Code lyoko Mod Goals

# Gameplay:

* Max scrap capacity is 80-100
* There are 3 game modes:
* Defend the Way Tower
  + Players must defend the Way Tower at all cost
  + There are 2 teams, Attacking and Defending
  + Attackers must destroy the Way Tower, they can capture more Towers to strengthen their forces by building more units faster
  + Defenders must protect the Way Tower in the given time limit, they can also capture Towers to build more units faster
  + To win, The Attackers can successfully destroy the Way Tower or the Defenders have held off the attacking force when the timer has reached 0
  + This game mode can either be PvP, Teams or PvE
* Team DM
  + There are teams of 2
  + The main objective is to capture or destroy the enemy’s main Tower
  + Both teams can capture more Towers to reinforce their units
  + First to capture their enemies main Tower wins
* FFA
  + Each Player starts with a Tower and is given a unique team colour for their towers.
  + The Main objective is to capture every tower on the map.
  + When a player has no more towers of their own, they have lost and are kicked from the game or put into spectator mode (if that’s a thing).
  + If games become too long, there will be a time limit. Whoever controls the most towers when the countdown has reached 0 wins.

# Towers:

* There are 2 types of Towers, the Capturable Towers and the Way Tower
* A Capturable Tower is a tower that can be captured by a player or AI and helps to progress in the game by giving resources and more units
* In order for a player to capture a tower, they must enter it, walk to the middle of the first platform, be lifted up to the second platform and then interact with the terminal
* A Tower will have 2 Terminals, 1 for the capture of the tower (second platform), and 1 for the Sat View.
* A Way Tower is what controls the sector/map. It cannot be activated, but I can be deactivated or destroyed. If deactivated/destroyed, the game is over because in the show, the destruction of the Way Tower deletes the sector.
* Towers have different colours for who is controlling them:
  + Blue: No one has control of the tower
  + Green: Player 1 has control of the tower
  + Red: Player 2/AI has control of the tower
  + White: The tower is a Way Tower
  + More colours can be added if need be (for FFA gamemode).
* When a tower is captured, Scrap income speed is increased for the player (but not storage), if a players’ tower is captured, they lose their scrap income.
* Every tower has the ability to create units
  + If this mechanic becomes impossible to do with the number of Towers, Towers will be able to create 5 random units belonging to that teams tech tree. (these units may be: Scout, Light Tank, Tank, Assault Tank… ect) May need balancing.
* Friendly Towers have the ability to fast travel between eachother when the player jumps down from the bottom platform into the abis.
  + If there are no other towers on the same team, the player will be teleported back onto the bottom platform of the same tower
  + When a player jumps off the bottom platform, and there are other towers on the same team, the player will teleport to a tower in the general direction the player is facing on the same team on the bottom platform of said Tower.
* Seeings the AI has no means of walking into a Tower to deactivate it (and considering XANA has no pilots), the AI can shoot the tower until it has about 5-10% health left, then it changes to their team. (In the show, this is known when XANA attacked a tower with Mega Tanks to steal control of a Tower from Franz Hopper who had firewalls up so XANA couldn’t hack the Tower.)
  + If there are 2 teams or more attacking the same Tower at the same time, the tower will return to Neutral when its health is low until the conflict between the enemies is over, whichever team is last standing around the tower, the Tower becomes under their control.
* Towers can only take damage from Assault/Heavy Weapons

# XANA Units:

* Kankrelat
  + Low powered, rapid fire, laser bolt
  + Very low health
  + Can do damage to heavy targets if weapon charges for 5 seconds
  + Half the size of a human
* Blok
  + Medium powered laser bolt (Primary Weapon)
  + Freeze beam (used for fast/small targets like scouts and pilots)
  + Heat Ray (Used for Heavy armoured and shielded targets)
  + Low health
  + Roughly the same size as a tank
* Krab
  + 3x Medium Powered laser bolts (Primary Weapon)
  + Can charge for 5 seconds, all 3 beams into one focus beam to deal very powerful shots (can one shot Sabre)
  + Health just lower than Sabre
  + Taller than a sabre
* Mega Tank
  + Has 2 modes, mobile and attack
  + Armour is too thick for low and medium weapons to do damage to its shell
  + Light and medium weapons to heavy damage to its internals when exposed when the shell is open is attack mode
  + It cannot move when in attack mode, but can rotate slowly
  + 2-10 second charge before firing a Heavy shockwave blast only on the X and Y axis around it. Longer the charge, the more devastating the damage.
  + Can move fast in mobile mode, but has very poor turning rates
  + As wide as 2 (and maybe a half) Sabres wide when opened
* Hornet
  + 1x Medium power laser bolt, slow cooldown rate
  + Acid Spit, fires a beam that causes a paddle that does damage over time when on top of
  + Low health
  + Can fly
* Manta
  + 1x Medium laser bolt, quick cooldown
  + Lays homing mines
  + Medium Health
  + Can fly

# Map Design:

* Each map has at least 1 Way tower
* Map Sizes:
  + Small map contains 3 Towers surrounding 1 Way tower
  + Medium map controls 9 Towers surrounding 1 Way tower
  + Large map has 21 Towers spread across the map with 1 Way Tower
* There are 4 types of map Geography also known as Sectors
  + Desert Sector
  + Forest Sector
  + Mountain Sector
  + Ice Sector