

GAME DESIGN DOCUMENT



BATTLERITE

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GAME ANALYSIS	2
MISSION STATEMENT	3
GENRE	3
PLATFORMS	3
TARGET AUDIENCE	3
STORYLINE & CHARACTERS	4
GAMEPLAY	28
Overview of Gameplay	28
Player Experience	28
Gameplay Guidelines	29
Game Objectives & Rewards	29
Gameplay Mechanics	29
Level Design	46
CONTROL SCHEME	48
GAME AESTHETICS & USE INTERFACE	48
SCHEDULE & TASKS	50

GAME ANALYSIS

BATTLERITE is an action – packed team arena brawl. Experience the unique combination of top – down shooter meets fast – paced fighting game and challenge friends and foes in a battle of reaction. The arena awaits.

MISSION STATEMENT

Battletite is a PvP, Multiplayer and MOBA type genre, played on PC windows and Xbox One. Here you fight other players with one or two teammates.

GENRE

Battlerite is a PvP, Singleplayer ,Multiplayer, MOBA, Competitive, Action type of genre.



PLATFORMS

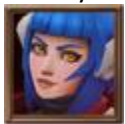
Battlerite is played on Windows PC and Xbox One console.


TARGET AUDIENCE


Target audience is primarily MOBA players, like DOTA, LoL, HoTS... Players who like fast paced, action, PvP environment. Players from ages 10 - 30, who like fantasy characters and fantasy weapons. Players wanting competitive side of games will love the small teams and small arenas for even faster gameplay.


STORYLINE & CHARACTERS


Character	Description	Characteristics	Misc. Info
Alysia 	<p>From the frozen north comes the ice sculptor Alysia. Her power allows her to wield ice with both grace and deadly precision. She can damage and freeze her enemies from a distance, while shielding her allies with ice. Obsessed with shapes and form, she left her icy fortress of solitude to seek inspiration in the-arena.</p>	<p>FROST BOLT Launch a cold bolt that deals 15 damage. Deals 2 bonus damage and adds Chill duration to enemies affected by Chill. Added Duration: 0.8s</p> <p>ICE LANCE Projectile attack that deals 22 damage and inflicts Chill. Deals 6 bonus damage to enemies already affected by Chill. Chill Duration: 1.5s</p> <p>ARCTIC WIND Inflict Chill to nearby enemies and soar gracefully to target location. Air Time: 0.6s Chill Duration: 1.5s</p> <p>GLACIAL PRISM Shield a target ally. Glacial Prism absorbs up to 24 damage for 1.4s. When it breaks, it explodes to inflict Chill on nearby enemies. Chill Duration: 1.5s</p> <p>FLASH FREEZE Call down a frozen star at target location that deals 18 damage and inflicts Chill to enemies in the area. Inflicts Freeze to enemies already affected by Chill. Impact Delay: 0.8s Chill Duration: 2.5s</p>	<p>Ice Block Encase target ally within ice for 2.8s, making them immune to disables and blocking up to 50 damage. They can't move or use abilities while encased and heal for 30 health over the duration</p>
Ashka 	<p>A masked creature specialized in dark sorcery and pyro-kinetic powers. Casting</p>	<p>FIREBALL Launch a Fireball that deals 15 damage and reapplies Ignite</p>	<p>Ignite Deals 8 damage over 4.5s. Ticks on hit and after : 2s, 4s and 6s. Cannot kill</p>



	<p>devastating fire spells on his opponents, staying away from close combat. Don't be fooled by his size, Ashka's inner demon strikes fear into all who face him</p>	<p>FIRE STORM Fire a series of 3 flame bolts. Each bolt deals 16 damage and inflicts Ignite. Channel Duration: 1s</p> <p>SEARING FLIGHT Transform into fire and travel to target location, dealing 10 damage to nearby enemies. Air Time: 0.75s</p> <p>FLAMESTRIKE Engulf target location in flames, dealing 20 damage and inflicting Stun to enemies in the area. Impact Delay: 1s</p> <p>MOLTEN FIST Turn into a fist of magma and dash forward. Inflicts Snare and knocks the enemy back. Snare: Reduce target's movement speed by 25% for 1.5s.</p>	
<p>Destiny</p> 	<p>An elite sky ranger from the secluded, invisible city of Enza. Many years of rigorous combat training using Magi-tech weaponry makes Destiny an agile and deadly force to be reckoned with. Fed up with the strict regulations of living in Enza, Destiny often escapes the city to blow off some steam and have fun in the arena</p>	<p>POWER BLAST Projectile attack that deals 16 damage. Successful hits reduce cooldown of Charged Bolt by 1s</p> <p>CHARGED BOLT Hold to charge a projectile for up to 1.2s to increase damage and range. It deals 8-30 damage and inflicts Spell Block. When Spell Block interrupts an ability, it inflicts Silence. Minimum Cast Time: 0.4s Silence: Target is unable to use abilities for 0.4s to 0.8s, based on charge-up duration.</p>	


		<p>Spell Block: Interrupts the next ability used within 0.25s</p> <p>MAGNETIC ORB Compress yourself into an orb. Removes movement impairing effects and increases movement speed by 100%. Deals 14 damage to the first enemy hit and knocks them back. Duration: 2s</p> <p>SKY STRIKE Counter the next melee or projectile attack. When you counter an attack, vault into the air. Then, jump towards move direction and fire a plasma blast that deals 22 damage and knocks enemies back. Air Time: 0.6s Counter Duration: 1.2s</p> <p>PLASMA WALL Deploy a Plasma Wall at target location. The wall reduces enemy projectile speed and inflicts Snare to enemies that pass through it. Duration: 2s Snare: Reduce target's movement speed by 25% for 1.5s.</p>	
<p>Ezmo</p> 	<p>Ezmo was once imprisoned by the warlock, Aradu The Reserved, but managed to escape when his captor was too engrossed in reading his tome. Ezmo sealed Aradu's soul within the book, creating the Lost Soul Grimoire, and has carried it ever since. When he isn't playing</p>	<p>ARCANE FIRE Launch a bolt of arcane fire that deals 8 damage. Max Charges: 3 Reload Duration: 1s</p> <p>CHAOS GRIP Hold to charge a projectile for up to 1.3s to increase damage and range. The projectile deals 12-22 damage, knocks nearby enemies back and pulls</p>	


	<p>tricks on people, Ezmo is searching for a way back to his home dimension.</p>	<p>enemies far away towards you. Minimum Cast Time: 0.4s</p> <p>ARCANE BARRIER Negate melee and projectile attacks in front of you. Negating attacks grants Arcane Fire charges. You gain 1 charge per 10 damage absorbed or 1 charge for each non-damaging attack. Duration: 1.5s Max Weapon Charges: 6</p> <p>SHACKLE Manifest shackles at target location, dealing 10 damage and inflicting Root to enemies in the area. Root: Target is unable to move for 2s. Impact Delay: 0.3s</p> <p>TOME OF DESTRUCTION Summon the Tome of Destruction at target location. The tome mimics your Arcane Fire attacks. Mimicked Damage: 4 Duration: 3.5s</p>	
<p>Iva</p> 	<p>A scavenger from the outer realms. Iva has engineered her own arsenal of weapons. Firing crazy rockets or unleashing a storm of bullets is her way of greeting her opponents in the Arena</p>	<p>BOOMSTICK Fire 4 bullets in a cone, dealing up to 16 damage. Reload Duration: 1s Ammo: 2</p> <p>ROCKET X-67 Launch a rocket that deals 26 damage. It explodes to deal 12 damage to nearby enemies, consuming Oil to inflict Burning Oil</p> <p>JET PACK Fire up your Jet Pack and fly to target location. Inflicts Oil on enemies you fly over. Air Time: 0.95s-1.05s</p>	<p>Oil Reduces movement speed by 25% for 3.5s.</p> <p>Burning Oil Deals 24 damage over 3s</p>


		<p>ZAP Grant a Shield to target ally, removing all negative effects. It absorbs up to 28 damage and increases movement speed by 30%. Duration: 2.5s</p> <p>TAZER Fire a shot that inflicts Spell Block. When Spell Block interrupts an ability, it inflicts Stun. Spell Block: Interrupts the next ability used within 0.5s. Stun: Target is unable to move or use abilities for 1.2s</p>	
<p>Jade</p> 	<p>A mysterious gunslinger with a score to settle. Born with eagle-eyes and armed with a lethal sniper rifle, Jade's pinpoint accuracy is a serious threat for anyone who enters the arena. For close encounters she prefers a good old combination of stealth and homemade revolvers. The rumor says Jade joined the arena games to find the villain who killed her brother. Will she complete her dark quest of vengeance</p>	<p>POWER SHOT Fire a revolver shot dealing 6 damage. Ammo: 4 Reload Duration: 1s</p> <p>SNIPE Fire a piercing bullet that deals 38 damage and inflicts Stun. Stun: Target is unable to move or use abilities for 0.5s. Damage Reduction per Hit: 35%</p> <p>STEALTH Turn invisible, gain Fading Haste and remove movement impairing effects. Duration: 2.4s Fading Haste: Movement speed increases by 30% and then fades over 1.5s</p> <p>DISABLING SHOT Fire a shot that inflicts Snare and Spell Block. When Spell Block interrupts an ability, it inflicts Silence. Spell Block: Interrupts the next</p>	<p>Can move through other players while in Steal</p>


		<p>ability used within 0.5s. Snare: Reduce target's movement speed by 15% for 1.2s. Silence: Target is unable to use abilities for 1.2s</p> <p>BLAST VAULT Detonate a grenade that launches you into the air. The explosion deals 8 damage and inflicts Stun on nearby enemies. Stun: Target is unable to move or use abilities for 0.25s. Air Time: 0.8s</p>	
<p>Jumong</p> 	<p>Jumong is a trophy collector who has wandered the wildlands in the pursuit of a worthy challenge. No longer content with hunting the great beasts of the world, has led him to enter the arena looking for a new type of prey. He traps his foes and ends them with a well placed shot from his mighty bow</p>	<p>HUNTING ARROW Fire an arrow that deals 16 damage and charges your bow on hit. A fully charged bow enables you to recast Steady Shot, Black Arrow or Rain of Arrows. Max Weapon Charges: 3</p> <p>STEADY SHOT Fire a powerful arrows that deals 28 damage</p> <p>BLACK ARROW Dash towards your move direction and fire an arrow that deals 8 damage</p> <p>RAIN OF ARROWS Fire arrows that rain down at target location. It deals 20 damage over 1.8s and inflicts Snare. The first salvo inflicts Seeker's Mark. Snare: Reduce target's movement speed by 20% for 1s. Impact Delay: 0.7s</p> <p>PROWL Become immaterial and movement speed increases by 100%. Removes movement impairing effects. Running into</p>	<p>Seeker's MarkHunting Arrow, Steady Shot, and Black Arrow hits consume the mark to heal you for 12 health. Lasts for 3s</p>


		an enemy inflicts Seeker's Mark. Duration: 1.2s	
Shen rao 	Shen Rao was once The Dragon of Storms, revered as a deity for his majesty and power. In his arrogance, he defied the dark powers of the Void but he was defeated and sealed within a human body, reduced to a fraction of his former strength. In battle he utilizes remnants of his dormant powers, raining down lightning and engulfing his enemies in violent thunderstorms	SHOCK BLAST Shoot an accelerating projectile that deals 16 damage STORM BOLT Launch a storm bolt that deals 10 damage and inflicts Storm Struck. Speed during Storm Struck decreases with projectile travel distance ASCENSION Travel to target location, become unhittable and increase your movement speed by 40% for 2.5s. During this time, you can cast up to two Lightning Bolts, dealing 18 damage each LIGHTNING BOLT Cast lightning upon target location, dealing 18 damage. Impact Delay: 0.4s DISMISSAL Block projectiles and melee attacks in front of you by creating a whirling wind that knocks away enemies. Any projectile that is blocked extends the duration of the whirl	Storm StruckTarget is swept away by string winds for 1.5s with a 45% to -45% speed change based on distance to the target. If the target takes at least 20 damage, the effect breaks
Taya 	An exceptionally swift hunter wielding a razor sharp boomerang. By shaping the wind around her taya is able to increase her speed and control her boomerang with deadly precision	RAZOR BOOMERANG Throws a piercing boomerang that deals 14 damage and returns upon reaching maximum distance. Damage Reduction per Hit: 50% X-STRIKE Throw two boomerangs in arc. Each boomerang deals 12 damage and inflicts Stun on the way out.	HasteMovement speed increases by 45% over 3s


		<p>Deals 6 bonus damage if both boomerangs hit at the intersection. Damage reduction per hit: 50% Stun: Target is unable to move or use abilities for 0.5s</p> <p>HASTE Gain Haste and remove movement impairing effects. During Haste, Razor Boomerang can be used while moving. Haste: Movement speed increases by 45% over the course of 3s</p> <p>WIND STRIKE Spinning attack that deals 10 damage to nearby enemies and knocks them away</p> <p>WIND BOMB Throw a wind bomb to target location. The impact pulls nearby enemies to the center and creates a Wind Stream that lasts for 2s. Allies entering the wind stream gain Haste for 1.2s. Impact Delay: 0.7s</p>	
<p>Varesh</p> 	<p>A being formed by the energies of others. Varesh uses his power to weaken and disrupt his enemies. By combining his powers he is able to unleash devastating attacks</p>	<p>HAND OF CORRUPTION Fire a projectile that deals 14 damage, inflicts Corruption and heals self for 2 health on hit</p> <p>HAND OF JUDGEMENT Fire a projectile that deals 22 damage and inflicts Judgement</p> <p>INHIBITOR'S GUARD Grant a Shield to target ally. It absorbs up to 28 damage for 2.5s</p>	<p>Corruption Reduces damage and healing done by 15% for 5s. Corruption can be consumed to inflict Fading Snare and heal yourself for 6 health</p> <p>Judgement Increases damage taken by 15% for 5s. Judgement can be consumed to inflict Silence and deal 6 bonus damage</p>



		<p>WUJU Counter the next melee or projectile attack. When you counter an attack, teleport to target location. Upon impact, consume Corruption and Judgment from nearby enemies and knock them away. Counter Duration: 1.2s Air Time: 0.8s</p> <p>SHATTER Spawn an exploding shard at target location, dealing 12 area damage. Consume Corruption and Judgment on enemies hit. Impact Delay: 0.7s</p>	
<p>Bakko</p> 	<p>Bakko has a proud history, filled with bravery and courage. Most known for saving hundreds of people from getting slaughtered by the giants in the north. A heroic brawler armed with axe and shield. Bakko uses his shield to outmaneuver opponents and protect his teammates. Watch out for his earth shattering dash attacks, even calm warriors sometimes go berserk</p>	<p>WAR AXE Melee attack that deals 9 damage. Successful hits reduce cooldown of Blood Axe by 0.6s and charge your weapon, increasing the damage of your next Blood Axe. Max Weapon Charges: 3</p> <p>BLOOD AXE Throw an axe that deals 16 damage. Deals 4 bonus damage per weapon charge</p> <p>VALIANT LEAP Leap into the air and strike down at target location, dealing 22 damage to nearby enemies and inflicting Snare. Air Time: 1s Snare: Reduce target's movement speed by 30% for 1s</p> <p>BULWARK Put up your shield and block projectile and melee attacks in front of you. Reflects enemy projectiles and inflicts Stun for 1.5s on enemy melee attackers.</p>	<p>Bakko's quote "You have my axe! And my shield" might be a reference to Gimli from Lord of the Rings</p>


		<p>Duration: 1.5s Stun: Target is unable to move or use abilities for 1.5s</p> <p>SHIELD BASH Dash forward and bash an enemy. Deals 6 damage and inflicts 40% Weaken for 1.5s</p> <p>SHIELD DASH Dash forward and grab an enemy, pushing them in front of you. Pushing an enemy into a wall deals 12 damage and inflicts Stun. Stun: Target is unable to move or use abilities for 0.45s</p>	
<p>Croak</p> 	<p>His background is shrouded in mystery, his movements are supernatural and his reputation is whispered about. Croak loves to surprise his enemies, using his mobility to move in and out. His chameleonic stealth and flexible fighting style makes him exceptionally hard to catch</p>	<p>BLADE FURRY Melee attack that deals 6 damage. Your weapon charges over time. When fully charged, it deals 12 damage and grants you 50% bonus attack speed for 0.7s. Charge Time: 5s</p> <p>TOXIN MUCK Spit toxin muck at target location. Deals 6 damage, inflicts Toxin and heals you for 6 health on hit. Air Time: 0.8s</p> <p>FROG LEAP Leap to target location and strike with your blades, dealing 16 damage. Hitting an enemy recharges your weapon. Can be recast to leap again. Recast Duration: 1.8s Air Time: 0.55s</p> <p>CAMOUFLAGE Become invisible, remove negative effects, fully charge your weapon and gain Fading Haste. Using Blade Flurry while invisible inflicts Stun. Using</p>	<p>Croak's quote "Another one bites the dust" might be a reference to the Queen song</p>


		<p>other attacks ends this effect. Duration: 2s Fading Haste: Movement speed increases by 40% and then fades over 1s. Stun: Target is unable to move or use abilities for 1s</p> <p>NOXIOUS LUNGE Dash forward, piercing through enemies to deal 14 damage</p>	
<p>Freza</p> 	<p>Once a tribe queen, now a fearless contender. Her titanic hammers and overwhelming power of lighting is the perfect recipe for destruction, slowing down her foes with thundering spells to catch them off guard</p>	<p>BASH Melee attack that deals 10/10/14 damage. Deals 2 bonus damage if enemy is affected by Static</p> <p>STORM MACE Throw a mace that deals 12 damage and inflicts Static. Consumes Static instead if the enemy is already affected by Static, knocking them back and inflicting Incapacitate if knocked into a wall. Incapacitate Duration: 1.5s</p> <p>SPRING Leap towards target location and gain Spring. Air Time: 0.45s</p> <p>ELECTRIC SHIELD Counter incoming melee and projectile attacks. Countering any attack pulls that enemy towards you and inflicts Static. Grants you a Shield when you counter the first attack. Counter Duration: 1s Shield Value: 18/15/12 Shield Duration: 3s</p> <p>THUNDRCLAP Jump into the air, then slam your maces into the ground. Deals 10 damage to nearby</p>	<p>StaticTarget is vulnerable to Freya's attacks for 3s</p>


		<p>enemies and inflicts Static. Deals 6 bonus damage to enemies already affected by Static.</p> <p>Air Time: 0.4s</p>	
<p>Jamila</p> 	<p>A young assassin from the Shadowblade clan, Jamila suddenly found herself the new leader after the death of her mother, the previous matriarch. As the youngest leader in the clan's history, some call her too inexperienced and undeserving of the title. Determined to silence those detractors, Jamila enters the arena to prove her mastery of the Shadow Arts</p>	<p>ASSASSIN'S CUT Three quick stabs that deal 6 damage each, followed by a heavy strike that deals 16 damage</p> <p>SHURIKEN Throw a bouncing shuriken, dealing 20/14/8 damage and inflicting Snare. Snare: Reduce target's movement speed by 30% for 1.5s. Max hits: 3</p> <p>ELUSIVE STRIKE Hold to charge a dash for up to 0.8s to increase damage and range. It deals 12-20 damage and dashing into a wall triggers a wall jump that inflicts Incapacitate. Incapacitate: Target is unable to move or use abilities for 2s. Any damage taken breaks this effect. Minimum Cast Time: 0.1s</p> <p>SHADOW DANCE Counter the next melee or projectile attack. When you counter an attack, gain Immaterial for 0.75s, turn invisible, and increase your movement speed by 35% for 2.5s. Your next Assassin's Cut while invisible becomes Shadow Slice, dealing 14 damage and inflicting Phantom Cut. Counter Duration: 1.2s</p> <p>SHADOW SLICE</p>	<p>Phantom Cut Deals 22 damage after a 2s delay</p>


		Strike an enemy for 14 damage and inflict Phantom Cut.	
Raigon 	Raigon is the former crown prince of Quna. He was a well-respected figure among the kingdom's warriors, until he was exiled due to the manipulations of Pestilus. For now, the arena serves as a decent place to find work and set the wheels in motion for his retaliation	SWORD SLASH Melee attack that deals 10 damage. Successful hits reduce the cooldown of Retribution by 1s and charge your weapon, increasing the power of your next Retribution. Max Charges: 3 RETRIBUTION Dash forward and cleave nearby enemies to deal 11 damage and heal yourself for 7 health on hit. Deals 3 bonus damage and heals yourself for 2 bonus health on hit per weapon charge. Damage Reduction per Hit: 35% Healing Reduction per Hit: 35% HEAVENLY STRIKE Leap to target location and strike with your sword. Deals 20 damage to enemies in front of you. Air Time: 0.55s PARRY Negates melee and projectile attacks. Melee attacks trigger Counterattacks that inflict Stun and projectiles are redirected at your aim direction. Parry Duration: 1.5s Stun: Template:Stun Description Counterattack Damage: 14 SEISMIC SHOCK Send forth a seismic shock, dealing 10 damage to the first enemy hit and launching them into the air for 1.4s	
	A mighty chieftain rushing into battle with a	PUMMEL Melee attack that	Toss a boulder to target location that deals 16 to


<p>Rook</p> 	<p>giant hammer in one hand and his dinner in the other. Rook likes to smash his enemies, with boulders, with hammers and even with his body. Once he goes berserk he turns into an unstoppable force</p>	<p>deals 10 damage. Successful hits reduce cooldown of Crushing Blow by 0.5s. Weapon Charges: 3</p> <p>CRUSHING BLOW Jump into the air, then slam your mace into the ground. Deals 18 damage, inflicts Armor Break and Stun to enemies in the area. Stun: Target is unable to move or use abilities for 0.4s. Air Time: 0.5s</p> <p>RUSH Rush forward and slam into an enemy. Deals 14-26 damage and inflicts Stun. Damage increases with travel distance. Stun Duration: Target is unable to move or use abilities for 0.4s</p> <p>BERSERK Counter the next melee or projectile attack. When you counter an attack, become invulnerable for 1s and gain Berserk. Counter Duration: 1s</p> <p>BOULDER TOSS Toss a boulder to target location that deals 16 to nearby enemies and knocks them back. Impact Delay: 0.8s</p>	<p>nearby enemies and knocks them back. Impact Delay: 0.8s</p>
<p>Ruh kaan</p> 	<p>Ruh Kaan was awoken when a grave robber desecrated the sacred crypts Ark'Dun. Pursuing the trespasser led him to the Arenas where he is still tracking his quarry. He wields his dark powers to remove those who would stand in his way, taking great pleasure in consuming their souls</p>	<p>DEFIELD BLADE Melee attack that deals 8 damage. Your weapon charges over time. When fully charged, it deals 18 damage, inflicts both Curse and Silence, and heals you for 12 health on hit. Charge Time: 8s</p> <p>SHADOW BOLT Launch a dark bolt of energy</p>	<p>"Ruh" means "Soul" in Arabic "Kaan" is a masculine given name and surname of Turkic origin, meaning "ruler", "King of Kings" (<i>Khagan</i>).</p>

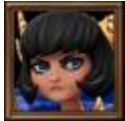
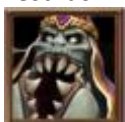
		<p>that deals 30 damage</p> <p>SINISTER STRIKE Dash forward, then deal 12 damage to nearby enemies. Air Time: 0.3s</p> <p>CONSUME Negate melee and projectile attacks in front of you, inflicting Fading Snare on enemy melee attackers. Negating an attack fully charges your weapon and resets the cooldown of Shadow Bolt. Fading Snare: Reduce target's movement speed to 0% and gradually restores over 1.5s</p> <p>CLAW OF THE WICKED Launch a claw that deals 12 damage and pulls an enemy towards you. Heals self equal to damage dealt</p>	
<p>Shifu</p> 	<p>Expert in the martial art of Ni'Shu and master of the spear. A highly mobile and dangerous duelist, his extraordinary combat prowess culminates in a range of deadly melee attacks. Trained to hunt down his opponents and move like the wind, facing Shifu is like walking into a tornado of spearheads</p>	<p>SPEAR SLASH Melee attack that deals 10 damage. Successful hits charge your weapon, increasing the damage of your next Impale Max Weapon Charges: 3</p> <p>IMPALE Lunge forward and thrust your spear in a line, piercing enemies to deal 10 damage. Deals 5 bonus damage per weapon charge. Damage Reduction per Hit: 40%</p> <p>FLEETFOOT You become immaterial and remove negative effects. Your movement speed increases by 35% and damage dealt reduces by 50% for the duration.</p>	

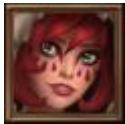
		<p>Duration: 1.3s</p> <p>KUNJU Counter the next melee or projectile attack. When you counter an attack, teleport behind your enemy, heal yourself for 16 health, become immaterial for 0.5s, and gain Readiness .Counter Duration: 1.2s</p> <p>JAVELIN Throw a javelin that deals 12 damage and leap towards the enemy hit. Javelin can be used to pull yourself to a wall. Air Time: 0.2s-0.4s</p>	
<p>Thorn</p> 	<p>Ancient folklore speaks of Thorn, the destructive apparition. Using its network of thorn-covered roots, it would whip, rupture and drain the life out of any living thing indiscriminately. Some say Thorn is just a story to keep kids out of the forests at night, others say it is an old lie used as a cover-up for misdeeds. Thorn's presence in the Arena is both a mystery, and a very bad omen</p>	<p>ROOT CLAW Melee attack that deals 13/13/16 damage. Every third attack is a Root Grip that heals you for 6 health on hit and pulls enemies closer</p> <p>LEECHING THORNS Launch 2 leeching thorns. Each projectile deals 12 damage and inflicts Thorns. Channel Duration: 0.7s</p> <p>BURROW Burrow underground, increasing movement speed by 100% and removing movement impairing effects. Emerge from below after the duration, dealing 14 damage and inflicting Stun to nearby enemies. Recast to emerge early. Impact Delay: 0.5s Stun: Target is unable to move or use abilities for 0.25s. Duration: 1.75s</p> <p>EVIL CLUTCH</p>	<p>ThornsThorns drain the target, dealing 6 damage and healing you for 10 health over 4s</p>


		<p>Grow roots from the ground and pull them towards you, dragging along any enemies in their path and dealing 12 damage. Impact Delay: 0.9s Range: 9</p> <p>ENTANGLING ROOTS Send whirling roots forward that deal 8 damage and inflict Entangle</p>	
<p>Blossom</p> 	<p>Blossom is a happy, bubbly young faun from the Silverdeep Forest. She has left her home to investigate a disturbance in the natural order. She is always accompanied by her bird companion, Maxwell</p>	<p>THWACK! Throw an infused acorn that deals 10 damage. Your weapon charges over time. When fully charged, the acorn deals 20 damage and inflicts Snare. Snare: Reduce target's movement speed by 40% for 1.5s. Charge time: 6s</p> <p>NOURISH Send natural power to target location, healing the nearest ally for 12 health. Applies Butterflies. Charges: 3 Cooldown Reduction per Other Player: 0.5s</p> <p>HOP Hop towards target location and avoid incoming attacks. Upon landing, become invisible, gain 20% increased movement speed and remove movement impairing effects. Using any ability ends this effect. Duration: 1.5s Air Time: 0.35s</p> <p>TREE OF LIFE Summon an immovable Tree of Life sapling that heals nearby allies for 12 health</p>	<p>ButterfliesHeals 8 health over 6s</p>


		<p>and 30 additional health over 5s. Tree health: 30</p> <p>BLOOM BLOOM Launch a boom bloom seed that deals 15 damage. The seed will take root and bloom after a short delay, inflicting Stun on all nearby enemies. Stun: Target is unable to move or use abilities for 0.8s. Impact Delay: 1.1s</p>	
<p>Lucie</p> 	<p>Lucie is a highly skilled Alchemist. A rebel at school who got expelled from the Toleen Academy for mixing banned potions. She is a diverse contender who knows which brew makes you choke, heal or flee in fear. The arena has become her new playground for wild experiments. Seeing her smile while mixing ingredients of an unknown nature might make her look more crazy than cute</p>	<p>TOXIC BOLT Projectile attack that deals 12 damage and inflicts Toxic</p> <p>HEALING POTIONS Throw a potion that heals the nearest ally for 14 health and applies Revitalize. Charges: 3 Cooldown Reduction per Other Player: 0.8s</p> <p>BARRIER Grant a Shield to a target ally. It absorbs up to 50 damage for 2.5s</p> <p>CLARITY POTION Throw a cleansing potion to target location, knocking nearby enemies away. The impact removes positive effects from enemies and negative effects from allies. Impact Delay: 0.55s</p> <p>PANIC FLASK Throw a chemical flask that deals 12 damage inflicts Panic. Panic: Target runs away in panic for 2s at 30% increased movement speed. If the target takes at least 20 damage, the effect breaks</p>	


<p>Oldur</p> 	<p>Oldur is a mysterious creature able to bend time and space. He can mend wounds with powerful heals and reverse enemy attacks by freezing them in time</p>	<p>SANDS OF TIME Launch a projectile that deals 10 damage and inflicts Time Bomb</p> <p>REJUVINATING SAND Throw rejuvenating sand that heals the nearest ally for 12 health and applies Rejuvenate. Charges: 3 Cooldown Reduction per Other Player: 0.8s</p> <p>SHIFTING SANDS Turn into sand and travel to target location. Heals allies you pass through for 12 health. Consumes Rejuvenate on allies and Time Bomb on enemies to instantly trigger their effects. Air Time: 0.5-0.65s</p> <p>TIME BENDER Negate projectile and melee attacks in front of you. Knock enemy melee attackers back and capture the first negated projectile within your hourglass. Recast this to launch the captured projectile. Duration: 1.2s Recast Duration: 4.5s</p> <p>QUICKSAND Throw an hourglass to target location, exploding to deal 18 damage and inflict Fading Snare. Consumes Time Bomb to deal its damage instantly. Fading Snare: Reduce target's movement speed to 0% and gradually restores over 1s. Impact Delay: 0.95s</p>	<p>Oldur might be talking about Einstein in his quote : "Someone once said "time is an illusion". I beg to differ."</p>
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<p>Pearl</p> 	<p>Pearl is a sage able to control the oceans and whatever creatures that lurk below. Pearl transforms water into volatile attacks, rejuvenating streams and protecting bubbles.</p>	<p>VOLITALE WATER Launch a projectile that deals 15 damage. Deals 22 damage and inflicts Silence if your staff is charged. Silence: Target is unable to use abilities for 1s</p> <p>HEALING WAVE Channel a healing wave that heals the nearest ally for 21 health over 0.3s. Charges: 3 Cooldown Reduction per Other Player: 1s</p> <p>DIVE Dive into a pool of water and travel to target location. Recharges your staff</p> <p>TIDAL WAVE Counter the next melee or projectile attack. When you counter an attack, heal yourself for 12 health and send out a tidal wave. It deals 15 damage to nearby enemies and knocks them back. Counter Duration: 1.2s</p> <p>BUBBLE BARRIER Spawn a bubble barrier at target location that knocks players back. The bubble slows enemy projectiles and enemies inside it. Duration: 4s Max Slow: 40%</p>	
<p>Pestilus</p> 	<p>Pestilus is the head priest of Quna. He serves the Qunan royal family, but secretly worships an evil deity, Rasal. His schemes manipulated the king into exiling the crown prince. In the arena, Pestilus</p>	<p>MOTH Projectile attack that deals 10 damage on enemy hit and heals 7 health on ally hit. Inflicts Moth and heals you for 3 health</p> <p>BLOODSUCKER</p>	

	<p>unleashes swarms of insects to infest and cripple his enemies, releasing his innermost darkest desires.</p>	<p>Projectile attack that deals 30 damage on enemy hit, heals 30 health on ally hit and deals 15 damage to self. Cannot deal lethal damage to self</p> <p>INFEST Lurch forward, inflicting Infest. to the first ally or enemy you reach. Heals allies and self for 8 health on hit. Can be recast to end this effect early</p> <p>QUEEN Summon a Queen at target location, healing nearby allies for 16 health and 16 additional health over 5s. The Queen explodes afterward unless killed by an enemy. The explosion deal 16 damage and inflicts Panic to nearby enemies. Recast to order the Queen to fly to a new location. Queen Health: 30 Panic: Target runs away in panic for 0.6s at 25% increased movement speed. If the target takes at least 20 damage, the effect breaks</p> <p>ARACHNOPHOBIA Throw a spider egg to target location, inflicting Panic to nearby enemies. Panic: Target runs away in panic for 1.5s at 25% increased movement speed. If the target takes at least 20 damage, the effect breaks. Impact Delay: 0.9s</p>	
<p>Poloma</p> 	<p>A psychopomp from the deep forests of Silverridge, Poloma uses shamanic powers to guide life and spirits alongside her protector and loyal creature, Toki. A</p>	<p>SOUL BOLT Fire a soul bolt that deals 10 damage and inflicts Soul Bind on enemy hit. Heals 8 health and applies Spirit Link on you and ally hit. Soul Bind Damage Cap: 20</p>	

	<p>dark disturbance among souls has put Poloma on a new path, leaving her safety and home behind. Driven by her burning curiosity and extraordinary senses, Poloma now seeks her answers in the arena</p>	<p>OTHER SIDE Send target ally into the spirit realm, increasing their movement speed by 40% and making them immaterial but unable to use abilities. Heals nearby allies for 12 health when the effect ends. Duration: 1.8s</p> <p>SPIRIT GUIDE Project a spirit guide that heals an ally for 16 health or deals 12 damage and knocks an enemy back. Can be recast to teleport to the spirit. Recast Duration: 3s</p> <p>SPIRIT RIFT Open a rift, inflicting Spell Block to nearby enemies. When Spell Block interrupts an ability, it inflicts Panic. Spell Block: Interrupts the next ability used within 0.5s. Panic: Target runs away in panic for 2s at 20% increased movement speed. If the target takes at least 20 damage, the effect breaks</p> <p>GHOST WOLF Send out a ghost wolf that deals 20/15/10 damage and inflicts Soul Bind. It bounces to a nearby enemy after each hit, up to 3 total hits. Soul Bind Damage Cap: 20</p>	
<p>Sirius</p> 	<p>Born under a purple sky and wrapped in the light of the brightest star, the prophecy was true and foretold the birth of the Zenith. Taken from his parents and sent to a monastery to learn the way of the</p>	<p>CRESCENT STRIKE Melee attack that deals 8 damage. Your weapon charges over time. When fully charged, it deals 24 damage and inflicts Weaken</p> <p>SUNLIGHT Call down a beam of sunlight</p>	

	<p>astronomers, Sirius is a calm prodigy who uses the energies of stars and planets as destructive spells and healing powers</p>	<p>that heals the ally nearest target location for 14 health. Charges: Cooldown Reduction per Other Player: 0.8s</p> <p>CELESTIAL SPIRIT Teleport to target location, dealing 10 damage to nearby enemies and healing nearby allies for 10 health</p> <p>SUNRISE Counter the next melee or projectile attack. When you counter an attack, teleport to a new location. You heal nearby allies for 12 health and fully charge your weapon. Counter Duration: 1.2s</p> <p>LUNAR STRIKE Call down a ray of moonlight at target location, inflicting Petrify to nearby enemies. Petrify: Target gains a shield that absorbs up to 20 damage and is unable to move or use abilities for 3s. This effect breaks when the shield breaks. Impact Delay: 0.9s</p>	
<p>Ulric</p> 	<p>Sworn protector of the weak, devout follower of the Way of Symphony, and unwavering light against the dark. Ulric, trained in the holy Monastery of Resonance, has spent many years traveling the lands to spread the word of the Light. He joins the Arena now to demonstrate to allies, foes, and onlookers alike the primacy of the True Path</p>	<p>HAMMER OF JUSTICE Melee attack that deals 10 damage. Your weapon charges over time. When fully charged, it deals 20 damage and inflicts Stun to closest enemy and 12 area damage to nearby enemies. Charge Time: 8s Stun: Target is unable to move or use abilities for 0.5s</p> <p>HOLY LIGHT Call down a beam of holy light that heals the ally nearest target location for 14 health.</p>	

		<p>Charges: 3 CD Reduction per Other Player: 0.5s</p> <p>INTERVENE Become immaterial and dash forward to slam an enemy dealing 12 damage. Dashing through an ally heals self and ally for 9 health, applies Favor, recharges your weapon and resets cooldown. Cannot hit allies affected by Favor. Min. Distance: 4 Max. Distance: 6</p> <p>RADIANT SHIELD Put up your shield and absorb projectile and melee attacks in front of you. Absorbing an attack/projectile charges your shield up to 3 times. Fires a wave of light in a cone dealing 12 damage and inflicting Blind when the effect ends if your shield is charged. Each charge increases the radius. Duration: 1.5 Blind: Reduces sight range by 95% for 2s</p> <p>SMITE Knock nearby enemies back and replace Holy Light with Smite, a projectile attack dealing 14 / 18 / 22 damage. The effect lasts for 3 attacks or up to 5s. The effect can be canceled by recasting the ability</p>	
<p>Zander</p> 	<p>When the famous theatre troupe "The Phantomime Masquerade" disbanded after a series of tragic events, their magnificent magician Zander vanished</p>	<p>TRICK SHOT Throw two magical cards. Each card deals 6 damage to enemies, heals 5 health on allies, and heals you for 2 health on hit. Applies Hearts upon</p>	

	<p>without a trace. Known for his unparalleled perfection in card trickery, teleportation, duplication and transformation, this distinguished illusionist has now returned from the dead to turn the otherwise ceremonial arenas world-wide into spectacular revelries</p>	<p>allies hit</p> <p>GRAND CONJURATION A heavy magical projectile that deals 28 damage and pierces enemies. Inflicts Arcane Catalyst on targets hit. Damage Reduction Per Hit: 40%</p> <p>MIRROR IMAGE Turn immaterial and dash in target direction, leaving an Illusion where you stood. Duration: 4s Illusion Health: 30 Air Time: 0.7s</p> <p>PORTAL Place a portal at target location that teleports allies one at a time, removing them from the fight for 1.4s before reappearing at a target destination of their choice. Teleporting an Illusion increases its duration by 1s and grants you the ability to recast Portal to pick its target destination. Duration: 4s Recast Duration: 4s</p> <p>SHEEP TRICK Turn enemies inside target area into harmless creatures, rendering them unable to use any abilities for 2.2s. If the target takes 20 damage, the effect is broken. Impact Delay: 0.9s</p>	
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GAMEPLAY

Overview of Gameplay

Battlerite consists of two teams, **with two or three players each**, battling against each other. Defeating every player on the enemy team wins the round for your team, and winning three rounds wins your team the game.

Player Experience

Each one was designed carefully to favor using different tactics. So far, the game contains 4 arenas, each one available in day and night variants. Each arena has tribunes, where crowds of loud, bloodthirsty spectators sit and watch the games.

- **Mount Araz** - Built on the remains of an ancient dragon, this arena lies at the edge of Cape Kaal. For over 400 years it has witnessed violent events and deaths of hundreds of warriors and it also has been a proving ground for the greatest champions. It is now the largest arena in Eastern Wastelands, which attracts both traders and spectators from all over the region. As a contender you do have to handle not only powerful opponents, but also the overwhelming heat.

- **Orman Temple** - Built in a backyard of an abandoned temple and protected by Dryad tribes, the Orman Temple now lives on violent spectacles. Lying deep in wild forests away from civilization, this is a true oasis for travelers and a popular place of entertainment for lower class denizens.

- **Sky Ring** - Sky Ring is built on a floating island in the Kingdom of Trolobe. This luxurious arena is made of expensive materials. It is surrounded by hundreds of airships, which serve as tribunes for the crowds. Sky Ring is set over the capital city of Trolobe. This luxurious arena is only available for the Royal Family, the most wealthy citizens and special guests. Fighting on this arena is a privilege and winning a victory here brings great honor.

- **Blackstone Arena** - This underground Arena was set in stone by hands of thousands of slaves that gave their life so that crowds of fans could enjoy bloody spectacles. Only one way leads to Blackstone Arena, and it's down. So far, nobody has managed to walk out of there alive to tell of their heroic deeds. Who knows, maybe you will be the first one?

Each arena has a central spot, where mysterious orbs appear every now and then. The orbs have 50 hit points. After breaking an orb the team who did this gains 25 hit points and 25 energy points. If only one member of the team is remaining on the arena, this one gets 50 energy points. Controlling the surroundings of the orb is a key element of strategy in **Battlerite**.

Arenas also contain other, minor orbs - orange and green. The orange restore 8 energy points to the Hero who collects them, while the green grant 20 hit points. Collecting these orbs and keeping rivals away from them is an important element of gameplay - you shouldn't let your enemies heal up or gain extra energy. Also, note that upon dying, your teammate drops a health orb, which can be picked up by any remaining Hero.


Gameplay Guidelines


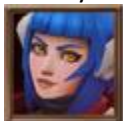
Gameplay must be fast paced, action packed, with no obscenities and no vulgarities since this game is aimed at teenagers. Main language that will be used is English, but Battlerite will be available in Italian, German, Korean, Spanish, Chinese, Japanese, Russian, Polish, Turkish, Portuguese.,



Game Objectives & Rewards

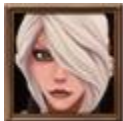
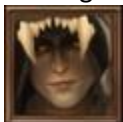
REWARDS	PENALTIES	DIFFICULTY LEVELS
Level up your champion and progress through quests to earn loot. From weapons and outfits to victory stances, there's a huge variety of cosmetic customizations to be collected.	Since this is a competitive game, penalties for losing are:- losing your ranked points and losing your division	Difficulty levels are scaling with your skill level, since players dictate the skill lvl needed for upgrading your rank there is no natural difficulty level in the game.



Gameplay Mechanics



Character Attributes	
Character	Movement Abilities/Actions Available
Alysia 	<p>FROST BOLT (Left Mouse button) Launch a cold bolt that deals 15 damage. Deals 2 bonus damage and adds Chill duration to enemies affected by Chill. Added Duration: 0.8s</p> <p>ICE LANCE (Right Mouse button) Projectile attack that deals 22 damage and inflicts Chill. Deals 6 bonus damage to enemies already affected by Chill. Chill Duration: 1.5s</p> <p>ARCTIC WIND (Q button) Inflict Chill to nearby enemies and soar gracefully to target location. Air Time: 0.6s Chill Duration: 1.5s</p> <p>GLACIAL PRISM (E button) Shield a target ally. Glacial Prism absorbs up to 24 damage for 1.4s. When it breaks, it explodes to inflict Chill on nearby enemies. Chill Duration: 1.5s</p> <p>FLASH FREEZE (Space button) Call down a frozen star at target location that deals 18 damage and inflicts Chill to enemies in the area. Inflicts Freeze to enemies already affected by Chill. Impact Delay: 0.8s Chill Duration: 2.5s</p>
Ashka	FIREBALL (Left Mouse Button)


	<p>Launch a Fireball that deals 15 damage and reapplies Ignite</p> <p>FIRE STORM (Right Mouse button) Fire a series of 3 flame bolts. Each bolt deals 16 damage and inflicts Ignite. Channel Duration: 1s</p> <p>SEARING FLIGHT (Q button) Transform into fire and travel to target location, dealing 10 damage to nearby enemies. Air Time: 0.75s</p> <p>FLAMESTRIKE (E button) Engulf target location in flames, dealing 20 damage and inflicting Stun to enemies in the area. Impact Delay: 1s</p> <p>MOLTEN FIST (Space button) Turn into a fist of magma and dash forward. Inflicts Snare and knocks the enemy back. Snare: Reduce target's movement speed by 25% for 1.5s.</p>
<p>Destiny</p> 	<p>POWER BLAST (Left mouse button) Projectile attack that deals 16 damage. Successful hits reduce cooldown of Charged Bolt by 1s</p> <p>CHARGED BOLT (Right Mouse button) Hold to charge a projectile for up to 1.2s to increase damage and range. It deals 8-30 damage and inflicts Spell Block. When Spell Block interrupts an ability, it inflicts Silence. Minimum Cast Time: 0.4s Silence: Target is unable to use abilities for 0.4s to 0.8s, based on charge-up duration. Spell Block: Interrupts the next ability used within 0.25s</p> <p>MAGNETIC ORB (Q button) Compress yourself into an orb. Removes movement impairing effects and increases movement speed by 100%. Deals 14 damage to the first enemy hit and knocks them back. Duration: 2s</p> <p>SKY STRIKE (E button) Counter the next melee or projectile attack. When you counter an attack, vault into the air. Then, jump towards move direction and fire a plasma blast that deals 22 damage and knocks enemies back. Air Time: 0.6s Counter Duration: 1.2s</p> <p>PLASMA WALL(Space button) Deploy a Plasma Wall at target location. The wall reduces enemy projectile</p>



	<p>speed and inflicts Snare to enemies that pass through it. Duration: 2s Snare: Reduce target's movement speed by 25% for 1.5s.</p>
<p>Ezmo</p> 	<p>ARCANE FIRE (Left Mouse button) Launch a bolt of arcane fire that deals 8 damage. Max Charges: 3 Reload Duration: 1s</p> <p>CHAOS GRIP (Right Mouse button) Hold to charge a projectile for up to 1.3s to increase damage and range. The projectile deals 12-22 damage, knocks nearby enemies back and pulls enemies far away towards you. Minimum Cast Time: 0.4s</p> <p>ARCANE BARRIER (Q button) Negate melee and projectile attacks in front of you. Negating attacks grants Arcane Fire charges. You gain 1 charge per 10 damage absorbed or 1 charge for each non-damaging attack. Duration: 1.5s Max Weapon Charges: 6</p> <p>SHACKLE (E button) Manifest shackles at target location, dealing 10 damage and inflicting Root to enemies in the area. Root: Target is unable to move for 2s. Impact Delay: 0.3s</p> <p>TOME OF DESTRUCTION (Space button) Summon the Tome of Destruction at target location. The tome mimics your Arcane Fire attacks. Mimicked Damage: 4 Duration: 3.5s</p>
<p>Iva</p> 	<p>BOOMSTICK (Left Mouse button) Fire 4 bullets in a cone, dealing up to 16 damage. Reload Duration: 1s Ammo: 2</p> <p>ROCKET X-67 (Right Mouse button) Launch a rocket that deals 26 damage. It explodes to deal 12 damage to nearby enemies, consuming Oil to inflict Burning Oil</p> <p>JET PACK (Q button) Fire up your Jet Pack and fly to target location. Inflicts Oil on enemies you fly over. Air Time: 0.95s-1.05s</p>



	<p>ZAP (E button) Grant a Shield to target ally, removing all negative effects. It absorbs up to 28 damage and increases movement speed by 30%. Duration: 2.5s</p> <p>TAZER (Space button) Fire a shot that inflicts Spell Block. When Spell Block interrupts an ability, it inflicts Stun. Spell Block: Interrupts the next ability used within 0.5s. Stun: Target is unable to move or use abilities for 1.2s</p>
<p>Jade</p> 	<p>POWER SHOT(Left Mouse button) Fire a revolver shot dealing 6 damage. Ammo: 4 Reload Duration: 1s</p> <p>SNIPE(Right mouse button) Fire a piercing bullet that deals 38 damage and inflicts Stun. Stun: Target is unable to move or use abilities for 0.5s. Damage Reduction per Hit: 35%</p> <p>STEALTH(Q button) Turn invisible, gain Fading Haste and remove movement impairing effects. Duration: 2.4s Fading Haste: Movement speed increases by 30% and then fades over 1.5s</p> <p>DISABLING SHOT(E button) Fire a shot that inflicts Snare and Spell Bock. When Spell Block interrupts an ability, it inflicts Silence. Spell Block: Interrupts the next ability used within 0.5s. Snare: Reduce target's movement speed by 15% for 1.2s. Silence: Target is unable to use abilities for 1.2s</p> <p>BLAST VAULT(Space button) Detonate a grenade that launches you into the air. The explosion deals 8 damage and inflicts Stun on nearby enemies. Stun: Target is unable to move or use abilities for 0.25s. Air Time: 0.8s</p>
<p>Jumong</p> 	<p>HUNTING ARROW (Left Mouse button) Fire an arrow that deals 16 damage and charges your bow on hit. A fully charged bow enables you to recast Steady Shot, Black Arrow or Rain of Arrows. Max Weapon Charges: 3</p> <p>STEADY SHOT (Right Mouse button) Fire a powerful arrows that deals 28 damage</p>



	<p>BLACK ARROW (Q button) Dash towards your move direction and fire an arrow that deals 8 damage</p> <p>RAIN OF ARROWS (E button) Fire arrows that rain down at target location. It deals 20 damage over 1.8s and inflicts Snare. The first salvo inflicts Seeker's Mark. Snare: Reduce target's movement speed by 20% for 1s. Impact Delay: 0.7s</p> <p>PROWL (Space button) Become immaterial and movement speed increases by 100%. Removes movement impairing effects. Running into an enemy inflicts Seeker's Mark. Duration: 1.2s</p>
<p>Shen rao</p> 	<p>SHOCK BLAST (Left Mouse button) Shoot an accelerating projectile that deals 16 damage</p> <p>STORM BOLT (Right Mouse button) Launch a storm bolt that deals 10 damage and inflicts Storm Struck. Speed during Storm Struck decreases with projectile travel distance</p> <p>ASCENSION(Q button) Travel to target location, become unhittable and increase your movement speed by 40% for 2.5s. During this time, you can cast up to two Lightning Bolts, dealing 18 damage each</p> <p>LIGHTNING BOLT (E button) Cast lightning upon target location, dealing 18 damage. Impact Delay: 0.4s</p> <p>DISMISSAL(Space button) Block projectiles and melee attacks in front of you by creating a whirling wind that knocks away enemies. Any projectile that is blocked extends the duration of the whirl</p>
<p>Taya</p> 	<p>RAZOR BOOMERANG (Left Mouse button) Throws a piercing boomerang that deals 14 damage and returns upon reaching maximum distance. Damage Reduction per Hit: 50%</p> <p>X-STRIKE (Right Mouse button) Throw two boomerangs in arc. Each boomerang deals 12 damage and inflicts Stun on the way out. Deals 6 bonus damage if both boomerangs hit at the intersection. Damage reduction per hit: 50%</p>


	<p>Stun: Target is unable to move or use abilities for 0.5s.</p> <p>HASTE (Q button) Gain Haste and remove movement impairing effects. During Haste, Razor Boomerang can be used while moving. Haste: Movement speed increases by 45% over the course of 3s</p> <p>WIND STRIKE (E button) Spinning attack that deals 10 damage to nearby enemies and knocks them away</p> <p>WIND BOMB(Space button) Throw a wind bomb to target location. The impact pulls nearby enemies to the center and creates a Wind Stream that lasts for 2s. Allies entering the wind stream gain Haste for 1.2s. Impact Delay: 0.7</p>
<p>Varesh</p> 	<p>HAND OF CORRUPTION (Left Mouse button) Fire a projectile that deals 14 damage, inflicts Corruption and heals self for 2 health on hit</p> <p>HAND OF JUDGEMENT (Right Mouse button) Fire a projectile that deals 22 damage and inflicts Judgement</p> <p>INHIBITOR'S GUARD (Q button) Grant a Shield to target ally. It absorbs up to 28 damage for 2.5s</p> <p>WUJU(E button) Counter the next melee or projectile attack. When you counter an attack, teleport to target location. Upon impact, consume Corruption and Judgement from nearby enemies and knock them away. Counter Duration: 1.2s Air Time: 0.8s</p> <p>SHATTER (Space button) Spawn an exploding shard at target location, dealing 12 area damage. Consume Corruption and Judgement on enemies hit. Impact Delay: 0.7s</p>
<p>Bakko</p> 	<p>WAR AXE (Left Mouse button) Melee attack that deals 9 damage. Successful hits reduce cooldown of Blood Axe by 0.6s and charge your weapon, increasing the damage of your next Blood Axe. Max Weapon Charges: 3</p> <p>BLOOD AXE (Right Mouse button) Throw an axe that deals 16 damage. Deals 4 bonus damage per weapon charge</p>


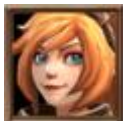
	<p>VALIANT LEAP(Q button) Leap into the air and strike down at target location, dealing 22 damage to nearby enemies and inflicting Snare. Air Time: 1s Snare: Reduce target's movement speed by 30% for 1s</p> <p>BULWARK(E button) Put up your shield and block projectile and melee attacks in front of you. Reflects enemy projectiles and inflicts Stun for 1.5s on enemy melee attackers. Duration: 1.5s Stun: Target is unable to move or use abilities for 1.5s</p> <p>SHIELD BASH(Space button) Dash forward and bash an enemy. Deals 6 damage and inflicts 40% Weaken for 1.5s</p> <p>SHIELD DASH Dash forward and grab an enemy, pushing them in front of you. Pushing an enemy into a wall deals 12 damage and inflicts Stun. Stun: Target is unable to move or use abilities for 0.45s</p>
<p>Croak</p> 	<p>BLADE FURRY (Left Mouse button) Melee attack that deals 6 damage. Your weapon charges over time. When fully charged, it deals 12 damage and grants you 50% bonus attack speed for 0.7s. Charge Time: 5s</p> <p>TOXIN MUCK(Right Mouse button) Spit toxin muck at target location. Deals 6 damage, inflicts Toxin and heals you for 6 health on hit. Air Time: 0.8s</p> <p>FROG LEAP(Q button) Leap to target location and strike with your blades, dealing 16 damage. Hitting an enemy recharges your weapon. Can be recast to leap again. Recast Duration: 1.8s Air Time: 0.55s</p> <p>CAMOUFLAGE(E button) Become invisible, remove negative effects, fully charge your weapon and gain Fading Haste. Using Blade Flurry while invisible inflicts Stun. Using other attacks ends this effect. Duration: 2s Fading Haste: Movement speed increases by 40% and then fades over 1s. Stun: Target is unable to move or use abilities for 1s</p> <p>NOXIOUS LUNGE(Space button)</p>


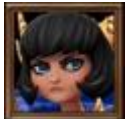
	Dash forward, piercing through enemies to deal 14 damage
<p>Freza</p> 	<p>BASH(Left Mouse button) Melee attack that deals 10/10/14 damage. Deals 2 bonus damage if enemy is affected by Static</p> <p>STORM MACE(Right Mouse button) Throw a mace that deals 12 damage and inflicts Static. Consumes Static instead if the enemy is already affected by Static, knocking them back and inflicting Incapacitate if knocked into a wall. Incapacitate Duration: 1.5s</p> <p>SPRING(Q button) Leap towards target location and gain Spring. Air Time: 0.45s</p> <p>ELECTRIC SHIELD(E button) Counter incoming melee and projectile attacks. Countering any attack pulls that enemy towards you and inflicts Static. Grants you a Shield when you counter the first attack. Counter Duration: 1s Shield Value: 18/15/12 Shield Duration: 3s</p> <p>THUNDRCLAP(Space button) Jump into the air, then slam your maces into the ground. Deals 10 damage to nearby enemies and inflicts Static. Deals 6 bonus damage to enemies already affected by Static. Air Time: 0.4s</p>
<p>Jamila</p> 	<p>ASSASSIN'S CUT(Left Mouse button) Three quick stabs that deal 6 damage each, followed by a heavy strike that deals 16 damage</p> <p>SHURIKEN(Right Mouse button) Throw a bouncing shuriken, dealing 20/14/8 damage and inflicting Snare. Snare: Reduce target's movement speed by 30% for 1.5s. Max hits: 3</p> <p>ELUSIVE STRIKE(Q button) Hold to charge a dash for up to 0.8s to increase damage and range. It deals 12-20 damage and dashing into a wall triggers a wall jump that inflicts Incapacitate. Incapacitate: Target is unable to move or use abilities for 2s. Any damage taken breaks this effect. Minimum Cast Time: 0.1s</p> <p>SHADOW DANCE(E button) Counter the next melee or projectile attack. When you counter an attack, gain Immaterial for 0.75s, turn invisible, and increase your movement speed</p>


	<p>by 35% for 2.5s. Your next Assassin's Cut while invisible becomes Shadow Slice, dealing 14 damage and inflicting Phantom Cut. Counter Duration: 1.2s</p> <p>SHADOW SLICE(Space button) Strike an enemy for 14 damage and inflict Phantom Cut.</p>
<p>Raigon</p> 	<p>SWORD SLASH(Left Mouse button) Melee attack that deals 10 damage. Successful hits reduce the cooldown of Retribution by 1s and charge your weapon, increasing the power of your next Retribution. Max Charges: 3</p> <p>RETRIBUTION(Right Mouse button) Dash forward and cleave nearby enemies to deal 11 damage and heal yourself for 7 health on hit. Deals 3 bonus damage and heals yourself for 2 bonus health on hit per weapon charge. Damage Reduction per Hit: 35% Healing Reduction per Hit: 35%</p> <p>HEAVENLY STRIKE(Q button) Leap to target location and strike with your sword. Deals 20 damage to enemies in front of you. Air Time: 0.55s</p> <p>PARRY(E button) Negates melee and projectile attacks. Melee attacks trigger Counterattacks that inflict Stun and projectiles are redirected at your aim direction. Parry Duration: 1.5s Stun: Template:Stun Description Counterattack Damage: 14</p> <p>SEISMIC SHOCK(Space button) Send forth a seismic shock, dealing 10 damage to the first enemy hit and launching them into the air for 1.4s</p>
<p>Rook</p> 	<p>PUMMEL(Left Mouse button) Melee attack that deals 10 damage. Successful hits reduce cooldown of Crushing Blow by 0.5s. Weapon Charges: 3</p> <p>CRUSHING BLOW(Right Mouse button) Jump into the air, then slam your mace into the ground. Deals 18 damage, inflicts Armor Break and Stun to enemies in the area. Stun: Target is unable to move or use abilities for 0.4s. Air Time: 0.5s</p> <p>RUSH(Q button)</p>



	<p>Rush forward and slam into an enemy. Deals 14-26 damage and inflicts Stun. Damage increases with travel distance. Stun Duration: Target is unable to move or use abilities for 0.4s.</p> <p>BERSERK(E button) Counter the next melee or projectile attack. When you counter an attack, become invulnerable for 1s and gain Berserk. Counter Duration: 1s</p> <p>BOULDER TOSS(Space button) Toss a boulder to target location that deals 16 to nearby enemies and knocks them back. Impact Delay: 0.8s</p>
<p>Ruh kaan</p> 	<p>DEFIELD BLADE(Left Mouse button) Melee attack that deals 8 damage. Your weapon charges over time. When fully charged, it deals 18 damage, inflicts both Curse and Silence, and heals you for 12 health on hit. Charge Time: 8s</p> <p>SHADOW BOLT(Right Mouse button) Launch a dark bolt of energy that deals 30 damage</p> <p>SINISTER STRIKE(Q button) Dash forward, then deal 12 damage to nearby enemies. Air Time: 0.3s</p> <p>CONSUME(E button) Negate melee and projectile attacks in front of you, inflicting Fading Snare on enemy melee attackers. Negating an attack fully charges your weapon and resets the cooldown of Shadow Bolt. Fading Snare: Reduce target's movement speed to 0% and gradually restores over 1.5s</p> <p>CLAW OF THE WICKED(Space button) Launch a claw that deals 12 damage and pulls an enemy towards you. Heals self equal to damage dealt</p>
<p>Shifu</p> 	<p>SPEAR SLASH(Left Mouse button) Melee attack that deals 10 damage. Successful hits charge your weapon, increasing the damage of your next Impale Max Weapon Charges: 3</p> <p>IMPALE(Right Mouse button) Lunge forward and thrust your spear in a line, piercing enemies to deal 10 damage. Deals 5 bonus damage per weapon charge.</p>


	<p>Damage Reduction per Hit: 40%</p> <p>FLEETFOOT(Q button) You become immaterial and remove negative effects. Your movement speed increases by 35% and damage dealt reduces by 50% for the duration. Duration: 1.3s</p> <p>KUNJU(E button) Counter the next melee or projectile attack. When you counter an attack, teleport behind your enemy, heal yourself for 16 health, become immaterial for 0.5s, and gain Readiness .Counter Duration: 1.2s</p> <p>JAVELIN(Space button) Throw a javelin that deals 12 damage and leap towards the enemy hit. Javelin can be used to pull yourself to a wall. Air Time: 0.2s-0.4s</p>
<p>Thorn</p> 	<p>ROOT CLAW(Left Mouse button) Melee attack that deals 13/13/16 damage. Every third attack is a Root Grip that heals you for 6 health on hit and pulls enemies closer</p> <p>LEECHING THORNS(Right Mouse button) Launch 2 leeching thorns. Each projectile deals 12 damage and inflicts Thorns. Channel Duration: 0.7s</p> <p>BURROW(Q button) Burrow underground, increasing movement speed by 100% and removing movement impairing effects. Emerge from below after the duration, dealing 14 damage and inflicting Stun to nearby enemies. Recast to emerge early. Impact Delay: 0.5s Stun: Target is unable to move or use abilities for 0.25s. Duration: 1.75s</p> <p>EVIL CLUTCH(E button) Grow roots from the ground and pull them towards you, dragging along any enemies in their path and dealing 12 damage. Impact Delay: 0.9s Range: 9</p> <p>ENTANGLING ROOTS(Space Button) Send whirling roots forward that deal 8 damage and inflict Entangle</p>
Blossom	<p>THWACK!(Left Mouse button) Throw an infused acorn that deals 10 damage. Your weapon charges over time. When fully charged, the acorn deals 20 damage and inflicts Snare. Snare: Reduce target's movement speed by 40% for 1.5s.</p>

	<p>Charge time: 6s</p> <p>NOURISH(Right Mouse button) Send natural power to target location, healing the nearest ally for 12 health. Applies Butterflies. Charges: 3 Cooldown Reduction per Other Player: 0.5s</p> <p>HOP(Q button) Hop towards target location and avoid incoming attacks. Upon landing, become invisible, gain 20% increased movement speed and remove movement impairing effects. Using any ability ends this effect. Duration: 1.5s Air Time: 0.35s</p> <p>TREE OF LIFE(E button) Summon an immovable Tree of Life sapling that heals nearby allies for 12 health and 30 additional health over 5s. Tree health: 30</p> <p>BLOOM BLOOM(Space button) Launch a boom bloom seed that deals 15 damage. The seed will take root and bloom after a short delay, inflicting Stun on all nearby enemies. Stun: Target is unable to move or use abilities for 0.8s. Impact Delay: 1.1s</p>
<p>Lucie</p> 	<p>TOXIC BOLT(Left Mouse button) Projectile attack that deals 12 damage and inflicts Toxic</p> <p>HEALING POTIONS(Right Mouse button) Throw a potion that heals the nearest ally for 14 health and applies Revitalize. Charges: 3 Cooldown Reduction per Other Player: 0.8s</p> <p>BARRIER(Q button) Grant a Shield to a target ally. It absorbs up to 50 damage for 2.5s</p> <p>CLARITY POTION(E button) Throw a cleansing potion to target location, knocking nearby enemies away. The impact removes positive effects from enemies and negative effects from allies. Impact Delay: 0.55s</p> <p>PANIC FLASK(Space button) Throw a chemical flask that deals 12 damage inflicts Panic. Panic: Target runs away in panic for 2s at 30% increased movement speed. If the target takes at least 20 damage, the effect breaks</p>
<p>Oldur</p>	<p>SANDS OF TIME(Left Mouse button)</p>

	<p>Launch a projectile that deals 10 damage and inflicts Time Bomb</p> <p>REJUVINATING SAND(Right Mouse button) Throw rejuvenating sand that heals the nearest ally for 12 health and applies Rejuvenate. Charges: 3 Cooldown Reduction per Other Player: 0.8s</p> <p>SHIFTING SANDS(Q button) Turn into sand and travel to target location. Heals allies you pass through for 12 health. Consumes Rejuvenate on allies and Time Bomb on enemies to instantly trigger their effects. Air Time: 0.5-0.65s</p> <p>TIME BENDER(E button) Negate projectile and melee attacks in front of you. Knock enemy melee attackers back and capture the first negated projectile within your hourglass. Recast this to launch the captured projectile. Duration: 1.2s Recast Duration: 4.5s</p> <p>QUICKSAND(Space button) Throw an hourglass to target location, exploding to deal 18 damage and inflict Fading Snare. Consumes Time Bomb to deal its damage instantly. Fading Snare: Reduce target's movement speed to 0% and gradually restores over 1s. Impact Delay: 0.95s</p>
<p>Pearl</p> 	<p>VOLITALE WATER(Left Mouse button) Launch a projectile that deals 15 damage. Deals 22 damage and inflicts Silence if your staff is charged. Silence: Target is unable to use abilities for 1s</p> <p>HEALING WAVE(Right Mouse button) Channel a healing wave that heals the nearest ally for 21 health over 0.3s. Charges: 3 Cooldown Reduction per Other Player: 1s</p> <p>DIVE(Q button) Dive into a pool of water and travel to target location. Recharges your staff</p> <p>TIDAL WAVE(E button) Counter the next melee or projectile attack. When you counter an attack, heal yourself for 12 health and send out a tidal wave. It deals 15 damage to nearby enemies and knocks them back. Counter Duration: 1.2s</p> <p>BUBBLE BARRIER(Space button) Spawn a bubble barrier at target location that knocks players back. The</p>

	<p>bubble slows enemy projectiles and enemies inside it.</p> <p>Duration: 4s</p> <p>Max Slow: 40%</p>
Pestilus 	<p>MOTH(Left Mouse button)</p> <p>Projectile attack that deals 10 damage on enemy hit and heals 7 health on ally hit. Inflicts Moth and heals you for 3 health</p> <p>BLOODSUCKER(Right Mouse button)</p> <p>Projectile attack that deals 30 damage on enemy hit, heals 30 health on ally hit and deals 15 damage to self. Cannot deal lethal damage to self</p> <p>INFEST(Q button)</p> <p>Lurch forward, inflicting Infest. to the first ally or enemy you reach. Heals allies and self for 8 health on hit. Can be recast to end this effect early</p> <p>QUEEN(E button)</p> <p>Summon a Queen at target location, healing nearby allies for 16 health and 16 additional health over 5s. The Queen explodes afterward unless killed by an enemy. The explosion deal 16 damage and inflicts Panic to nearby enemies. Recast to order the Queen to fly to a new location.</p> <p>Queen Health: 30</p> <p>Panic: Target runs away in panic for 0.6s at 25% increased movement speed. If the target takes at least 20 damage, the effect breaks</p> <p>ARACHNOPHOBIA(Space button)</p> <p>Throw a spider egg to target location, inflicting Panic to nearby enemies.</p> <p>Panic: Target runs away in panic for 1.5s at 25% increased movement speed. If the target takes at least 20 damage, the effect breaks.</p> <p>Impact Delay: 0.9s</p>
Poloma 	<p>SOUL BOLT(Left Moue button)</p> <p>Fire a soul bolt that deals 10 damage and inflicts Soul Bind on enemy hit. Heals 8 health and applies Spirit Link on you and ally hit.</p> <p>Soul Bind Damage Cap: 20</p> <p>OTHER SIDE(Right Mouse button)</p> <p>Send target ally into the spirit realm, increasing their movement speed by 40% and making them immaterial but unable to use abilities. Heals nearby allies for 12 health when the effect ends.</p> <p>Duration: 1.8s</p> <p>SPIRIT GUIDE(Q button)</p> <p>Project a spirit guide that heals an ally for 16 health or deals 12 damage and knocks an enemy back. Can be recast to teleport to the spirit.</p> <p>Recast Duration: 3s</p> <p>SPIRIT RIFT(E button)</p> <p>Open a rift, inflicting Spell Block to nearby enemies. When Spell Block interrupts an ability, it inflicts Panic.</p>

	<p>Spell Block: Interrupts the next ability used within 0.5s.</p> <p>Panic: Target runs away in panic for 2s at 20% increased movement speed. If the target takes at least 20 damage, the effect breaks.</p> <p>GHOST WOLF(Space button)</p> <p>Send out a ghost wolf that deals 20/15/10 damage and inflicts Soul Bind. It bounces to a nearby enemy after each hit, up to 3 total hits.</p> <p>Soul Bind Damage Cap: 20</p>
<p>Sirius</p> 	<p>CRESCENT STRIKE(Left Mouse button)</p> <p>Melee attack that deals 8 damage. Your weapon charges over time. When fully charged, it deals 24 damage and inflicts Weaken</p> <p>SUNLIGHT(Right Mouse button)</p> <p>Call down a beam of sunlight that heals the ally nearest target location for 14 health.</p> <p>Charges:</p> <p>Cooldown Reduction per Other Player: 0.8s</p> <p>CELESTIAL SPIRIT (Q button)</p> <p>Teleport to target location, dealing 10 damage to nearby enemies and healing nearby allies for 10 health</p> <p>SUNRISE(E button)</p> <p>Counter the next melee or projectile attack. When you counter an attack, teleport to a new location. You heal nearby allies for 12 health and fully charge your weapon.</p> <p>Counter Duration: 1.2s</p> <p>LUNAR STRIKE(Space button)</p> <p>Call down a ray of moonlight at target location, inflicting Petrify to nearby enemies.</p> <p>Petrify: Target gains a shield that absorbs up to 20 damage and is unable to move or use abilities for 3s. This effect breaks when the shield breaks.</p> <p>Impact Delay: 0.9s</p>
<p>Ulric</p> 	<p>HAMMER OF JUSTICE(Left Mouse button)</p> <p>Melee attack that deals 10 damage. Your weapon charges over time. When fully charged, it deals 20 damage and inflicts Stun to closest enemy and 12 area damage to nearby enemies.</p> <p>Charge Time: 8s</p> <p>Stun: Target is unable to move or use abilities for 0.5s</p> <p>HOLY LIGHT(Right Mouse button)</p> <p>Call down a beam of holy light that heals the ally nearest target location for 14 health.</p> <p>Charges: 3</p> <p>CD Reduction per Other Player: 0.5s</p> <p>INTERVENE(Q button)</p>



	<p>Become immaterial and dash forward to slam an enemy dealing 12 damage. Dashing through an ally heals self and ally for 9 health, applies Favor, recharges your weapon and resets cooldown. Cannot hit allies affected by Favor. Min. Distance: 4 Max. Distance: 6</p> <p>RADIANT SHIELD(E button) Put up your shield and absorb projectile and melee attacks in front of you. Absorbing an attack/projectile charges your shield up to 3 times. Fires a wave of light in a cone dealing 12 damage and inflicting Blind when the effect ends if your shield is charged. Each charge increases the radius. Duration: 1.5 Blind: Reduces sight range by 95% for 2s.</p> <p>SMITE(Space button) Knock nearby enemies back and replace Holy Light with Smite, a projectile attack dealing 14 / 18 / 22 damage. The effect lasts for 3 attacks or up to 5s. The effect can be canceled by recasting the ability</p>
<p>Zander</p> 	<p>TRICK SHOT(Left Mouse button) Throw two magical cards. Each card deals 6 damage to enemies, heals 5 health on allies, and heals you for 2 health on hit. Applies Hearts upon allies hit</p> <p>GRAND CONJUNCTION(Right Mouse button) A heavy magical projectile that deals 28 damage and pierces enemies. Inflicts Arcane Catalyst on targets hit. Damage Reduction Per Hit: 40%</p> <p>MIRROR IMAGE(Q button) Turn immaterial and dash in target direction, leaving an Illusion where you stood. Duration: 4s Illusion Health: 30 Air Time: 0.7s</p> <p>PORTAL(E button) Place a portal at target location that teleports allies one at a time, removing them from the fight for 1.4s before reappearing at a target destination of their choice. Teleporting an Illusion increases its duration by 1s and grants you the ability to recast Portal to pick its target destination. Duration: 4s Recast Duration: 4s</p> <p>SHEEP TRICK(Space button) Turn enemies inside target area into harmless creatures, rendering them</p>

	unable to use any abilities for 2.2s. If the target takes 20 damage, the effect is broken. Impact Delay: 0.9s
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Game Modes	
2v2	Two teams, each with two players playing until one team wins 3 rounds out of 5.
3v3	Two team, each with three players playing until one team wins 3 rounds out of 5.

Scoring System	
Damage done, healing done, shielding done	Players get extra rewards based on in game performance, players that did the most in each category(damage, healing, shielding) get bonus exp on their champions
Winning the game	Winning the game gets you bonus exp on champion, you get ranked points needed for getting to next division and you get coins which you can use to buy chests to get accessories for your champions

Level Design

Levels	
Mount Araz At day  At night 	Circular map, with spawns at opposite sides. In the middle of the map there is a orb that you can destroy and by doing that it charges you energy. There are also smaller orbs across the arena, the green ones heal you on pick up and the blue ones charge your energy. When 10 minutes run out the playable area of the map shrinks down rapidly until it reaches the middle of the map, and if you enter the area that has become unplayable you take dmg per second spent in that area

<p>Orman Temple</p> <p>At day</p>  <p>At night</p> 	<p>Circular map, with spawns at opposite sides. In the middle of the map there is a orb that you can destroy and by doing that it charges you energy. There are also smaller orbs across the arena, the green ones heal you on pick up and the blue ones charge your energy. When 10 minutes run out the playable area of the map shrinks down rapidly until it reaches the middle of the map, and if you enter the area that has become unplayable you take dmg per second spent in that area</p>
<p>Sky Ring</p> <p>At day</p>  <p>At night</p> 	<p>Circular map, with spawns at opposite sides. In the middle of the map there is a orb that you can destroy and by doing that it charges you energy. There are also smaller orbs across the arena, the green ones heal you on pick up and the blue ones charge your energy . When 10 minutes run out the playable area of the map shrinks down rapidly until it reaches the middle of the map, and if you enter the area that has become unplayable you take dmg per second spent in that area</p>
<p>Blackstone Arena</p> <p>At day</p>  <p>At night</p> 	<p>Circular map, with spawns at opposite sides. In the middle of the map there is a orb that you can destroy and by doing that it charges you energy. There are also smaller orbs across the arena, the green ones heal you on pick up and the blue ones charge your energy. When 10 minutes run out the playable area of the map shrinks down rapidly until it reaches the middle of the map, and if you enter the area that has become unplayable you take dmg per second spent in that area</p>

CONTROL SCHEME

Button Input	Action it Performs
Esc	Opens in game menu
Enter	Opens chat
Shift + Enter	Opens global chat
Y	Mounts you up
Left Mouse button	Primary ability
Right Mouse button	Secondary ability
Q	Low CD damage ability
E	Mobility ability
Space	Main ability
All these inputs are on keyboard, but the input system can be used on a joystick.	

GAME AESTHETICS & USER INTERFACE

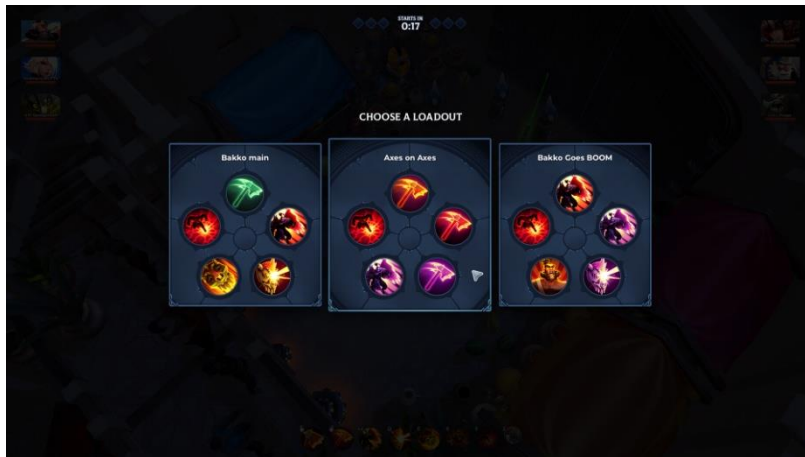
Main menu screen



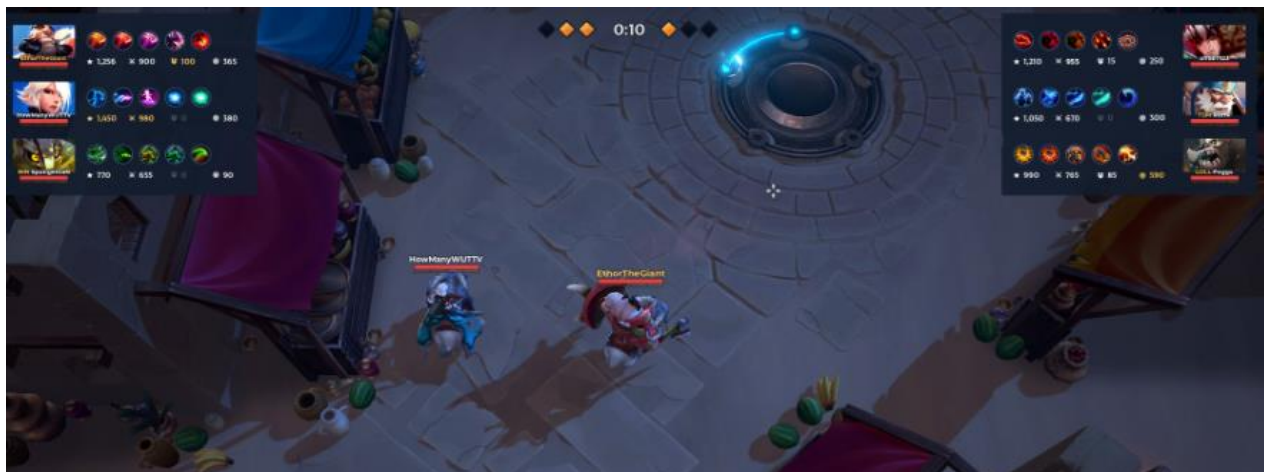
Pre game lobby, where you pick your champion, skin and loadout of your abilities



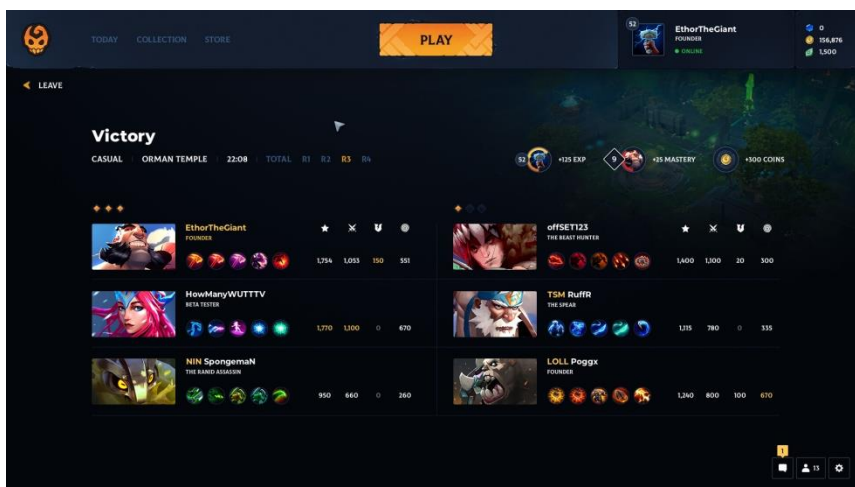
Loadout choosing before the game starts



In game UI



End game screen



1. You and your teammate
2. Your teams and enemies health displayed in percentage, Highlighted circle is the number of won rounds and the time left in the round until the playable area starts shrinking
3. Enemies
4. Your champions UI with all the abilities and passive skills, cooldowns and energy costs
5. Your champion on the screen with his HP bar and mount



SCHEDULE & TASKS

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	Martin Lovgren			100%
Level Mechanics	Konrad Petersson			100%

Art				
Levels	Peter Ilves			100%
Special FX	Mikael Eriksson			100%
UI	Erik Gronlund			100%
Engineering				
Production Pipeline	Max Tiilikainen			100%
Prototypes	Razvan Vulpe			100%
Audio				
Sound Design	Mikael Eriksson			100%
Milestone: Gameplay Features & Music	Mikael Eriksson			100%
Testing Phase				
Test Plan	Jonas Alenius			100%
Beta Testing	Jonas Alenius			100%
Milestone: QA Testing	Jonas Alenius			100%
Deploying Phase				
"Go Live" Plans	Johan Arson			100%
Milestone: Ready for Usage	Johan Arson		07.11.2017	100%