Database JMap Draft

Anything in blue highlight is just some random suggestion I threw out today.

Anything in red highlight is some random suggestion I threw out a few days ago but it’s not that interesting anymore.

Shit is subject to change as always.

Actors/Units

|  |  |
| --- | --- |
| Name | The name of this specific Actor/Unit. |
| HP/Health | The initial health for this Unit. Generally, high values start off with 100. Low values are like 40-60. |
| AP/Attack/Damage | The initial attack power for this Unit. |
| DP/Defense/Armor | The initial defense power for this Unit. This is generally very low and commonly 0. |
| SP/Speed | The initial speed for this Unit.  The higher the speed is for a Unit, the faster they can move and the less likely they will be hit during attacks.  When a player isn’t moving, technically, their speed is 0 at that time, meaning they can easily be hit. |
| *CP/Carry* | *The initial carrying capacity for this Unit for boosts.* |
| Abilities - Level | The abilities this Unit has at a certain level.  In the beginning, the Unit will have three active/passive abilities at Level 1. They may get more when the player levels up. |
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Potential Example:

Abilities

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| --- | --- |
| Name | The name of this specific Ability. |
| Description | The description of this specific Ability. |
| Slots | The number of hotkeys this specific Ability takes up. Most usually take up only one.  There might be those annoying super strong ones that can take up two. I don’t know when this would be the case, but in any case… In that case, only adjacent hotkeys in the menu would have to be taken up, so the hotkey could take up (Q,W), (W,E), (A,S), (S,D). Not sure about (E,A).  In that case as well, if that kind of hotkey was mapped to (Q,W), a player could press either Q or W to activate the ability. |
| Range | The range of this ability.  If the player targets with this ability but outside its range, the player will move (potentially in a straight line unless obstacles or whatever) until the target is in range. |
| Cooldown/Reload/Reboot | The amount of time in frames that an ability must reload before it can be used again. |
| Uses | The amount of uses this ability can be used until a cooldown is necessary. |
| Activate | The steps needed to use this Ability.  I’m talking about Items in the following examples because Abilities in a sense = Items.  Active  Hotkey – Press the hotkey and it will instantaneously activate. Items like “Shopping Cart” or “Ratty Dinner” would fit this.  Hotkey + L-Click – Press the hotkey and then left-click, or have the left-click already held down and then press the hotkey. Items like “Diabetes Bomb” or something would fit this.  Hotkey + Select – Press the hotkey and a select menu will pop up next to the character. Click on an option to finish activating. Items like “Naked Drink” or some random-ass single player healing item would probably fit this.  Passive/Innate/Whatever  Passive – It just works. Don’t worry about it. |
| Availability | The array of people who can use this Ability.  If it states something like “Available to All Perkinites,” all Units can use it.  If it states something like “Available to All Girls,” only Girl Units can use it.  If it states something like “Available to C. Kata,” only CK can use it.  Enemies aren’t affected by availability because we’re lazy and we know what skills they will use. |
| Value | The amount of FlexPoints you need to buy this Ability from a shop. |
| *Chain/Evolve/Combo* | *After using the initial Ability, the hotkey gets changed to this new specified Ability.*  *It’s like having more abilities than just the limit. Or something.* |
| *Chain/Evolve/Combo Level* | *What level of the chain this Ability is at.*  *This helps with Menu stuff when changing around hotkeys. No one actually looks at this. This is back-end stuff.* |
| Delay | The delay in-between using the same ability twice.  This is different from casting time/normal delays.  When skills are activated correctly, they apply instantaneously. I don’t want two seconds to wait for a healing ability to heal me when I’m at near-death.  Delays are more or less needed for abilities with more than one use available before a cooldown so there’s not too much spamming. |
| Damage | The additional damage this ability deals.  Generally your AP/Attack/Damage will be added onto this damage total. |
| Juggle Duration = Stun Duration? | How long this ability causes Juggle – The generic term for stunning an enemy in a short amount of time during a combo attack or something. I mean, technically this could be removed and replaced with Stun Duration since they encompass the same effect, except Stun in the general sense is longer than Juggle’s effect. |
| Slow Duration | How long this ability causes Slow. |
| *Regen Duration* | *How long this ability causes Regen.  Here’s the thing. Is health regen a normal thing for Units, or is it a bonus thing? I don’t know. In most cases a lot of games don’t tend to use the health regen as a built-in thing unless it’s supported by health regen abilities.* |
| *Poison Duration* | *How long this ability causes Poison.* |
| *Happiness Duration* | *How long this ability causes Happiness. – Accelerate the amount of Friendship Power you get for each Happy Icon/Orb/Thing.* |
| *Sadness Duration* | *How long this ability causes Sadness – Opposite of Happiness.* |
| *Exhaustion Duration* | *How long this ability causes Exhaustion – It’s a different name for silence because I don’t get why it’s called silence.* |
| *Death Timer Duration* | *How long this ability causes Death Timer – When the death timer runs out, the affected is knocked out.* |
| *Fear Duration* | *How long this ability causes Fear – I don’t know what to name this. Basically you can’t switch Units. If you get stunned/Fear’d, that’s horrible.* |
| *Iron Body Duration* | *How long this ability causes Iron Body – Prevents juggling. Stunning is still possible though. In a sense, it just reduces the amount of stun you get.* |
| *Air Duration* | *How long this ability causes a thing to get knocked into the air – can’t move, can’t use attacks/abilities*  *There can be special abilities to counteract this now.* |
| Slow % | The magnitude of the slow effect over time. Wait, can’t we just replace this with Speed % --? |
| Poison % | The magnitude of the poison damage over time. |
| HP % (+) | HP Modifier |
| Attack Damage % | Attack Modifier |
| Defense (+) | Defense Modifier |
| Speed % (+) | Speed Modifier |
| Range % (+) | Range Modifier for all of your attacks/abilities. |
| Cooldown % (-) | Cooldown Modifier for all of your attacks/abilities. |
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In the case of something like Diabetes Bomb, there would be two range/two circle targeting things. One would be to throw it, and the other would be the impact of the bomb. How to XML this?? Would it be two separate abilities/items, and one of them would call the other in code?

NO AUTOATTACK -> NO ATTACK SPEED

Enemies

|  |  |
| --- | --- |
| Name | The name of this specific Enemy. |
| HP/Health | The initial health for this Enemy. |
| AP/Attack/Damage | The initial attack power for this Enemy. |
| DP/Defense/Armor | The initial defense power for this Enemy. This is generally 0. Bosses it might be slightly more. I’m not really a big fan of defense points for some odd reason, unless there are like activated barriers or whatever. But barriers still take damage as well. Or do they? I don’t know, that would seem like it’s just extra healing. |
| SP/Speed | The initial speed for this Enemy. |
|  |  |
| EXP | The amount of Experience this specific Enemy gives when defeated. |
| Value | The amount of FlexPoints this specific Enemy gives when defeated. |

Items

THEY’RE PRETTY MUCH THE SAME AS ABILITIES