*The Others* Specifications

**Title:** *The Others*

**Overview:** *The Others* is a closed-world, first person survival game in which players must hold off endless waves of *The Others*for as long as they can, alone,

or with friends. As they play, players will earn experience points from killing enemies and completing tasks. Players can then buy access to new areas on the map, level up their character, and purchase and upgrade their equipment, all using their experience points. When they level up, players will unlock new skills, spells, and upgrades in the hopes of surviving the onslaught. *The Others*’sfocus is to provide players with a wide variety of upgrades, allowing them to create his/her own custom character that suits his/her play style. *The Others* contains a variety of maps in which players must open doors, complete tasks, solve puzzles, and uncover the truth behind *The Others.*

**Online:** *The Others* can be played online with friends and other users as well as offline. To play online, players must first create an account and log in; each account will have its own friend’s list, allowing players to see who’s online, chat with friends, and invite friends to games. *The Others* will also have a global leaderboard that will display the top ranked players (players that have gotten the furthest) for each map. If a player chooses to play offline, then the game will not count for the leaderboard.

**Minimum Requirements**

1. A Player
   1. Controls
      1. Movement
      2. Attack
   2. Features
      1. Health - The amount of damage a player can withstand before dying.
         1. Has a set maximum
         2. If all players are dead, the scoreboard will be displayed for everyone (5 seconds) and then return them all to main menu.
      2. Attack - An animation of the player swinging a sword, dealing damage to enemies directly in front of the player
      3. Movement - Forward, Backward, Left, Right
      4. Death - After all players have been killed, the lobby will be closed and send all players to main menu, disconnecting everyone from each other.
   3. Model
      1. Explain how the model behaves here
2. Waves
   1. Each wave will spawn a certain number of enemies, increasing with the number of waves the player has survived
   2. The first wave starts 20 seconds after the player(s) have spawned
3. Enemies that spawn infinitely in waves
   1. Follow the player accurately
   2. Attack the player when in range
4. HUD
   1. Health - A red bar showing percentage of remaining health out of maximum health
   2. Wave count - a number representing the number of rounds the player has survived
5. Basic environment
   1. A flat environment where players can walk around
   2. Several enemy spawn points located in different locations, each spawning enemies for players to kill
6. Multiplayer gameplay so code does not have to be re-written for future projects\*\*
   1. Players would just join random open lobbies and play together
   2. **Needs to be split into smaller features**

**Additional features**

1. Advanced GUI - High
   1. Health
   2. Mana
   3. Wava Count
   4. Exp
      1. Exp would be gained by killing other enemies
   5. Skill Bar
      1. Unlocked skills would be dragged from the skill tree and dropped onto a slot. Dropping it onto a slot would then assign the skill to that slot, binding the skill to the corresponding number.
   6. Skill Tree Panel
      1. Pressing Tab would open up a panel that would contain the different skill trees.
      2. Hovering mouse over skill icon will pull up a tooltip to display additional information.
2. Skill system - High
   1. Different skills players can use to either damage enemies (Like a fireball) or to help other players (A heal)
   2. Skills would be learned by earning enough exp to unlock them in the skill tree
3. Skill tree - High
   1. At least three separate skill trees, each unique and different from each other, containing their own upgrades and skills
4. Doors that players must unlock using exp - High
   1. Players earn points killing enemies and other tasks that are currently not in game yet
5. Score board to keep track of kills - High
6. Friends list - Intermediate
   1. Invite friends to games
7. Ingame chat - High
8. Crafting system - Intermediate
   1. Enemies drop materials based on the current room the player is in.
   2. Player then uses the materials to craft better equipment
9. Summoning rituals - High
   1. Players have to find materials around the map and use them to summon a boss
   2. The boss will then drop its soul, allowing players to unlock more advanced skills and grant them a lot of exp

**Enemies**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Basic Melee**  **(Hollow)** | **Basic Ranged**  **(Toxic Hollow)** | **Strong, Slow, Very Tanky Unit**  **(Resilient Hollow)** | **Fast, Strong, Nimble**  **(Feral Hollow)** | **Suicide Unit**  **(Volatile Hollow)** | **Caster Unit**  **(Consumed Hollow)** |
| **Damage** | Medium | High | Medium-high | Low-medium | Very high | Very high |
| **Health** | Medium | Low | High | Low | Very low | Medium |
| **Speed** | Medium | Medium | Low | High | Very high | High |
| **Attack Speed** | Medium | Medium | Low | High | Low | Low-Medium |
| **Range** | Low | High | Low | Low | Low | High |
| **Defense**  **Physical**  **Arcane**  **Fire**  **Ice**  **Lightning** | Normal  Normal  Normal  Normal  Normal | Weak  Weak  Weak  Weak  Weak | Strong  Normal  Weak  Strong  Weak | Weak  Weak  Weak  Weak  Weak | Weak  Weak  Weak  Weak  Weak | Weak  Strong  Strong  Strong  Strong |
| **Special Behaviors** |  | **Distancing** |  | **Rampage** | **Self-explode** | -Cast spell every 2-5 seconds  -**Distancing** |

**Key:**

* **Distancing**: Will try to keep distance from player. If player runs toward it, this unit will run back to try to maintain distance.
* **Self-explode**: Will self-explode once the player is within range, dealing devastating damage to players nearby.
* **Rampage**: If the unit’s health drops below 30%, it has a chance of going crazy and dealing 100% more damage.

**Spells:**

* Fireball (projectile): 50% chance
  + High damage fireball that has a chance to **burn** the player
  + **Burn:** fire damage over time
* Curse (projectile): 15% chance
  + Spell that reduces player’s health, mana, and stamina regeneration for 10 seconds.
* Slow (projectile): 15% chance
  + Spell that reduces player’s attack and run speed that lasts for 5 seconds
* Heal (self): 20% chance (if below 100% health)
  + Over time effect that heals the caster by 25% of his health

**Player**

**Weapons:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Sword** | **Great-sword** | **Shield** | **Wand** |
| **Damage** | Medium | High |  | Medium |
| **Attack Rate** | Medium | Low |  | Medium |
| **Attack Cost** | Low-Medium Stamina | High Stamina |  | Low-Medium Mana and Stamina |
| **Attack Range** | Low | Low-Medium |  | High |
| **Special Behaviors** |  | -Requires two hands  -**Block** (50%) | -**Block** (100%)  -Boosts general defense stat. | **Shoot** |

**Key:**

* **Block (n):** Block n% of damage from an attack at the expense of stamina
* **Shoot:** Fires a projectile

As enemies become stronger, player’s weapon might fall off. To prevent this, players must upgrade their strength stat, or find a better one.

Player’s weapon will have 2 basic attack animations, one that leads to the other, to provide fluency

**Abilities (work in progress):**

* Elementalist (focus on magic spells and stats)
  + Fireball – throws a fireball
    - Infuse: Fire – infuses weapon with fire causing it to deal fire damage on hit (requires warrior stat)
    - Fire wave – shoots out a giant wall of fire that passes through enemies
    - Ignite - all fire skills have a chance to ignite target, dealing damage over 5 seconds
      * Oil pool - pool of oil that can be ignited by fire, dealing damage to anyone stepping over it (Unignited - lasts 1 minutes, Ignited - lasts 30 seconds)
  + Icepick – throws an icepick
    - Infuse: Ice – infuses weapon with ice causing it to deal ice damage on hit (requires warrior stat)
    - Slowing mist – shoots out a mist that slows down all enemies in front of you
    - Frost- all ice skills slow down the target
      * Frostbite - all ice skills deal a little damage over 5 seconds
  + Lightning bolt – throws a lightning bolt
    - Infuse: Lightning – infuses weapon with lightning causes it to deal lightning damage on hit (requires warrior stat)
    - Shockwave – slams down dealing damage to all enemies within good distance and knocking them back.
* Support (focus on sustain abilities and stats)
  + Quick heal – instant heal - consumes a heal charge
    - Heal charges spawn randomly (only if this skill is unlocked)
  + Swiftness – increase movement speed for 30 seconds (2 minute cool down)
  + Resistance – increase stamina recovery for 30 seconds (2 minute cool down)
  + Revive – revives a downed player
  + Holy land – slows all enemies who step onto the holy land and deals damage to them while they are still on it
  + Repel – deflects incoming attacks to attacker
  + Cleanse – removes all debuffs
  + Chance (passive) - 10% chance skill wont cost anything
  + Soulsteal - next skill used will return 50% of it’s cost base multiplied by the number of enemies killed (with that one ability)
* Warrior (focus on defense stats and weapon skills)
  + Infuse weapons– Allows you to infuse weapons
  + Heavy attack – slower, more damaging sword attack
  + Ground slam – slams ground knocking back all nearby enemies and dealing damage.
  + Hemorrhage – swings weapon in large arc dealing damage to all enemies in front of you and causing them to bleed for 5 seconds
  + Mark of the holy – next enemy hit will be marked by the holy, causing it to resurrect and attack nearby enemies for 1 minute. It cannot take damage.
  + Undying rampage – stops taking damage for 10 seconds and increases attack damage by 200% and increased attack speed

**Additional Features:**

* Make games more randomized
  + Same door may result in different events
  + Different sequence for switches each game
* Unexpected help from environment
* Traps

**Story:**

* Group of power hungry wizards spend centuries experimenting with rifts to *The Otherworld* and gathering knowledge of the creatures it held.
* They make a mistake and cause rifts to start opening all over the world bringing death, destruction and chaos from the depths of *The Otherworld.*
* They use all their magic to contain the rifts to a small area (the castle) and are all drained of their powers.
* They are then forced to fight off the abominations from *The Otherworld* without their magic, but will slowly regain their magic over time (by receiving exp I.E. killing)