**Basic Parameters Intended for the Vertical Slice:**

These parameters are for people to reference, apart from the documentation proper, so that everyone can have a clearer idea of what is and is not going to be our focus as far as what we’re ACTUALLY making. So treat this as a scope and feature guide, of sorts, and let it reinform the GDD and FuncSpecs.

*Note:*

*Things in square brackets* [ ] *are modular items - things that’d be nice to have, if we can, but which should not be considered the base package. Consider them a “Game+” thing.*

**Game Mechanics/Systems:**

* Complete front end Menu click-through
* Pause menu with Troop Loadout displayed
* Working HUD
  + Health bar
  + Soul Gauge
  + Troop count
  + [ Troop percentage dial ]
* Grab/Fire System
  + Camera control by using 3rd person reticule
  + Activate a minion’s sphere collider ⇒ cull like units within its radius
  + Turn culled minions into particle effects, draw them to the player
  + Select power on power wheel
  + Fire power ⇒ reinstantiate units, execute their commands
* After-Action Report
  + EXP stat allocations

**Mission Scope: What we’re actually looking to have made, as our level**

* A single Goron village ⇒ a handful of huts in a cave-like open area
  + ~10 Goron enemies, including 1 Goron chieftain
* A preset troop loadout ⇒ Moblins and Octorocks [ Darknuts ]
  + about 10-15 minions
  + Octorocks (light unit) = ~ 6
  + Moblins (medium unit) = ~ 5
  + [ Darknuts (heavy unit) = ~ 4 ]
  + [ a menu system for actual pre-mission troop loadout selection ]
* 1 main objective
  + Kill Chieftain, all Goron
* [ 1 side objective ]
  + Destroy village huts

**Player Abilities:** **What we’re going to have the player be able to do**

* Movement
  + Move character/move camera in 3rd person
* Basic Moves ⇒ bare minimum of player self defense
  + A wide horizontal sword slash that knocks enemies back
  + A block ability
  + [ A quicker sword slash ]
  + [ A dodge ]
* Use Powers
  + see the Grab/Fire System above
* Heal
  + Increment health regain based on unit number/ light,medium,heavy stats
* Summon
  + Replace light unit
  + Replace medium unit
  + [ Replace heavy unit ]
  + [ Super-Summon ]

**Minion Actions: How we need minions to act**

* Move towards nearest enemy ⇒ move pattern until enemy is found
  + No more than 2 or 3 minions per enemy
* Deal Damage
* Take damage ⇒ do knockback
* Work with the Grab/Fire mechanic (see above)
* Be classified as either Light, Medium, or Heavy
* Health value ⇒ internal, and for the player’s Heal ability
* Powers ⇒ Powers for each unit type
  + Moblins: Charge
  + Octorocks: Firing Squad
  + [ Darknuts: ]

**Defender Actions: How we need defenders to act**

* Move towards nearest minion ⇒ move pattern until minion is found
  + No more than 2 or 3 defenders per minion
* Deal Damage ⇒ attack every certain time interval
* Take damage ⇒ [do knockback]
* [Add buff to the Chieftain]
* [Chieftain]
  + [Have a shield which can’t be brought down until allied defenders are dead]
  + [ More complex attack/more health ]