The idea of the game is to build a battle bot by selecting a certain level in each attribute. The attributes include constitution, defense, strength, and luck. Additionally, special behaviors will be chance based The goal is to provide a balanced but specialized game, with different builds trumping others with the main objective being to build a team of robots that average wins greater than your opponent. This means wild card builds can potentially trump more conservative builds each focusing on a specific counter.

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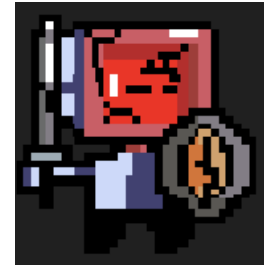
Battle Bots
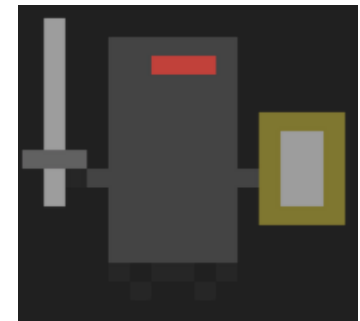
Battle Bots

Robot Creation

When a player first launches the Battle Bots game, they will have to first create a robot to use in their fights. This process allows the user to create a completely customized robot. The way a robot will be customized, is through "robot attributes." Each player will have a total of fifty robot attribute points. These points can be distributed among the different attribute areas. The distribution of points will affect the way the robot performs in battle. For example, a robot with a lot of points in its defense attribute, will take less damage from enemy attacks. The player also has elements to use as well to help challenge. Once a player creates a battle bot, they will be able to save and store it, so that it can be loaded in later games. The robot will be able to be used in multiple rosters and used multiple times. Creating various types of robots will help the player develop their strongest robot and use that robot on their strongest roster to defeat the machine and win the battle.

Battling Other Robots

As a player, you will be able to battle against AI generated players and their robots. While battling other them, the player will be able to see a visualization of the battle as it occurs, that way they can tell what is actually going on in response to their actions. For example, if a robot performs a dodge roll, there will be an animation of the robot rolling out of the way of an attack. Another visual piece of battling other players, will be the ability to see the robot's constitution and strength throughout the match, so that the players playstyle can be adjusted. For example, when an attack hits, the constitution of the robot that got attacked will drop. Another feature that will be a part of battling against other robots, is the ability for a player to create and edit an entire roster of robots. This has to do with loading and exporting robot builds, as well as creating teams to take into a battle. The way battles will work, is that each robot will battle its opponent five times, and the robot who has the most amount of wins in those five games will be the winner.

Visualization and Audio

As a player, you will be able to both see visual representations as well as hear auditory representations of what is going on during a battle. Like we talked about in the last section, "Battling Other Robots", a user will be able to see their robot performing attacks, dodges, defense, and special attacks, so that you, the player, can both enjoy watching the fight occur, as well as verify that the attack or whatever action was given to the robot are actually performed. In addition to being able to see the actions and fights happen, there will also be small sound effects that take place throughout the battle that will also add to the immersion of the game. An example of some of the audio that might occur during a game, is when an attack is blocked, there will be a sound that represents that, such as a small "ting" sound. Another example of audio in the game is a special anthem or song that will play when a player activates their robots special behavior.