# System

## Knockback Scalar

The fights escalate through the knockback scalar. This affects how far the bots fly when hit. The base rate of knockback is approximately 1 whole tanks’-width of x-direction. The bot flies up at a 45 degree angle in a parabolic motion if the player does not input a direction. If a player inputs a direction while hit into the air, for the first half of the parabola, nothing happens. For the second half of the arc, the bots move at half the speed they normally do. Attacking mid-air is not impeded in any way. There is no limit to the knockback scalar.

## Attacking

### Basic

Basic attacks are generally quick melee attacks (approx. 75% of the characters’ bodies) that come out from the main body and then retracts back into the body. Basic attacks increase the knockback scalar by 1.

### Secondary

Secondary attacks may be used with a charge (see Charges). These attacks either increase tank statuses or are a small projectile.

### Special

Special attacks can only be used for three charges. These are generally screen-length attacks with a third of the height, and deadly to those who are in the way. Specials being cast make the characters invulnerable, and two characters casting at the same time will not hurt each other.

## Jumping

Players have a double-jump capability. If in mid-air because they’ve been hit, they may only jump once after ½ of the parabola.

## Charges

Charges are “energy” units that allow players to do spectacular things. Players earn charges by hitting their opponents (1/4 of a charge) and being hit by their opponents(1/3 of a charge). The maximum number of charges a player can have is 3. If a player is hit or hits while being at full charge, nothing happens.

This means it takes 12 hits to the player’s opponent to charge the player’s ult, or 9 hits to the player if they’re just that bad or afk. At 9 hits, the player is flying approximately 128 pixels x 9 hits, 1152 pixels which is most of the screen width.

## Character Interaction

Characters, when running into each other, do not collide. They simply glide through each other.

# Characters

## OG Boxer

### Aesthetic

OG is the tankiest of all four characters, in every way possible but still packs a punch. Operating the machinery is a little alien buddy, with a few hidden tricks up his barrel.

### Sounds

The metallic tank is a hearty machine, so it sends out metallic, light sound when hit. The main attack, the iconic boxing glove out of the barrel, hits with mechanical operation. The secondary attack sounds off as if charged up. The special attack should be a dull thud over and over, as a hammer is coming down rapidly.

### Basic Attack

The basic attack of OG Boxer is a boxing glove extend-arm out of the barrel of the tank.

### Secondary Attack

The secondary attack is a 1 second boosting stat that increases attack speed by 1.5x and increases mass by 3x, which reduces knockback (if the player’s scalar is at 9, the scalar will increase normally but they will only be knocked back as if the scalar was 3).

### Special Attack

The special attack is a rapid hammer swinging from the top of the tank downward in an arcing motion. This attack lasts for either five seconds or when a character is hit. If a player is hit, their knockback scalar is increased by 3.

## Leggy

### Aesthetic

This little guy seems innocent enough with a boxy body and really long legs, but when he opens his big fat mouth, his arsenal lets you know he’s packing heat. His legs are lanky and he walks a little funny. His mouth shoots out small projectiles.

### Sounds

Leggy is also a metallic based character, who could do with some gargling effects.

### Basic Attack

Leggy’s basic attack is a dud cannon bullet. The shell plops out of the mouth of the tank, melee-ing any opponent in front of them.

### Secondary Attack

The secondary attack is bullet that shoots across the level in a horizontal fashion.

### Special Attack

Leggy’s special attack features his arsenal going off in an erratic pattern around him. In a 135 degree angle zone starting with where Leggy is facing, a barrage of bullets and things shoot out in a two tanks-worth of width.

## Knightmare

### Aesthetic

The Knightmare bot is a metallic unicorn head that lunges forward at great speed. This guy is fast, and looks like it with his wheels instead of tire treads.

### Sounds

The horse is primarily metallic, but can have whinnying sounds when things are going well.

### Basic Attack

The Knightmare’s basic attack is a lance stab from its unicorn horn.

### Secondary Attack

The secondary attack speeds up the Knightmare’s movement by 1.5x for 1 second. Additionally, attack speed is upped by 1.5x.

### Special Attack

Knightmare’s special attack is a lance move across the entire screen in a horizontal fashion, moving the tank and skewering anyone in the way.

## Hamburg

### Aesthetic

Hamburg is a very angry “hamburger”. No one really knows what it is and if it qualifies as a bot, but no one has told it otherwise. His body is made up of a seedless bun, lettuce and a burger patty, with legs made of very pliable French fries. He sports a combat-ready helmet.

### Sounds

Hamburg doesn’t have any metal parts. Most of his sounds are some garbled squishiness that generally is angry.

### Basic Attack

Hamburg’s basic attack is a patty flying from the center of the hamburger to hit opponents in front of them, returning to the hamburger in a spinning motion.

### Secondary Attack

Hamburg’s secondary attack is a pull that brings far away opponents closer with his arms. The maximum reach of this move is 4 tank-widths away, in a horizontal way. If the attack hits, the enemy is pulled to melee range.

### Special Attack

Hamburg’s special attack is a trap for another player. Hamburg holds still for 3 seconds, facing in a particular direction with a decoy plate of food in front of him. If an opponent walks up to Hamburg in that time, Hamburg “eats” them and spits them out. This increases their knockback scalar by 2 and decreases Hamburg’s knockback scalar by 1. If Hamburg is hit from behind or hit by a projectile, nothing happens, but a graphical pale color over the sprite indicates that he is immune.

# Modes

Last Man Standing

Rules

Objects

King of the Hill

Bomb Tag

Options

Game Flow