Design

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# **Overview**

This document deals with the technical aspects of all playable Deity characters. These characters spectate the game field, and influence gameplay through the use of abilities that affect the other players inside the field.

The details shown below are subject to change and are largely based off of logical interpretation. As of the creation of this document the design of Project Spectre is not yet complete.

# **Ability Overview**

Abilities are not limited to Deities, Bosses and other Player characters will also use abilities. However, most of the abilities in the game are used by Deity players, so Ability structure will be defined here.

## Ability List

Each ability in the game will be defined in a list of abilities. This will be stored as a file somewhere in the programs installation path. When the game world is initialized, the ability list will be loaded into memory, for use within the game.

## Sample Ability

An ability will contain a structure, defining its specific behavior. Each ability will contain the following information:

* Name (This appears to the players in game)
* ID (This is used to differentiate between abilities in the code, players don’t see this value)
* Icon (each ability’s icon will appear on the ability bar for the player using that ability. This field can be NULL, for example an enemy boss ability may not need an icon)
* Tool Tip (A short text box that will appear to the player, describing what the ability does)
* Target Type (Abilities will target an entity or a cell)
* Cooldown (The time that must pass before the ability can be used again
* Duration (For abilities with a single, instantaneous effect, this can be NULL)
* Effect (What the actual ability does)
* Flags (May be needed for more complex abilities)

# **Task Breakdown**

* Deity Class
  + Aspect Selection
  + Ability Use
  + Ability Cooldown Tracking
  + Ability Structure
  + Scoring Logic

# **Aspect Selection**

Before a game round begins, all players will be presented with a menu option to select the two aspects they will use as a Deity player. When the round begins, the players selected as Deities will have their ability bar populated with the abilities associated with those aspects.

# **Ability Use**

As the game begins, all Deity abilities will be placed on cooldown. This way, more powerful abilities will not be usable immediately, as their cooldown timers are longer. Once the abilities are available for use, a Deity player can select an ability (via a hotkey or mouse click) then click the target they would like to use the ability on. If an illegal target is selected (for example, an ability which targets an entity is used on an empty cell) an message will pop up and the ability will not be used. Upon successful use of an ability, its effects will occur, and it will be placed on cooldown once more. Ability cooldowns will appear to the players as a countdown overlaid across the ability’s icon.

# **Scoring Logic**

As a player character, each Deity has a score value, which indicates their progress toward winning the game. Correct use of abilities will increase a Deity player’s score.

# **Attributes**

## Inherited Attributes

This section lists the attributes the Deity branch would inherit from each higher level of the Base Graphical Object hierarchy. This section is not meant to presume on how the hierarchy would be arranged, only to make logical assumptions.

* Location on map
* Camera Control
* Chat Methods

## Deity Attributes

This section lists the attributes that will be contained within the deity branch of the game hierarchy. This is not meant to be a comprehensive list and will likely be added to in the future.

* Deity
  + Aspect Selected
  + Abilities
  + Ability Cooldown
  + Score