# Light-dark the game

# Fullerton’s methods

The player

Responsibilities

* Killing monsters

Capabilities

* Light magic: Beam weapons
* Dark magic: Bolt/charged bolt
* Switch between light form/dark form

Player count

* Single player vs. game

Objectives

Motivation

* High score/survival
* Mercenary/bounty hunter : gets paid for each kill -> KILL EVERYTHING

Procedures

How does the player achieve objectives

* Magic attacks kill enemies
* Use both powers in combination to manage resource meters
* Long-term survival required balance

Rules

* Resource tied to inactive form decreases at 1unit/tick
* Light form decreases damage + speed
* Dark form decreases accuracy/range + HP
* Visa versa
* Can only use attack of active form
* Infinite switches, but disadvantageous to switch in combat
  + Eg: Disables attacking for seconds
  + Recovery time tied to time spent in previous form
    - More frequent switches -> longer recovery time
* Enemies move towards player

Resources

* Light magic
  + HP
  + Speed
* Dark magic
  + Accuracy / range
  + Damage
* Switch resource
  + How fast recover from switch
* Single life

Conflict

Obstacles

Opponents

* Monsters
  + Basic monster- moves indirectly towards player. Deals melee damage. Low health.
  + Sapper- runs directly towards enemy, explodes on contact. Low health.
  + Tank- moves slowly towards player. Periodically launches waves of fire at player. Lots of health.
  + Sniper- avoids player. High damage precision attack. Fast moving. Medium health.
  + Boss- bigger basic monster. Can fire projectiles at player. Huge amounts of health.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Monster Type** | **Health** | **Damage Type** | **Damage** | **Speed** | **Attack Rate** |
| Basic | 100 | Melee | 5 | 1 | 1 |
| Sapper | 25 | Explosion | 15 | 4 | On Contact |
| Tank | 400 | Ranged | 10 | 0.5 | 4 |
| Sniper | 50 | Ranged | 20 | 2 | 4 |
| Boss | 800 | Melee/Ranged | 5 | 0.5 | 4 |

* Own hubris

Dilemmas

* Light/dark
* Can die from own resource drain
* Do you want damage output or survivability

Boundaries

* Restricted to arena
* Top-down; cannot jump

Outcomes

* Kill all monsters
* Get killed by monsters
* Get killed by yourself
* Get score

# MDA