

Exercise 3 – FDD

PLAYER

A player has no special ability and no fall damage. Their HP is 70 and they spawn with a pistol [see Pistol] at a random spawn point.

Pistol

Every player spawns with a pistol, which can NOT be stolen by the Steal pickup [see Steal] and when a special weapon is empty [see Shotgun, Gatling Gun or Rocket Launcher], the player has a pistol again; meaning a player can always defend themselves.

Damage: 10

Needed Shots: 7

TTK: 1.5s

WEAPON PICKUPS

Gives the player a new type of weapon which overwrites the pistol. For every weapon, once they have no ammo anymore or gets stolen, they'll disappear and the player gets their pistol back. Respawns after 60 seconds.

Shotgun

The Shotgun can be picked up on Floor 0. It can shoot from far away but deals massive damage at close range.

Damage: 30 (Close) / 8 (Far)

Needed Shots: 3 (Close) / 9 (Far)

TTK: 1.2s

Capacity: 30

Gatling Gun

The Gatling Gun can be picked up on Floor 1. It can shoot multiple shots in a short amount of time.

Damage: 7

Needed Shots: 10

TTK: 0.7s

Capacity: 100

Rocket Launcher

The Rocket Launcher can be picked up on Floor 3. It can one-shot a player.

Damage: 100

Needed Shots: 1

TTK: 0.6s

Capacity: 3

ITEM PICKUPS

Gives the player either a timed- or an ability that can be used later. Respawns after 60 seconds.

Steal

Steal can be picked up on Floor 1. The player keeps this ability until they use it. It steals the possessed weapon of the closest player and refills its ammo. This ability doesn't work if a player has a pistol and won't be used.

Invincibility

Invincibility can be picked up on Floor 2. The player will not take any damage for 10 seconds.

MAP

The map is general place where the game will be held. It contains 10 different re/spawn points for the players, 3 weapon- and 2 item pickups, and rotating/moving platforms.