Level Generation and Enemy Placement

1. The purpose of the enemy placement is to know
   1. What “Event” is taken place in the level.
   2. The type of Gang that will occupy the level.
      1. Subtypes
   3. What NPCs will be wondering around.
   4. The type of Boss that will appear depending on the gang or event.
   5. How many enemies will appear in encounter rooms.
2. Each level will have a total amount of enemies per room. This number can increase depending on the Level Event.
3. So for example level 1 can have up to 5 enemies in each room. If it was a gang war event, you would take the random number of the room and double it for the opposing gang.
4. What level is it (higher levels…enemy stats increase…or maybe just damage)
   1. Who’s the main Gang of the area
      1. Black
      2. White
      3. Latin
      4. Asain
   2. What level event
      1. If Gang War
         1. Add a second Gang to enemy placement
         2. Triple the amount of enemies in each room
      2. If Bad Robot
         1. Robots have a chance in random rooms to invade…adding even more enemies not including the current Gang enemies.
      3. If Zombie Infested
         1. Zombies are now more prevalent than the actual main Gang.
      4. If Infested
         1. Coroaches are now more prevalent than the actual main gang.
      5. If Racial Harmony
         1. Enemy gangs won’t fight one another.
      6. Dark
         1. Harder to see in front of you
      7. Lost
         1. No map to guid you
      8. War Zone
         1. Fallen Rockets, Drive byes will happen randomly.
      9. Acid Rain
         1. Acid clouds travel in the rooms splashing down toxic rain.
      10. Radioactive Haze
          1. You can’t see your UI
      11. None
          1. The game plays with not extra enemies.
   3. Create rooms
      1. Will rooms have enemies
         1. Or will it be empty
      2. Types of enemies and subtypes
         1. Enemy Sub types
            1. Gangs can also have droids, mechs, etc to assist them.
            2. They take up a Main gang slot not the event level slot.
         2. Boss
            1. Boss is chosen from the main gang list.
            2. Unless its Racial Harmony…where you choose from both types.
         3. NPC
            1. There is a chance that a single npc will be in an area.
            2. It doesn’t take up any enemy counts.
   4. Enemy totals…sequence amount
      1. Total number of enemies
         1. The number of enemies that will appear in an encounter
      2. Enemies on screen
         1. This is how many enemies can appear in the room at once.
         2. They will be divided into sequences
      3. So if there are a total of 20 enemies but only 5 can appear in the room. Then 4 sequence encounters of 5 enemies will happen. After all 20 enemies are dead the doors will open.
      4. Enemies during the sequences enemies, will appear at one of the four doors.
   5. Place enemies and npc
      1. Comp will randomly place enemies in room.
      2. Enemies should never appear over doors or inside collider furnisher.
      3. Certain areas might be too small for some enemies…there should be a enemy id that can allow or not allow certain enemies.
5. Other random stuff
   1. Item rooms
      1. Each level has one item room.
      2. Items from level, once picked up, should never appear again.
   2. Random store items
      1. Items in level stores should be different each time.
      2. Items the player already picked up and dropped shouldn’t appear again.
   3. Special rooms
      1. There will be some a few special rooms that might pop up in a level. (If player fulfills certain requirements.)
      2. \*\*Special Rooms will have special doors to open them, the door types will appear beneath name\*\*
         1. Broken Door- A door that seems to be rusty and unworkable.
            1. Use a Grenade to open it up.
         2. Locked Door
            1. Use a Key card to open it up.
         3. DNA Door
            1. Donate Hp to open up this door.
         4. Stereotype Door
         5. Give up a Stereotype
      3. \*\*Not sure what these rooms will be but here are the basic ideas\*\*
         1. Wheels of Torcher
            1. Locked Door, DNA Door
         2. Whats Under the Box
            1. Locked Door, DNA Door
         3. Lets Make a Deal
            1. Locked Door, DNA Door
         4. Beat the Clock
            1. (Locked Door, DNA Door)
         5. Experimental Lab
            1. Open the gates and kill the enemies inside. The faster you do it the better the reward.
            2. Take too long and get nothing.
            3. (Locked Door, Broken Door, DNA Door)
         6. Genetics Lab
            1. Basic treasure room
            2. Find a random DNA Stereotype
            3. (Locked Door, Broken Door, DNA Door)
         7. Hidden Tunnel
            1. Takes you to the next level.
            2. Or back ally to find a black market
            3. Broken Door
         8. Hidden Vault
            1. A vault filled with money
            2. (Broken Door, Locked Door)
         9. Gold Vault
            1. Filled with “Junk Chips” and/or Junk
            2. Stereotype Door

Give up a selected stereotype

* + - * 1. (Stereotype Door)
      1. Weapon Locker
         1. Find a random Weapon or Grenade Mod
         2. (Broken Door, Locked Door)
      2. Storage Locker
         1. Find random Backpack mod
         2. (Broken Door, Locked Door, DNA Door)
      3. Gauntlet
         1. Defeat a stream of enemies for Bonus to Score and random prizes.
         2. (DNA Door)
      4. Medic Lab
         1. Filled with small and large health packs
         2. (Normal Door, Locked Door, Broken Door)
      5. Bar
         1. Where three random Mercenaries hang out.
         2. Buy a mercenary partner.
         3. Normal Door
      6. Back Room
         1. Stage hands are relaxing.

Stage Hand 1: “Um…I don’t think you’re supposed to be here.”

* + - * 1. (Normal Door, Locked Door)
  1. Event rooms
     1. Once certain requirements are fulfilled in “Story Mode”, these event rooms might appear in the “Game Show Mode”…\*\*Only Once per game\*\*.