

Design Goal

Sunday, 16 November 2014 0152

Make a cooperative-enabled game with simple character stats like Feng Shui 2 but enables complexity of combat and strategy, with a splash of violence and dark humor like the Warhammer vein of games.

High Concept

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Players belong to a "Heroes Guild" that is tasked with showing up and saving the day. They are sent to the world of Periculum and are stranded. Time for them to save the world and save themselves!

Features

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- Cooperative "dungeon crawling".
- Procedurally generated zones to explore.
- Randomly generated world and quests.
- Real-time movement, turn based battles/encounters
 - Encounters create a turn based combat zone around the area
 - Other players can enter the zone to "join" the battle
 - Players will move in real time until they enter a zone or an encounter happens around them
- Enemy encounters
 - Cover system
 - Normal attacks
 - Skill based attacks (abilities)
 - Fleeing combat
- Player characters can be from any number of different genres:
 - Contemporary (example: Jagged Alliance)
 - Fantasy (example: Diablo)
 - Futuristic (Warhammer 40k)
- Skill "web" for PCs (i.e. Path of Exile)
 - Offense
 - Melee
 - Ranged
 - Defense
 - Melee
 - Ranged
 - Support
 - Healing
 - Buffing
- Base building
 - Players can run quests to build up the base of operations
 - Players will have to defend the base from progressively larger and more aggressive attacks (based on number of quests run; enemies made from doing the quests)

Game Flow

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Players start the game by picking a building or an area to start.

Basic NPCs are added to the base: Doctor/Apothecary, Mechanic/Blacksmith, Quest Giver.

Players visit the Quest Giver, who will then give them a quest to complete.

Players start the mission by proceeding to the teleporter.

Players are warped into a "danger zone" where the quest takes place.

Upon completing the quest, they can call in an extraction and be warped back to base.

Completing quests and gathering resources while out in the field will reward the players materials or items to upgrade the base with more advanced defenses and services.

Overall goal for players: Survive.

Game Rules

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Characters have the following Primary Attributes

- Attack: Damage done by primary attack
- Defense: Damage reduction from attacks that hit
- Speed: Movement and initiative
- Luck: Critical hits, die rerolls?

Character Stats:

- Name
- Health: Defaults to 100 HP
- Action Points: Defaults to 10 AP

Default actions:

Move: Normal speed, sprint

Attack: Normal attack, aimed attack

Characters can have a maximum of 8 different active abilities, but they can switch them out back at base.

Characters can have a maximum of 4 different passive abilities, but they can switch them out back at base.

Magic based characters craft spells to put on their hotbar along with active abilities.

Initiative is $1d10 + \text{Speed}$.

Chance to hit determined by weapon type, distance, and cover. ($1d100$)

Damage done is $1d10 + \text{Attack} - \text{target's Defense}$.

Character Skills

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Active Skills

Offensive

- Heavy Strike - High damage, low accuracy attack
- Run 'n' Gun - Move from one location to the other, while attacking target
- Spray 'n' Pray - Cone attack
- Flurry - multiple melee strikes
- Disarm - melee, self explanatory

Defensive

- Cloak/Invisibility
- Smoke Bomb - drop or throw a smoke bomb, lowers accuracy shooting through smoke
- Dodge - Increased chance to dodge next attack (low percentage increase)
- Take Cover - Increased chance to dodge next attack (needs actual cover, high percentage increase)

Support

- Heal/Medkit - single target heal
- Healing Mist - multi target heal
- Suppressing Fire - cuts damage in half, but lowers accuracy of target's attack
- Spotter - increase all friendlies' accuracy against single target

Passive Skills

Offensive

- Gun Nut - more damage with guns
- Space Wizard - more damage with magic
- Martial Artist - more damage with melee
- Glass Cannon - more damage overall, decrease to general resilience

Defensive

- Evasion - increased chance to dodge an incoming attack
- Tough Exterior - increased resilience

Support

- Nanites/Fairy Dust - increased healing ability
- Speed boost - increased speed stat (low increase)

- Situational Awareness - increased initiative (medium to high increase?)

Magic Spells

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Magic spells are comprised of a Base, and an Effect.

Base

Blast - area of effect around the target

Beam - direct line, all targets on line are hit

Projectile - single target, low mana cost spell

Cone - projected cone area of effect

Effect

Burning - Damage over time

Freezing - Slows target

Shocking - Stuns target

Arcane - Increased damage

Life - Heals

Higher level casters can create spells with additional bases and effects attached.

Example: Flaming mortar = (Projectile, Burning) + (Blast, Burning)