

# BALANCING THOUGHTS

*Prepared by Circle Enix*

## GENERAL THOUGHTS

The idea behind our balancing design is to ensure the most smooth and enjoyable gameplay experience for the player. We borrowed many ideas from Counter-Strike and incorporated our own elements as well.

## SHOOTING

1. The fire rate of our shooting was based on the real-life AK-47
2. We added spread to the gun when moving to counter “run & gun”
3. Player/AI health/BulletDMG was determined experimentally to ensure the most comfortable gameplay experience while maintaining competitiveness

## PLANTING & DEFUSING

1. Audio cues were added to planting/defusing, which acted as the sole indicator of the event similar to Counter-Strike
2. Defuse Timer, Planting Timer, Bomb Exploding Timer is identical to the ones in Counter-Strike
3. When the bomb is planted, AI's will coordinate to either defuse or chase/kill the player

## MAP DESIGN

1. Map design was heavily inspired to show off game elements
2. AI positioning was experimented with to give the player a competitive experience

## ABILITIES

1. Abilities were added to showcase milestone features