Game Specification

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1. Unity Version

Engine Version: Unity 2022.3.53f1c1

1. Interactive Methods

This game features three interaction methods, all triggered using the left mouse button: standard click activation, directional click activation, and range-indicator click activation.

* 1. Standard Click Activation

Players can trigger this skill by clicking anywhere on the screen without needing precise target selection. It is suitable for quick-cast functional skills, offering straightforward and simple operation.

* 1. Directional Click Activation

Players can trigger an attack by clicking anywhere on the screen. The system automatically uses the clicked position as the attack direction, enabling fast-paced combat responses. This method is suitable for basic attacks or directional skills.

* 1. Range-Indicator Click Activation

When selecting AoE damage or summoning skills, an indicator displaying the attack range or summoning area appears in the scene. Players can freely adjust the position and confirm before casting. This method is suitable for advanced skills requiring precise control over the effect area.

1. Skills Introduction

The game features 10 unique skills, categorized by level as follows:

* Level 1: 1 skill
* Level 2: 2 skills
* Level 3: 4 skills
* Level 4: 2 skills
* Level 5: 1 skill

Among these, 8 are Attack-type skills, and 2 are Functional-type skills.

As described in Part 2, the Hero (player character) can trigger skills using the three interaction methods. However, the Boss operates differently: at the start of each game, the system randomly selects 4 skills (including both Attack and Functional skills) from the pool of 10 and triggers them at fixed 10-second intervals in random order.

In the official game, all skills must be purchased before they can be unlocked and used. However, to help players get started quickly, two basic skills are provided for free in the early stages. Before each game begins, players must select up to 4 skills from their unlocked skill library to equip. In the Training Ground, players can freely switch and test all skills via the skill buttons on the left without purchasing or pre-selecting them.

Below are detailed descriptions of the 10 skills:

1. **Blade Slash**

* Difficulty: level 1
* Numerical Information: Price – 0, Damage – 100, Cooldown – 5s
* Interaction Method: Directional Click Activation
* Description:  A swift sword slash that damages enemies in front. When the blade touches an enemy, the enemy takes 100 damage.

1. **Divine Shield**

* Difficulty: level 2
* Numerical Information: Price – 0, Duration – 5s, Cooldown – 10s
* Interaction Method: Standard Click Activation
* Description: Activates a protective barrier that blocks all damage for 5 seconds.

1. **Vital Surge**

* Difficulty: level 2
* Numerical Information: Price – 5, Duration – 5s, Healing – 10/s, Cooldown – 10s
* Interaction Method: Standard Click Activation
* Description: A soothing energy that mends wounds over time. Restores 10 HP per second for 5 seconds.

1. **Rock Shower**

* Difficulty: level 3
* Numerical Information: Price – 5, AOE Radius – 3, Damage – 200 per hit, Number of Rocks – 10 (Rock radius varies between 0.2–0.5; smaller rocks have a lower hit chance), Rock Lifetime – 10s, Cooldown – 5s
* Interaction Method: Directional Click Activation
* Description: Summons a meteor shower in the targeted area. Enemies struck by falling rocks take 200 damage per hit. Rocks vary in size—smaller ones are harder to land but deal the same damage.

1. **Nova Burst**

* Difficulty: level 3
* Numerical Information: Price – 5, Damage – 80, Cooldown – 8s, Blast AOE Radius – 5
* Interaction Method: Range-Indicator Click Activation
* Description: Unleashes a devastating shockwave, dealing 80 damage and knocking back all enemies within the blast zone.

1. **Photon Ring**

* Difficulty: level 3
* Numerical Information:  Price – 6, Damage – 40 per 0.5s (80 DPS), Duration – 4s, AoE Radius – 2, Cooldown – 10s
* Interaction Method: Range-Indicator Click Activation
* Description: Summons a rotating energy ring that deals 40 damage every 0.5 seconds (total 320 potential damage) to enemies within its 2-unit radius for 4 seconds.

1. **Rogue Tempest**

* Difficulty: level 3
* Numerical Information: Price – 8, Duration – 8s, Damage – 40/sec (total 320 potential), Cooldown – 10s, Effect Radius – 2
* Interaction Method: Range-Indicator Click Activation
* Description: Conjures a chaotic storm that drifts unpredictably for 8 seconds. Enemies within its 2-unit radius suffer 40 damage per second and are dragged along its path.

1. **Doomling Summon**

* Difficulty: level 4
* Numerical Information: Price – 5, Movement Speed – 3, Explosion Radius – 2, Damage – 160, Duration – 20s, Cooldown – 10s
* Interaction Method: Range-Indicator Click Activation
* Description: Summons a demonic minion that relentlessly pursues the boss for 20 seconds. After 5 seconds (or upon contact), it explodes violently, dealing 160 AoE damage in a 2-unit radius.

1. **Hellfire Mine**

* Difficulty: level 4
* Numerical Information: Price – 5, Damage – 160 (trigger), Cooldown – 8s, Mine Duration – 30s, Placement Range – 15 radius, Explosion Radius – 5
* Interaction Method: Range-Indicator Click Activation
* Description: Deploys an invisible trap that detonates when enemies approach, dealing 160 explosive damage in a 5-unit radius. Mines remain active for 30 seconds if untriggered.

1. **Thunder’s Judgment**

* Difficulty: level 5
* Numerical Information: Price – 10, AoE Radius – 4, Damage – 80 (instant) + 40/sec for 5s (total 280), Cooldown – 10s
* Interaction Method: Range-Indicator Click Activation
* Description: Calls down a devastating lightning strike that paralyzes enemies. Deals 80 initial damage, then applies *Electrified* for 5 seconds (40 damage/sec) while stunning targets in place.

1. AI Tools

DeepSeek was used for code organization and debugging