

I have created an unarmed combat moves skill. Each perk on the skill tree is a new move for players to use in unarmed combat. Each move then has one to two perk upgrades ranging from damage to success rate to health regeneration. The perks in Skyrim have levels to them so I have levels in my skill tree, but I added a color-coded system so players can have a visual indicator outside of the "1/2" beside the perk.

#### Start of tree – Basics

- Throw (Gets space between you and your opponent)
- Uppercut
  - Orange - 10% damage,
  - Red – 25% damage and 50% chance of stunning opponent

#### Left side - Leg moves

- Knee strike
  - Yellow – 20% chance of stunning opponent, 20% damage, 20% chance of success
  - Orange - 35% chance of stunning opponent, 50% damage, 30% chance of success
  - Red - 95% chance of stunning opponent, damage 100%, 50% chance of success
- Leg sweep
  - Orange - 35% chance of stunning opponent, 30% chance of success.
  - Red - 95% chance of stunning opponent, 80% chance of success
- Roundhouse
  - Yellow – 20% chance of stunning opponent, 20% damage
  - Orange - 35% chance of stunning opponent, 50% damage
  - Red – 95% chance of stunning opponent, 100% damage
- Dropkick
  - Orange 30% chance of success, 50% damage, 10% health regeneration.
  - Red – 80% chance of success, 100% damage, 25% health regeneration damage success health

Right side - arm moves (There's less moves here because the second perk players gain is an arm move. See uppercut)

- Jumping punch
  - Yellow - 20% damage, 20% chance of success,
  - Orange – 30% chance of success, 50% damage
  - Red – 50% chance of success, 100% damage
- Headbutt
  - Yellow - 20% chance of stunning opponent, 20% damage
  - Orange - 35% chance of stunning opponent, 20% damage
  - Red - 95% chance of stunning opponent, damage 100%
- Arm break
  - Orange - 30 chance of success, 10% health regeneration
  - Red - 80% chance of success, 25% health regeneration



This the begining of the tree.



Once Activated, it turns red.

Each skill has 2-3 levels. Levels must be max before moving on to the next skill.

Unactivated

Level 1/2

Level 2/2



Skills with only 2 levels  
color goes orange to red.

Each skill has 2-3 levels. Levels must be max before moving on to the next skill.

Unactivated

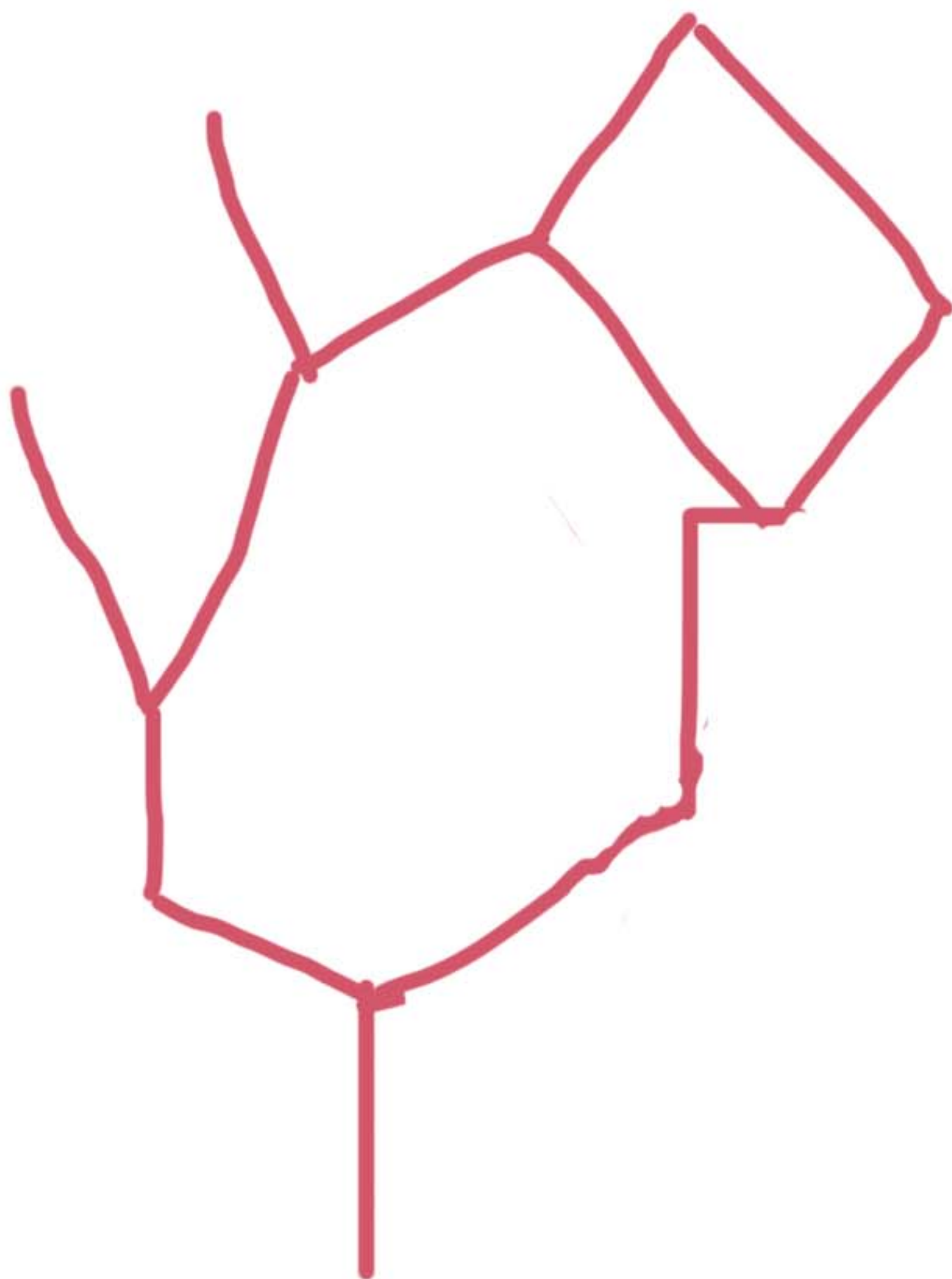
Level 1/3

Level 2/3

Level 3/3



Skills with 3 levels color goes yellow to orange to red.





# Game Overview

Governor Minerals has made diamonds the main source of income for the state of Desmond, USA, but the Clarion, rarest diamond of them all, has gone missing and so has he. In his absence a new governor has taken over, Edward Hanstel, an evil and vile man on a war path. He started a statewide war after blaming everyone he could think of for the missing diamond. Players have a month to find the Clarion and Governor Minerals to save Desmond from its fate of poverty and destruction.

## Ruffian Class

### Class Overview

Ruffians are a hybrid of warriors and rogues, sort of a “thug”. They possess slightly less strength of an average warrior but have the stealth skills of a rogue. They’ll usually be able to take down most enemies but are better off using stealth skills to not be detected. Their body type would be muscular but lean. They would carry around either a hammer or an axe.

### Abilities and Progression

To progress players must find and collect gems. There are two different types of gems, emeralds and rubies. Players also receive gems as rewards or gaining a certain amount of exp. 1 gem = 1,000 exp.

- Gems
  - Emeralds are used to upgrade stealth abilities.
  - Rubies are used to upgrade battle abilities.
- Stealth Abilities and Upgrades
  - Looting
    - Unlocks: Basic looting->pick pocketing or pick locking->safe cracking
    - Upgrades (Change of success): Pick locking, pick pocketing, safe cracking  
25%->45%->65%->85%->99%
  - Sneaking
    - Unlocks: Less noise made while crouching->walking->opening doors->looting
    - Upgrades (Noise reduction): ALL 25%->45%->65%->85%->99%
  - Silent Attacks
    - Unlocks: Choke rope->throwing knife or poison cloth->poison (food and drink)

- Upgrades: Carry more poison and throwing knives.
  - Speed
    - Unlocks: None
    - Upgrades (Speed increase for all actions): 25%->45%->65%->85%->99%
- Battle Abilities and Upgrades
  - Health
    - Unlocks: Medkit
    - Upgrades (Health increase): 25%->45%->65%->85%->100%
  - Attacks
    - Unlocks: Light attacks (4)->counters->heavy attacks (3) -> fatal blows (2)
    - Upgrades: None.
  - Weapon Upgrades
    - Unlocks: Axe
    - Upgrades (Power): 25%->45%->65%->85%
  - Strength
    - Unlocks: None
    - Upgrades (Hand to hand combat power): 25%->45%->65%->85%

## Psychographic

Players who enjoy some melee action who also appreciate not having to fight constantly would choose this class. Having the option of stealth is a good selling point for those who want the ability to strategize how they play. For instance, if the quest is to take control over a heavily guarded building or piece of land players have the option to run in hammer swinging or to work their way in slowly by taking out enemies one by one.



3. What is the "Greatest" game you have ever played? Why? Please explain how you interpret "great" when you provide your answer.

Bully: Scholarship Edition is probably the greatest game I've ever played. Bully: Scholarship Edition follows Jimmy Hopkins, a 15 year old student forced to go to a boarding school, Bullworth Academy, as he tries to bring peace to the school. It was great in a sense that it was relatable and super fun. I related to the game because at the time I was a kid in school. No, I wasn't bullied or a bully nor did I try to take over the school, but it was fun to play as a kid while being one. I've replayed that game probably 10 times by now because it never gets old. The story is well written, causing mayhem is great, the wacky characters are hilarious, and even going to class is fun.

4. If you could contribute one Anything to that game, what would it be? (Think, story arc, character, item, ability, enemy, level, ect...). Please describe that thing and how that thing would contribute to the game.

I would make the main character, Jimmy Hopkins, had more of personality. Through out the game he just does whatever people tell him to do. Yes, players receive rewards but after a while the missions get repetitive. If we knew more about him or if he expressed himself more it would feel like he has purpose other than monetary gain and it would make more sense as to why he's doing something. For instance, there is a series of missions that involve Rudy, a homeless man that pays Jimmy to basically help him be Santa Clause. You have to complete these non-story missions before you can progress to more story missions. While playing this I felt as though it was a tedious and unnecessary task and I just wanted to continue the story. You also didn't get that much money for completing them. To give Jimmy some more personality, maybe he never had a good Christmas when he was younger, so he wants to help Rudy give the children the Christmas he never had. That would give him more backstory as well as show that he isn't so mean spirited.