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EECS 370
Term Project - Report
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6/6/2015

<div align="center">**Savage Suite - Term Project Report**</div>

Game Overview:

For this project, we used the Starcraft II Editor to build a series of "heroes" to be played within three maps and game modes. Each hero was uniquely designed with regards to health, attack abilities, movement speed, and a variety of other character attributes. The 9-character design and variation introduces an interesting aspect to the game--players are intrigued by the ability to express themselves through choosing the hero that fits their playstyle best, as well as through having the opportunity to try out many characters throughout a single game.

Each map was designed to introduce variety to the game. The first map created was a PVE linear dungeon-crawler. The labyrinth, Ultracrab's Lair, is intended to introduce players to the characters, to experiment with attacks and to slowly build skill playing the game. As players explore the Ultracrab's Lair, they face increasingly difficult opponents. The NPC's within the level utilize varied attacks requiring the players to get creative with their attack/defense techniques. The maze map is also a great way for players to challenge themselves--many players find themselves trying to complete the map in as fast a time as possible or without a team-mate.

The second map that we developed utilized the same group of heroes, however in a different gameplay setting. The gameplay of the second map was a four player free-for-all. This PVP map was very much inspired by games such as Super Smash Bros, wherein four players attempt to attain the highest score possible. This map allows players to dive into the abilities of the heroes and to have a fun time challenging themselves and playing against opponents. We wanted to harness people's natural competitive spirit and tendency to call for a 'rematch' with this map. The map was designed such that spawn points are on the perimeter of the map and the "arena" is placed in the center.

Finally, the third map we developed was a "Game of Thrones" inspired map. In this game, four players are divided into teams of two. The team on the north side of the wall is tasked with defending the wall and the players on the south of the wall must attack the wall. This game introduces many more aspects to the game. For example, players have the choice of attacking the wall, attacking NPC's, or attacking other players. Based on different strategies, the player might find him or herself more or less successful in defending or attacking the wall. This was intended as a way to combine PVE and PVP gameplay experiences.

Between the three maps and 9 heroes, our goal was to give players the opportunity to learn the skills and abilities of the various heroes to employ them in the four player FFA game. Ultimately, we wanted a fast-paced and immersive game that gave players options in order to keep the game interesting. We also wanted a game that was balanced, yet challenging at the same time: something that might seem hard at first, but is easily conquerable through skill, practice, and creativity. We spent a lot of time balancing the heroes so that one was not too over or underpowered. Between the choices of

heroes, variations in game type, and creating balanced maps we believe we have created a fun and immersive gameplay experience.

Game Design:

For this project, we knew we wanted to focus strongly on the design of the game. Using knowledge from class lectures and from experience designing our Inform 7 games earlier in the quarter, we decided to build a mod in the Starcraft II editor. Because of the robustness of the editor we knew that we would be able to create a truly enjoyable gaming experience for the members of the course during the gaming party. We understood that by using the editor we could focus more sharply on what matters in this course; *good* game design. The editor took care of having an enjoyable and satisfactory art and physics system, so we could focus on the player experience. For gameplay purposes, we wanted a game that involved lots of physical and mental skill, without a huge reliance on luck.

As a quick background on how the editor works: the Starcraft II editor is built in a way that users can truly create (almost) any type of game. Of course, users are limited with regards to camera perspective (top-down) and the builder cannot create custom artwork/units/textures but must use the library of existing ones. The editor allows users to take pre-built characters, doodads (scenery / objects that have no effect on gameplay), and abilities and completely customize them. For example, we were able to take characters from Starcraft II and create custom attacks and attributes (health, damage, range, area of effect, speed, cooldown time, etc). The editor was also built to allow players to build custom maps. The maps we made were all built from scratch. The editor allows the builder to place terrain, ramps, and elevation in a an effective and artistic way. One can also customize textures and doodads to really give a detailed aura to the game. The size of the maps were largely determined by the number of players and time limit of the game. The FFA arena was built so that players did not spawn too far apart, but also so that they had ample room to escape from an attack or aggressive player. The editor also allows for custom event based triggers. These are largely logic based triggers that occur on an event or when a particular variable reaches a specified value. Triggers handle general game logic, such as forcing computer enemies to use their abilities when the player gets close by and setting player sight distance (limits how far the player can use their abilities / see enemies). Some very important triggers for our game were camera triggers that were engaged when a player spawned at his or her spawn point. We also used triggers to set up a leaderboard for the FFA map.

When we were designing the games, we knew that players would at first not be totally used to the top-down perspective of gameplay and could be confused by using the mouse and keyboard in unison to control the camera, their hero, and the attacks of the hero. So, we designed the maze to help players familiarize themselves with the maps and with the characters and then the four player free-for-all arena so that players could really take their skills to the next level. Some of the most important aspects to the design of the game were depth, balance and number of options available to the player. For depth, we designed the four player FFA game so that players continue to try different strategies and to experiment with different heroes. We tried to balance the FFA and Game of Thrones game so that no character was overpowered, but at the same time so that certain heroes outperformed others in particular scenarios.

For example, the Voltcaster can kill an opponent using the Savage Yeti in two uses of Thunderforce, a 5 second cast ability linked to the W key that does massive damage. (See below in the

Character Design section for more detailed explanations of the abilities referenced in this section). This might seem overpowered to a new player trying out the Yeti, but some experimentation will lead to the discovery that the Yeti's Obliterating Leap ability (Q key) stuns and cancels the spellcasting of enemies. This switch up might seem place the matchup in the Yeti's favor, but the Voltcaster's shockwave ability can be used to instantly stun aggressive melee targets for 3 seconds , setting the recently-jumped Yeti up to be hit by another Thunderforce. However, since the stun time of Shockwave (E key) is only 3 seconds, this gives the Yeti time to use the instant-cast Yeti Vortex (E key) on the now mid-casting Voltcaster, once again saving itself from death. This is just one of many examples of how we designed these heroes: there is always an answer to an enemy's ability. While some abilities might seem very offensively strong, another heroes strong abilities can ensure that the original player never even gets a spellcast off. We took this design from the popular fighting game Mortal Kombat, in which overall health is very low and attacks do LOTS of damage (One button to take 14% of max enemy health, for example). It is a good game design decision because even though a player can be destroyed easily, they can also bring destruction upon others just as easily if they use their abilities with skill and in the right combination. It allows a player to feel very powerful in certain scenarios without introducing what might be perceived as 'unfairness.' Another reason that the Mortal Kombat style of low health and powerful abilities is good is because is allows new players to potentially destroy seasoned players if they get a couple good hits--other games like Starcraft suffer from the fact that a seasoned player will nearly ALWAYS destroy a new player. This might not be an objective flaw in a game(because expertise has value) but it wasn't something we intended for our game, since we wanted to attract all types of players (as well as ensure gamers at our Final Exam would be able to pick it up) and not just hardcore gamers. In addition, many PVP arena games such as WoW suffer from the fact that players are too resilient, healing is too high, and games take too long. We wanted to avoid this type of problem, discouraging running away (you only get points for kills in the FFA map) and making sure abilities could deal significant damage. There is some health regeneration, but not enough that one could be successful by stalling. We wanted to create an atmosphere where each action happens fast and has a meaningful consequence.

Character Design:
Each character has 3 abilities, bound to Q, W, or E on the keyboard. We felt this was perfect as we were trying to balance complexity and barrier to entry for new players. 3 abilities shouldn't feel too overwhelming, but also allows for enough various combos to keep it interesting for more seasoned players. Each character also has an auto-attack, which is engaged when a player right clicks on an enemy. Also, getting in a couple hits with the auto-attack between stuns is a viable part of many character's combos. We also focused on general vibe/expression of characters--too often we see hackneyed character classes like a basic warrior, or a long-range frost mage, or a robed priest. We wanted to add interesting aspects in terms of look and feel of these characters. None of these characters ought to fit too basic archetypes … each has at least 1 ability that might be atypical of their assumed general gameplay style. Below, we will discuss each hero's design choices in detail.

Spellsword
In fantasy games, all of us agreed we found melee/caster hybrids to be interesting. There is just something inherently fun about being able to blast someone from afar, and then close in for a melee

kill. The Spellsword has high mobility, allowing him to close in on enemies for melee damage or to retreat to begin casting a spell.

Auto-Attack

The Spellsword's auto attack is a melee sword hit, and the characters main source of melee damage. Because of this, the player has a reason to close in on enemies because the auto attack is a source of high damage if uninterrupted. We thought it would be unique to have a character whose abilities are long-ranged, but whose main attack is short-ranged. This leads to fun playstyle that must include both spellcasting and aggressive, up-close damage in order to be effective.

Translocate

This allows the Spellsword to instantly teleport to a nearby location. It works well for escape from an aggressive melee attackers, as well as for closing in on a distant spellcasting threat. It can be used to go through the internal walls of the FFA map, giving the Spellsword a ninja-like ability to surprise opponents. It's on a small cooldown so it can't be spammed.

Gravity Rift

This allows the Spellsword to instantly levitate a target in the air for a few seconds. It's a form of crowd control (CC), which means that the enemy player cannot move or use abilities while they are caught in the Gravity Rift. Because of how powerful this can be, this ability (along with most other CC abilities) is on a moderately long cooldown. This move interrupts enemy spellcasting and can allow the Spellsword to make a quick escape. It can also be comboed very effectively with the next ability.

Energize

The Spellsword's main 'spell,' this is a short-ranged ability that can be used to create an area-of-effect, lightning storm at a specified location. It lasts for a few seconds afterward too, damaging over time anyone who is near it. This ability also hurts the caster if they get too close… this prevents the player from using it on closeby target instead of the melee auto-attack. We also wanted to add to the skill-cap of this hero by making it so that they had to factor in avoiding their own spells. It works fantastically when timed so that it hits an enemy that has just been placed in the air by Gravity Rift. In addition, an experienced Spellsword might Energize on an enemy location, then lift them up in the air with Gravity Rift so that they take the damage-over-time from the Energize spell. Then, the player could cast another Energize as the enemy is being let down by Gravity Rift, resulting in massive damage that is rewarding for the player because it takes skill and timing.

Darkwalker

We spent some time trying to consider character archetypes that differed from the classic set of [spellcaster, stealthy melee, heavy melee, healer] that is so often ingrained in many games of this type. The Darkwalker, like the Spellsword, was our attempt at creating a unique and less-common type of character design. We wanted people using the Darkcaster to be planting pools of damaging acid around the map, and then cruelly pulling others toward it (great for stealing a kill). The melee hits of the Darkwalker are slow but deadly, adding to Darkwalker's role as a lumbering monstrosity. This hero has

a very slow movement speed, but makes up for it by having the ability to bring enemies to him. Another ability that we thought fit his 'evil' persona is a life-draining spell, so we included this as a 1-second cast, short ranged spell. This spell gives a little extra utility to the Darkwalker as well as some healing...it's siphoning animation is also very fitting for a hero whose vibe is darkness/evil. We did consider the idea that having a simply evil/dark character was a little boring, so we gave him the Venom Trap to make him a sort of Poison/Dark hybrid, which we thought would appeal to players. This is a side note, but one of the things that makes the Pokemon series so interesting and still relevant is its typing system, where two types can be combined for an interesting result. For example, in addition to having a 'fire' type, one could have a 'fire/flying' or 'fire/dark' creature, allowing for additional player self-expression and design options. One could argue a 'water/rock' or 'water/electric' hybrid is a bit more interesting than just a 'water' character, and this concept has definitely been proven to add to 'fun.' We wanted to echo some of this in our hero design in the Savage Suite.

Auto Attack
A slow, lumbering melee hit that does very high damage. Getting a few hits of this on someone after using Death Beckons to grip them into a venom trap will usually net a kill.

Death Beckons
In creating the Darkwalker, we wanted a character that is evil and destructive; something you cannot escape from. This ability allows the Darkwalker to grab someone from a pretty far range every 5 seconds and pull them toward the Darkwalker. Once closeby, the enemy is vulnerable to the Darkwalker's heavy melee attacks as well as a potential well-placed Venom Trap.

Soul Harvest
This is a mid-range channeled spell has a lifesteal effect. It adds a little extra resilience, damage, and utility to the Darkwalker. It gives the Darkwalker a slightly ranged attack so it can keep up with ranged competitors who won't easily stray into the Venom Trap (although you could just grab them into it with Death Beckons and melee them, this adds an extra gameplay option). This spell also fits the theme of the Darkwalker, because stealing someone's life and adding it to your own with a seems pretty dark in our book.

Venom Trap
The main appeal of the Darkwalker, this is a close range spell that the player places on the ground nearby. It can be used to shut off small pathways, or to create a deadly zone where the Darkwalker can use Death Beckons to grip people into it. It has a high cooldown to ensure that a misplaced trap will have negative consequence… it also does not damage the user. The Darkwalker can stand in the pit of venomous acid created by this spell on the battlefield, adding to his overall 'dark caster' and 'poisonous' influences. We wanted to give Darkwalker a diverse range of abilities that resulted in a new character archetype that revolves around interesting synergies, instead of just melee / ranged / healing. We felt that this would attract new players and constitute good game design because seasoned gamers are looking for innovation in games, since the classic spellcaster/warrior/support trick has been pulled so many times.

Paracrab
A parasitic crab that slowly drains enemy's life, never seems to die, and can control the mind of enemies. This hero was inspired by the 'deathrattle' effect in the popular game Hearthstone, in which after dealing with a moderately significant threat, the player must also deal with it's aftereffects. The player starts out as a Paracrab Guardian, a hero whose speed and health pale in comparison to other heroes. However, upon dying, this crab-hero splits into two Paracrab Denizens, each with the same abilities as the Paracrab Guardian. They have half the health of the Guardian, but have the capacity to do twice as much damage. After each of these Denizens die, they split into two Paracrab Larvae, each with half the health of a Denizen but the same abilities. That means a player controlling 4 Paracrab Larvae has MASSIVE damage output and stun potential, but can be eradicated easily with 1 spell. This hero (or heroes, one might say) also has a damage-over-time ability that can kill an enemy even after the Paracrab has died. It does damage over 30 seconds, and we figured that there are few things more satisfying than seeing the hero who just killed you with only a little bit of health remaining slowly die 15 seconds later by your crab radiation.

Auto Attack
A mid-ranged attack that shoots a little spine at enemies. This was implemented so that Paracrab players didn't have to get too close to dangerous melee enemies (these crabs are fragile). However, we didn't want the Paracrab to seem like a pure caster, so the range is not very far.

Irradiate
In order to fit the idea of a diseased parasite, we included a damage over time spell bound to Q that has a 1 second cast… a good way to open up combat with this hero. A valid strategy might be to irradiate as many targets as possible, and then use your stuns to get away.
Impulse
A channeled spell bound to W that targets an enemy unit and controls its mind for 4 seconds. This allows the controlling player to try and waste the enemy ability cooldowns, or run them in the opposite direction. This interesting spell has many others uses, for example: tt can be used an enemy Jaguar's turret if that player is trying to hide behind it, causing the turret to become hostile to that Jaguar player for the duration of the spell. We felt this fit the archetype of a parasite that takes over its host.

Crustacean Bloodbomb
The Paracrab's main form of CC, this ability is targeted at the ground and stuns all enemies in the radius of the spell for 3 seconds. It works great after an enemy has been irradiated, since the enemy will be constantly taking damage-over-time while stunned. With four Paracrab Larvae, one could theoretically keep someone stunned for 12 seconds if they perfectly timed this spell with each crab. When controlling multiple crabs, a single press of E will not activate the spell for all crabs, but only for one crab. A player would have to press E 4 times, keeping track of the cooldown of each crab, in order to execute a 12 second stun, all the while trying to mix in Irradiates. For this reason, we consider the Paracrab to be among the most complicated and difficult-to-player heroes we built. The green crab blood puts a cherry on top in terms of thematic design for this gooey, gross hero.

In order to give an idea of how we thought about these heroes and the various things we considered designing them, we gave a very detailed analysis of the previous three heroes. For the sake of brevity, and because we believe that our general thought processes and values are sufficiently articulated by the previous three nuanced hero descriptions, the rest of the heroes will be described more briefly.

Alpha Marine

A ranged hero whose design was partly inspired by the Space Marines from the Warhammer 40k series. This hero is an enlarged version of the standard starcraft marine. The Alpha Marine is is a ranged hero designed to wins battles with superior ranged firepower. As a result we gave this hero an ability that increases his attack speed and movespeed in order to help him kite against charging melee heroes. As an "alpha" marine we also gave him an ability that allows him to summon several weaker marines to help him. This ability both makes sense with the character design but also serves the purpose of increasing the Alpha Marine's firepower and kiting ability. The Alpha Marine's final ability is an "emp round" which is a powerful ranged skillshot on low cooldown which completes this hero ranged based kit and "Space Marine" theme.

Jaguar

A fast, mobile hero that is a Fire/Mechanical hybrid (echoing back to type-casting from Pokemon). This hero is inspired by 'engineer' archetypes from other games, and can place Turrets and use homing missiles. Another hero whose gameplay is mixed between melee and ranged, we wanted to include this hero to appeal to players who prefer a 'rogue-like' or sneaky gameplay style that involves set-up and planning (Try stunning someone with pounce while they are caught in the path of your flame turret).

Voltcaster

This hero is the closest to a pure-caster in design, so we made sure to spice him up with an interesting ability so as not to make him boring. His Q ability, magnetic retrieval, allows the Voltcaster to summon anyone, friend or foe, right to him. This has great synergy with his other abilities (namely Shockwave, the Voltcaster's only stun which can only be used at close range) and leads to a very innovative caster play style. The player will still be casting from afar when they can, but can be aggressive and actually benefit from pulling enemies into close range. We also felt electricity as a thematic archetype was missing from our game and wanted to make it relevant with this hero.

Deathbeast

A charging melee hero whose most unique ability is one that allows him to summon two controllable, smaller spawns of himself to gang up on and eliminate enemies. Slightly difficult to play because it requires controlling three characters at times. For thematic design, we aimed at a brutal, aggressive, hulking mass that is a sort of Beast/Warrior hybrid.

Savage Yeti

A leaping melee hero whose most unique ability allows him to place enemies in a vortex, CC'ing them and removing them from combat for a few seconds. We wanted to give the Yeti some ancient magic

themes to differentiate him from Yetis in other games/movies and make him more interesting to players.

Demonglide
We were really trying to think out of the box in terms of gameplay mechanics and character design with this character. Demonglide glides around but has very low acceleration, allowing movement speed to have a more fundamental impact on gameplay. Theme wise, we wanted to create a Beast/Demon hero, that had all the fun elements of playing a demonic class combined with being a flying beast. This character has a really fun snipe spell that shoots across the whole map (leaving a trail behind which Demonglide moves faster over). Demonglide can also place small demon-red areas around the map which heal Demonglide when enemies pass through them. This hero also can't auto-attack personally, but sends small version of himself to do his bidding. While not taking too much skill to play after learning Demonglide's abilities, the odd playstyle of this hero means it wouldn't be recommended to new players.

Game Implementation:

In order to build the games we first had to design the characters. We spent a lot of time searching through the character database in order to find characters that made sense in a maze and FFA arena. For example, an insanely large or insanely small character didn't necessarily make sense. Additionally, we tried to stay away from common Starcraft characters because we wanted the game to be as different from the original Starcraft game as possible--within reason. For each character, we then had to build out their stats: health, attack speed, attack damage, movement speed, casting time, and more. We also had to customize many of the attacks that we gave to characters. Each attack had to be refined to fit the type of character we were trying to build. A good example of this is the Spellsword character that we built. Spellsword has the ability to "blink", which was an ability that we took from another Starcraft character. As such, we had to redefine the blink ability so that the Spellsword character could actually deploy it. This process was repeated for each of the 9 characters and slightly refined for each of the maps.

For each of the games, we also had to build the maps. Using the terrain tool within the editor we were able to create mountains, valleys, and more that helped make the game interesting. Within each of these maps were many different triggers and regions. The triggers and regions were built and defined in order to improve gameplay. The majority of the triggers we implemented were essential to the gameplay of the game. One important trigger for the free-for-all arena was a trigger that incremented a custom variable by 100 for each kill that a player made. This allowed us to create a leaderboard and to notify players as to when the game was over (once one player reached 1000 points). Each of us worked on all aspects of the game, from trigger design to ability customization to map design. Because the game was built on Starcraft II editor, the implementation of the game was rather seamless and allowed us to focus on the nitty gritty of the gameplay. The editor has a lot of pre-built functions that made designing the gameplay relatively easy, but at the same time meant that we had a lot of time to focus on how the game played and how to create a truly balanced game. One of the pitfalls of the editor was that it was incredibly difficult to work collaboratively on the maps. There's no version management aspect to the editor and no opportunity to work collaboratively like one might

through Git. So, a lot of the work on the game happened during our bi-weekly meetings and we each took time to work on the maps, characters, triggers, and general gameplay.

What went right:

In creating and designing this game, we really succeeded in making interesting and playable characters. All of the characters were really fun to make and are quite unique. It was exciting having the ability to take attacks and skills of other starcraft characters and reconfigure and customize them for the nine heroes in our game.

We're also really excited about the gameplay of both the maze and free-for-all arena. Both the maze and FFA arena are very well balanced and it's even fun for us to play these maps over and over again with different heroes and different strategies. Many of the triggers we implemented lead to the success in these maps and we were really excited to see all of the triggers we made come together to create a unified and seamless gaming experience.

What went wrong:

As with creating just about anything, some mistakes were made along the way and some things went wrong. One of the biggest issues we came across was related to balancing the powers of each hero. We wanted to create a game where every hero would have their strengths and weaknesses. Some heroes would have advantages over others but no single hero should be stronger than the rest. To balance the game we spent many many hours testing, adjusting the stats on our heroes, and retesting. We made many changes to the units base stats ranging from movement speed, attack speed, attack range, turning radius, attack damage, etc. We also spent a great deal of time adjusting and balancing the heroes abilities. We wanted to give each hero a balanced kit of abilities that would fit in with the hero's appearance, and also combo well with their other abilities. We spent a lot of time adjusting the effects, durations, damage output, and cooldowns of each ability and deciding what abilities to give to each hero.

From testing we were able to fix a lot of things such as lowering the Alpha Marine attack range, increasing Voltcaster's attack range, reducing the speed of Deathbeast, lowering the duration of the Darkwalker's Venom Trap, and increasing damage on the emp blast. We did a lot of testing but given the number of heroes and abilities we didn't have time to balance everything and we could definitely have used even more testing. We ended up making the Alpha Marine a bit too weak in the final version of the game even though we had increased his EMP blast damage and lowered the cooldown on his stimpack. We also underestimated the power of some units that we thought were pretty balanced such as the Yeti and the Jaguar. At the gaming party we were surprised to see the Jaguar be so successful. We had spent most of our time balancing different heroes such as the Darkwalker and Voltcaster so the Jaguar sort of slipped through the cracks.

There were also quite a few bugs that we weren't able to find due to not being able to do much 4 player testing. Our FFA PVP map supports up to four players and our Games of Thrones-themed map requires four players. Unfortunately, it was very difficult to schedule times where we had four players available to test. As a result bugs where the third and fourth player do not show up on the arena map's

scoreboard, the third player's cannon not deactivating when the player has finished spawning a new unit, and a bug where some of the larger heroes for the fourth player will get stuck in between the gateway and the corner of the map when spawned were not discovered until the day of the gaming party. We were able to fix the scoreboard and getting stuck while spawning bug right away but did not discover the bug with the cannon not deactivating until later into the gaming party.

We also weren't able to spend much time balancing out the Game of Thrones game. We spent most of our time balancing the free for all and the maze and the difficulty of finding four players to test the map made it difficult to balance that particular game mode. There were some issues with the White Walker side having too powerful units compared to the side defending the wall. In addition to units we also should have made the defenses have a lot more health because certain hero abilities with low cooldowns destroyed them way too quickly. Another problem was that the game of thrones map introduced a new game mechanic, hero upgrades. We weren't able to fully test and balance the cost of these upgrades and the strength of these upgrades, which made the upgrade system not as amazing as it could have been.

Ideas for next time:

There were many things that we would like to have done differently or would like to have added to our game if we had more time. One thing we really would like to have done was add more events to the games. In our original FFA arena map, we had a very powerful CPU stone golem unit that would spawn and try to kill the player. In this version the goal of the game was to kill the enemy player while at the same time evading the golem. We ultimately scrapped this idea as too complicated but it would definitely be something we would try adding to the game if given more time.

If given more time we also would liked to have improved the Game of Thrones map. It was hard to find the necessary amount of people to test this map and as a result this map had a lot more balancing issues that the other ones. If we had to do it differently we would probably either drop this map in order to focus more of our time on our other two maps and devote more time to making the game of thrones map better.

Next time we also might consider spending time making less maps. In addition to these three maps we also made a second maze map and two additional free for all maps, one with the golem and another where the player must also protect their "sacred sheep" from enemy heroes. These maps were ultimately scrapped and had we decided sooner which maps to keep we would have been able to make an even more detailed suite of games.

Another thing we could have done better would be to add a feature to the maps where after your hero has died, the camera takes you automatically back to your spawning point, which would make it much easier for players to create a new hero.

Finally our games could use a lot more testing and even balancing. We spent a lot of time on balancing the heroes but with nine different heroes with three abilities each spread across three different game modes, there is always more that could need balancing.