Combat Outline – Lonely Sorceress

Basics

First person shooter

Aiming and confirming

Managing different spells

Eliminating enemies before they get too close

Desired Feeling

Combat

Fast-paced

Tense

Tactical

Player

Powerful

Vulnerable

Versatile

Player

Available actions

Moving

Jumping

Aiming

Firing

Selecting spells

Aiming

Mouse movement

Always centered, camera is rotated

Aim assist?

Crosshair indicating where you shoot

Decal on ground for AoE spells

Ability System

4 spells

Secondary casting mode found later

May be casted while moving

Cycle back and forth at any time

Each has own function

Based on a charges system

Charges

Each spell has a unique amount of maximum charges

Once current charges reach 0, can’t be used anymore

Using another spell replenishes 1 charge of any other spell

Forces players to switch back and forth

Avoid mono-skill using

Danger of switching between two spells only

Fixed by very different ability functions

1 hit means death for the player (i.e. enemies have to be killed before they get too close)

Enemies

Amount

No bosses

High amount of enemies

Lets players feel powerful when using AoE spells

Combination of various types

Amount as key variable to create difficult

Types

Basic Zombie approaching player

Gets faster with every hit (-> burst)

Splits up into two enemies when killed

Teleports to player location after some casting time

Basics

Variations  
 Resistances

No explicit resistances against any ability

Implicit weaknesses / resistances by the way they behave (more subtle)

Damage

Each spell potentially deals its own amount of damage

Feedback

Rewards

Function of Combat

Why fight?

References / similar games

UI

Movement in combat

Same as out of combat

Movement depends on where you’re aiming

Can move backwards while aiming forwards

Movement does not interrupt casting / selecting new ability

Moving backwards is significantly slower than forwards because you can cast while doing that (players have to choose when they keep casting while retreating and when it’s best to turn around and run away before facing enemies again)

How is feeling achieved in mechanics

Study of combat systems:

Feedback

Knock back

Flash white / red when hit

Alter crosshair when over an enemy

Custom crosshairs for abilities that match their shape somewhat

High damage numbers

Slow travelling times of projectiles make player anticipate strong impact

Think about how damage differences are communicated

Differentiate hit reaction to death reaction with enemies

Play around with enemy hitboxes to alter actual challenge without altering perceived challenge

Aim assist

Acceleration

Friction

Snapping

Bullet magnetism

Exaggerate on the hit animations of enemies to sell the impact (does it still communicate when shown in a YT video)

Attacks have to be dominant in some situations but can’t be dominant in all situations

Make underlying theoretical differences between weapons tangible to the player