Cyber Wizards

# Game Pitch

Hacker game where those who type fast and correct hold the fate of corrupt corporations and contractors. Setup your utility belt and log into the world of the future where all warfare is fought behind a computer screen.

# Visionals

Game is going to be a 2D 8-bit game. With 8-bit characters. Computer screen aesthetic. As you progress through the story the computer and interfaces change depending on the company you are working for or how you upgrade the computer.

3D semi realistic computer Monitor that has detachable panels for minigame access.

Everything will be done from a GUI with minor game objects.

# Main menu

will be a profile selection screen where once you choose there will be an animation where it logs you in and the password bar turns green. Also for funnies if you try to log into Continue button but you have no save the bar will turn red and return you to the profile screen/ main menu.

## Personal\_Profiles

change character cosmetic.

* Different hats, colors, outfits, sex, and race
* Hats and outfits can be unlocked through playing the story and playing multiplayer

## Continue

* Returns you to where you are in the story

## New\_Game

* Starts a new Game

## Multiplayer

* Brings players into a multiplayer screen where they can customize their loadout and pick between different modes of combat.

## Options

* Adjust settings like visual, audio, and gameplay

## Log Off or Shutdown

* Exits to the start menu or shut downs game

## UI for Campaign

### Company screen

* Shows current unlocked companies. Can swap out which one is active
* Shows panels of Company logo, level, company ability, upgrade resources
* Click on Company panel would show options like
  + Upgrade ability
  + Fight Company bots
    - Bot AI run on learning agent
    - So slowly starts figuring out how the player plays and gets betting
    - Makes it so there is a way to get currency, company resources and level for the company without fighting people in the main story that might be harder

### Dark web portal

* Where upgrades are located
* As well as the shop where you can buy better computer components
* Inventory
  + Shows what components we have on us

### Fighting portal

* Matches you against a random enemy
  + Difficulty is based off of
    - Level of player
    - Number of wins in a row
  + 50 50 freelance vs contractor/ employee of a company
    - If the contractor, depending on the element, has a spell related to that company guaranteed.

### Healing Button

* Goes into the healing minigame of swapping out damaged components

### Workshop Panel

* Shows what components can be made
  + Currency requirements / materials
* Used to make standard component sets with base stats
* Unlock new component sets through leveling up character

### Currencies/ materials/ level/ company

* Located somewhere at the top of the screen
* Displays currency and all elemental material and current active company materials
* Name of player with level attached
* Company name and Level

### Story Panel

* Current Objectives
* Events like tournaments
* Company Missions

## UI for multiplayer

### Competitive Playlist panel

* Allows upgraded spells and computer systems

### Casual Playlist panel

* Doesn’t allow upgraded spells and computer systems

### Dark web portal

* Where upgrades are located
* As well as the shop where you can buy better computer components
* Inventory
  + Shows what components we have on us

# Mechanics

Player will need to setup a five slot load out of different Hacker\_Spells. These spells vary from defensive to offensive.

## Default Spells

* Firewall
* Fireball
* Ice wall
* Ice bolt
* Earth wall
* Boulder throw
* Lighting wall
* Lighting bolt

These spell types can deflect each other and can be upgraded by the player in story as well as multiplayer, but could be unavailable in certain game modes.

## Offensive Spells

For the offensive spells they can be upgraded to have more accuracy, and can go down two different trees: impact (brute force) vs AOE (mass DDOS).

### Impact (Brute Force)

Impact will be able to go through walls that it’s not weak to more easily than that of AOE attacks.

### AOE (Mass DDOS)

AOE attacks will be able to circumvent the shield and do minor damage depending on the shield upgrade.

## Defensive Spells

For defensive spells for the various walls there can be upgrades like energy (health) of the shield and you can go down two different trees: direct wall vs bubble wall.

### Direct Wall

With the direct wall all the energy is directed to a certain spot to stop an incoming attack. These walls really go at softening the blow to impact spells as well as normal spells but are more weak at softening the blow of an AOE attack.

### Bubble wall

With the bubble wall it’s the opposite.

## Spell Disadvantage

* Fire beats ice
* ice beats earth
* Earth beats lighting
* Lighting beats fire

## Attacking and defending

If the player’s wall gets hit by a spell it has advantage to then it does no damage. If it is a spell that it has disadvantage to, then it does normal damage. And if it is a spell that has no advantage or disadvantage then it does half damage.

### Attacking how it Works

Spell is cast with normal damage. Depending on what spell type (Impact or AOE) is cast either it gains a crit hit bonus on top of its normal damage, or gains the AOE ability.

## Upgrades

As you play through the story you will receive upgrade currency (called Black Market currency) that you can use to enhance your spells as well as the computer your character has. There will be multiple element currencies that will be used to upgrade specific spell of the same currency element.

### Spell Upgrades

* More accurate vs less energy
* More Damage
* Offensive Spell trees
  + Impact
    - More critical hit
    - But more energy cost
    - With more spell delay
  + AOE
    - Can do damage even if a miss happen when casting spells
    - Does less damage against target base on how inaccurate the spell was
    - Normal spell delay
* Defensive Spell trees
  + Direct Wall
    - If you are attacked by a spell that it does not have advantage or disadvantage against, then it does only 20% damage.
    - Good at stopping the Impact spell and canceling out the crit component of the spell.
    - Not very effective against AOE spell, only stopping 10 percent of the spell damage
    - More energy consumption
  + Bubble Wall
    - Lowers the effectiveness of AOE spell, to 10 percent for non A / D spells
    - Less energy consumption than direct wall
    - For D Spell it is able to absorb 15 percent of the spells damage

### Computer Upgrades

* Energy upgrades which allow the player to cast more spells before the system needs to recharge
* More Health for the computer
* Faster recharge for the energy
* Less latency
  + Faster spell casting

## Health Mechanics

Health is split up into different chunks CPU, Ram stick, northbridge, and chip set

### Breakdown

* CPU- 1 CPU and makes up 25 % of the health
* Ram- 1 Ram and makes up 20 % of the health
* Northbridge- 1 northbridge makes up 15 % of the health
* Chip sets- 5 chip sets and makes up to 35% of the health

# Companies

IT Company

* Passive ability, you can call an IT guy in to fix your computer at a reduced price. Fixes every problem.

Health company

* Healing spell
  + Uses black market currency and stops you from casting any spell for a limited amount of time. Loading bar for healing. Shows what has been swapped out on the text side. Can manually cancel the spell anytime.
  + If the chunk does not fully complete then you do not receive that health benefit.
  + Cooldown for the Spell after it stops.
  + Upgrades allow you to fix bigger components on the motherboard.
    - LVL 1 fixes chip sets
    - LVL 2 fixes NorthBridge
    - LVL 3 fixes Ram Stick
    - LVL 4 fixes CPU

| Elemental type | Passives | Spells |
| --- | --- | --- |
| Fire | Resists, increase fire wall resists | Oil slick spell |
| Lighting | Resists, energy converter | Lighting rod spell |
| Earth | Resists, refined mineral | Metal spell |
| Ice | Resists, slows attacks on your side by % | freeze spell (slows enemy attack, unless it's a fire spell or ice spell) |
| Air | Increase damage for fire spell | Air spell |
|  |  |  |

# Gameplay

## Story

The player will start their journey out as guttural trash. Choosing one offensive and one defense spell to begin their journey. They are the nobodies of nobodies. As the player beats and wins battles against freelance and contract hackers, they will be approached by one of the tech giants to come and work for them. (These tech giants can give you exclusive spells that only those who work for the company can use.) You can swap between the different companies as much as you want as long as you receive the vital message to transfer to that company. But you can only upgrade those exclusive spells by going up the ranks within that particular company.

## Lost state (fail state)

Once your health hit 0. Your computer turns off and you have to do one of three minigames( reconnect energy nodes, press buttons on the back of the computer in a certain order, or reformat disk drive ( typing game), Matching game (connecting particular nodes))

Once you have done one of the minigames or two of the minigames the computer turns back on and shows a defeat screen. And gives you half health.

## Win State

Once you win, you receive Black market currency, XP, and elemental currency.

Your health remains the same after completing your match.

### Healing Minigame

You can buy replacement parts for your computer to fix damaged components of the motherboard. You will have to use Black market currency to purchase these components.

# Concept Menus

## Main Menu

