## What do we want our Combo System to do?
- Make getting a combo feel rewarding
- **Encourage team based combos/coordination**
- Encourage players to not spam the basic attack over and over


## Questions:
- Any Idea listed below that seems better for our game and goal?
- What should we do to encourage team members to combo off each other (but not being an overt priority)
- What's better:
  - Shared vs Individual Combo Counting system
  - Meter with titled ranks or individual hit counter
  - Should combo system contribute to how much meter a player gains towards doing a special
- Should a team combo break based on how much time has passed since an enemy was hit or as soon as there is no longer any stunned enemies?
  - Issue with Stun Based System
    - What happens if you kill a stunned enemy and move on to a non-stunned enemy with the rest of the enemies not being stunned. Would that still be a combo?
    - Bosses don't get stunned for long. Every break in stun would lead to combo break
  - Issue with Timing Based System
    -

# Combo Systems

## Unanimous Features:
AKA features that will likely be included in all proposed combo system ideas

- Visibility of when a Combo Benchmark has been reached
  - Explanation: For example if a player/team hits the 10 combo benchmark the screen will shake, play a special effect, and/or flash indicating such and will play a bigger effect on the next tier combo benchmark
  - Example:
    - 10 Combo - Screen Shake
    - 30 Combo - Bigger Screen Shake + Flash
    - 60 Combo - Lightning, even bigger screen shake, flash
- **Rewards**

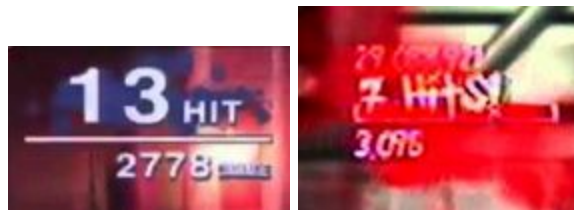      ○   Increase money loot/or burst from dead enemy

## Terms:

Vocab shared across idea descriptions

- **Shared Combo Meter:** Whether it's 1 to 4 players, each play contributes to the same combo meter/counter
- **Individual Combo Meter**: Each player has their own combo meter/counter

## Display Styles:

- Explicit hit counter with a meter to indicate when the combo is dropped



- Meter with naming scheme for rank and not a direct counter for the hits with meter to indicate progress towards next rank combo

- Purely a meter with color changing to indicate rank of combo

## Reward:
- Team Based Counter
  - Extra money flies off on enemy death
- Individual Counter
  - Apply multiplier on looted currency

# Combo System Ideas

## Idea 1:

- Shared Combo Meter
- **Display**: Use hit number counter with meter to display when combo is considered dropped
- **Combo Building:**
  - Each player contributes to the shared meter
  - Combos only count when hitting the same enemy
  - Each hit towards the enemy awards a hit/point towards the combo meter

## Idea 2:

- Individual Combo Meter
- **Display:** Use of meter surrounding each character's portrait to indicate their individual combo status or meter directly below character portraits that appear only while player is making a combo. Only appears after several hits to establish combo rather than appearing after just 2 hits. No counter.

- **Combo Building:**
  - Players contribute to their own combo meter only
  - Combo is measured by Rank with each progressive rank getting harder to achieve.
  - There is no clear hit counter
  - Each attack type contributes a baseline of *x* points towards the combo meter for each successful hit
    - Example:
      - Light Gunner (Ground) Attack = 1 Point
      - Heavy Gunner (Ground) Attack = 5 Points
      - Light Gunner (Air) Attack = 5 Points
      - Heavy Gunner (Air) Attack = 15 points
  - **Style System** - Varying between different attack types increases the amount of meter gained from each successful hit
    - Example Gunner Combo Chain:
      - Note: (G) refers to Ground Attack Type
      - Light (G) + Light (G) + Light (G) = 1 + 1 + 1
      - Light (G) + Heavy (G) + Light(G) = 1 + 6 + 2
  - Hitting the same enemy as another player also rewards bonus combo points
  - As long as an enemy is hit within a certain amount of time, the combo meter can be built on
    - Similar Combo Systems: Devil May Cry,Dishwasher: Vampire Smile
- **Reward:**
  - Combo meter glowing/making particles
  - Increased money gain from loot pickups
  - Increase special meter gain if we add it?
- **How does it encourage team play?**
  - Players gain more combo meter by coordinating with other players

## Idea 3:

- Shared combo meter/counter
- Players have their own individual style meter based on **Style System** of idea 2. Better style points leads to better meter gain for performing a Special Attack
  - Similar to Overwatch
- **Combo Building:** Undecided between group time based counter or keeping an individual enemy in the air
- **Reward:**
  - Combo meter glowing/making particles
  - Increased money exploding from enemies
  - Individual Reward
    - Increased Special Meter Gain

### Idea 4:
- Combo counter only increments when players are hitting the same monster


## How do we want players to progress across the level?
- Encourage players to engage in enemy encounters
- Avoid making artificial restraint obvious
  - For example: No random, visible energy barriers barring the player's progression across the screen to force enemy encounters
  - Games that do this:
    - Devil May Cry


# Progression Ideas

- **Scott Pilgrim Style:** Prevent camera from moving too far left or right during forced enemy encounters. Edge of the screen prevents players from progressing further in the level until enemies are defeated
- **Dust (Partly?)**: Do not do anything. Players have full access to map but may be harassed by enemies as they progress across the current scene