



Second Draft - Gameplay, NPCs and Character Classes





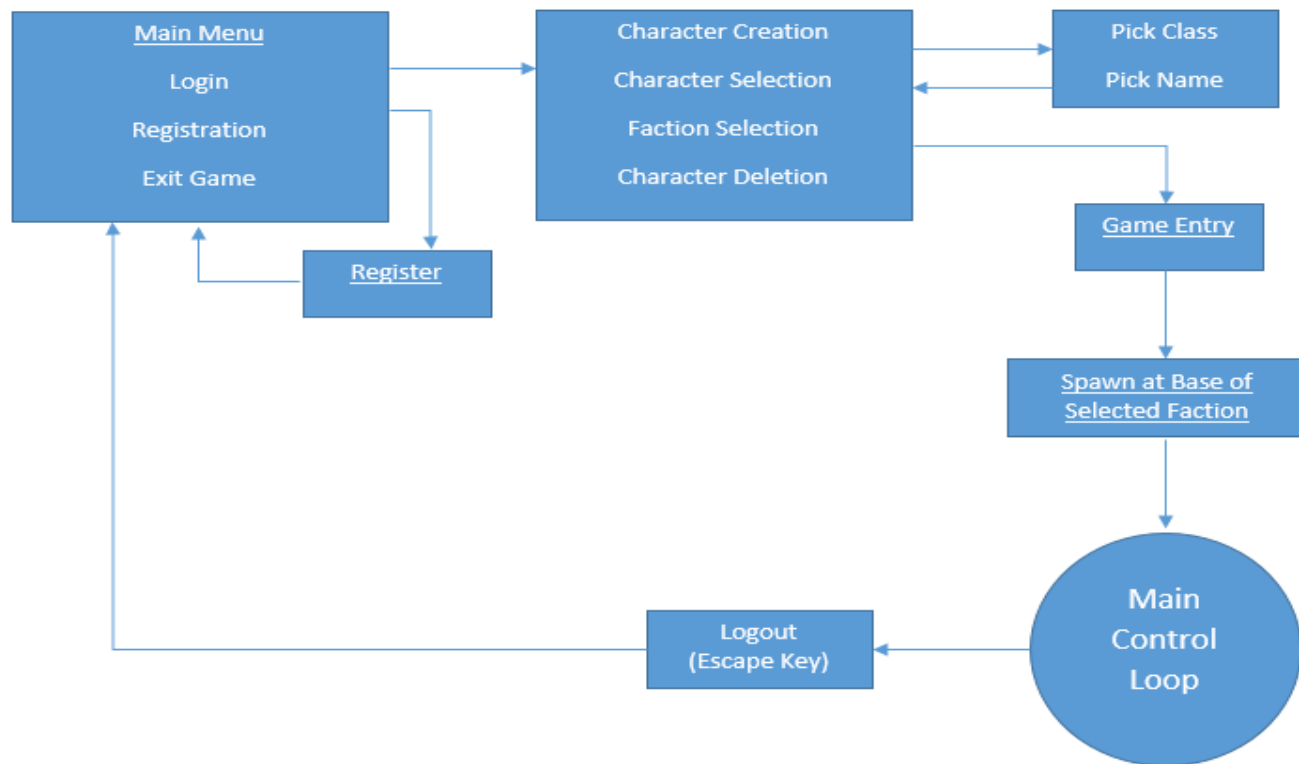
- Two factions, fighting over control points and achieving small goals on side.
- Genre: Top-down Action Role Playing Game
- Theme: Fantasy/Medieval
- Style: Cartoonish
- Game Sequence: Tutorial Quests



- Massive Multiplayer Online Game
- Faction vs. Faction Combat
- Control Points
  - Points of interest that yield advantages
  - Players can use the control points to respawn after death
  - Protected by neutral NPCs who fight with whichever team is controlling the zone



- Tutorial Quest: gets the player involved
  - Introduces main mechanics of the game
  - Helps the character get used to gameplay mechanics
  - Shows the ropes, introduces the control points, the golem pieces, basic controls, etc...
  - Presented to the character as splash screens





- Main Character Design
  - Finite Hit Point Pool
  - Normal basic attack with no cooldown
  - Stronger special attack with a cooldown
  - Movement Speed



- The Sword
  - Faster and evasive
  - Single target fast sword swing attack
  - Gap closer frontal charge that damages if contact is made with a hostile character
  - Hit points: 100





- Sword Jab:
  - damage 15
  - No cooldown
  - single target
- Bull Rush:
  - damage 30
  - 5 second cooldown
  - single target

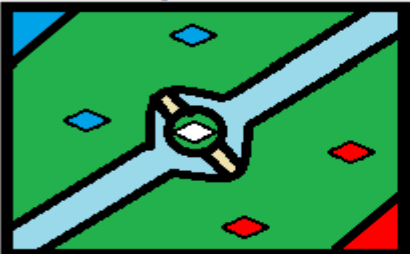


- The Axe
  - Slower and more powerful
  - Multi-target frontal slow axe swing attack
  - Stronger but slower single target
  - Hit Points: 120



- Cleave:
  - Damage 12
  - No cooldown
  - Multi target
- Skullsplitter
  - Damage 40
  - 5 Second cooldown
  - Single target and 1 second cast time

MiniMap



Golem Spawning resource points



Buffs

1/3

The number of golem  
pieces seized

>>Hello guys I m Back -RalphMaster1

>> Lets get our control point back

Chat Room

A1

A2

Attack Display





- Specific areas of the map designed to provide advantage
- Provides different advantages:
  - Faction Wide Buff
  - Resources points over-time which can be used to spawn golem pieces
  - Area Control and Respawn Points



- Teams are awarded resource points depending on how many control points they possess
- Each control point has a different amount of resource generation
- When certain resource milestones are reached, the team can spawn their golem piece



### 3 types of control points

- Attack (on each side)
- Defence (on each side)
- Money (in the center of the map)





- Attack
  - Provides +10% damage to the controlling faction
  - Provides 5 resource points every 5 seconds
- Defense
  - Provides +10% hit points to the controlling faction
  - Provides 5 resource points every 5 seconds
- Money
  - Provides +10 resource points every 5 seconds



- Controlling two of any particular control point will provide a +25% buff instead of +20% buff to the controlling faction
- Incentive for controlling the same control points

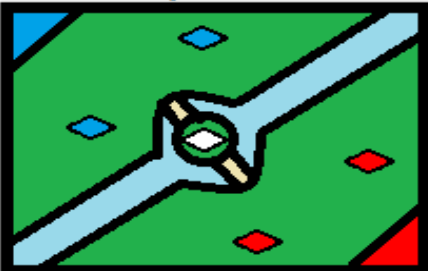


- Taking a control point
  - Dispose of enemy players
  - Dispose of enemy guards
  - Remain in the control area for 30 sec
- Contesting a control point
  - Character must be within the control area to contest



- Control Points provide healing to friendly players
  - +10 hit points per 5 seconds
  - Allows damaged players the ability to heal
  - Incentive for capturing control points
- This healing is suspended whenever the control point is being contested

MiniMap



Golem Spawning resource points



Buff



1/3

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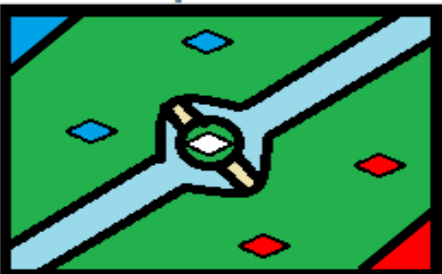
A1

A2

Attack Display



MiniMap



Golem Spawning resource points



Buff

Blue team occupied CP



1/3

The number of golem  
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Chat Room



Attack Display



- Five friendly NPC guards spawn after taking a control point
  - Defend control points
  - Stay within control point radius
- Melee Range
  - Hit points : 200
  - Normal Melee Attack - 8 damage



- The Golem piece spawns with five neutral NPC guards
  - These guards attack players from either faction
  - Twice as strong as standard control point guards
  - Remain within golem piece area





- Friendly “Boss” NPC
- High health, high damage
- Slow movement speed
- AOE attack
- Always attacks the closest enemy-held control point
- Keeps going until death



- Hit Points: 2500
- Normal Auto Attack:
  - Damage 40
  - 0 second cooldown
  - Multi targets
- Ground Pound:
  - Damage 75
  - 3 second cast time and 20 second cooldown
  - Multi targets





- When a certain resource point milestone is reached, one of three golem pieces spawns on a random area of the map
- The general vicinity of the area is highlighted on the map and a timer appears till the piece spawns
- Both teams can see the timer and the highlighted area



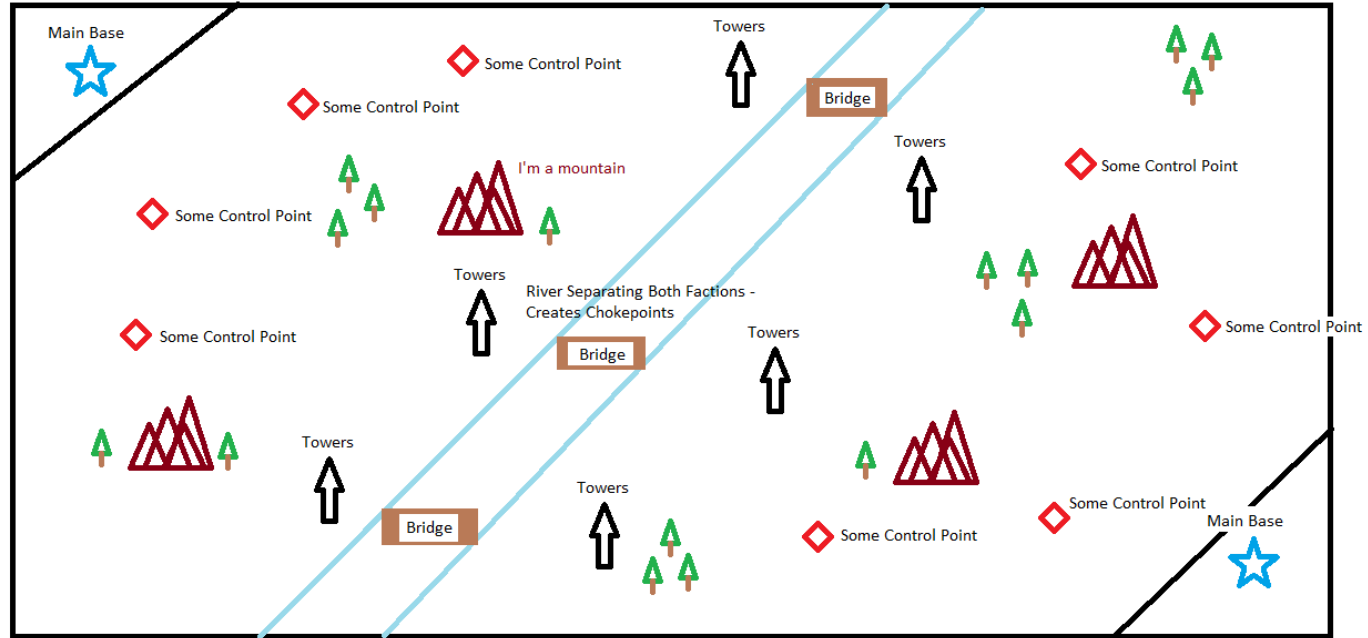
- Spawns a Neutral control point
- Guarded by high-level NPC Guards
- A faction must hold the point for 45 seconds to capture the piece
  - If the team that spawned the golem piece captures it, the piece is awarded to their faction
  - If the enemy team captures it, the piece is destroyed



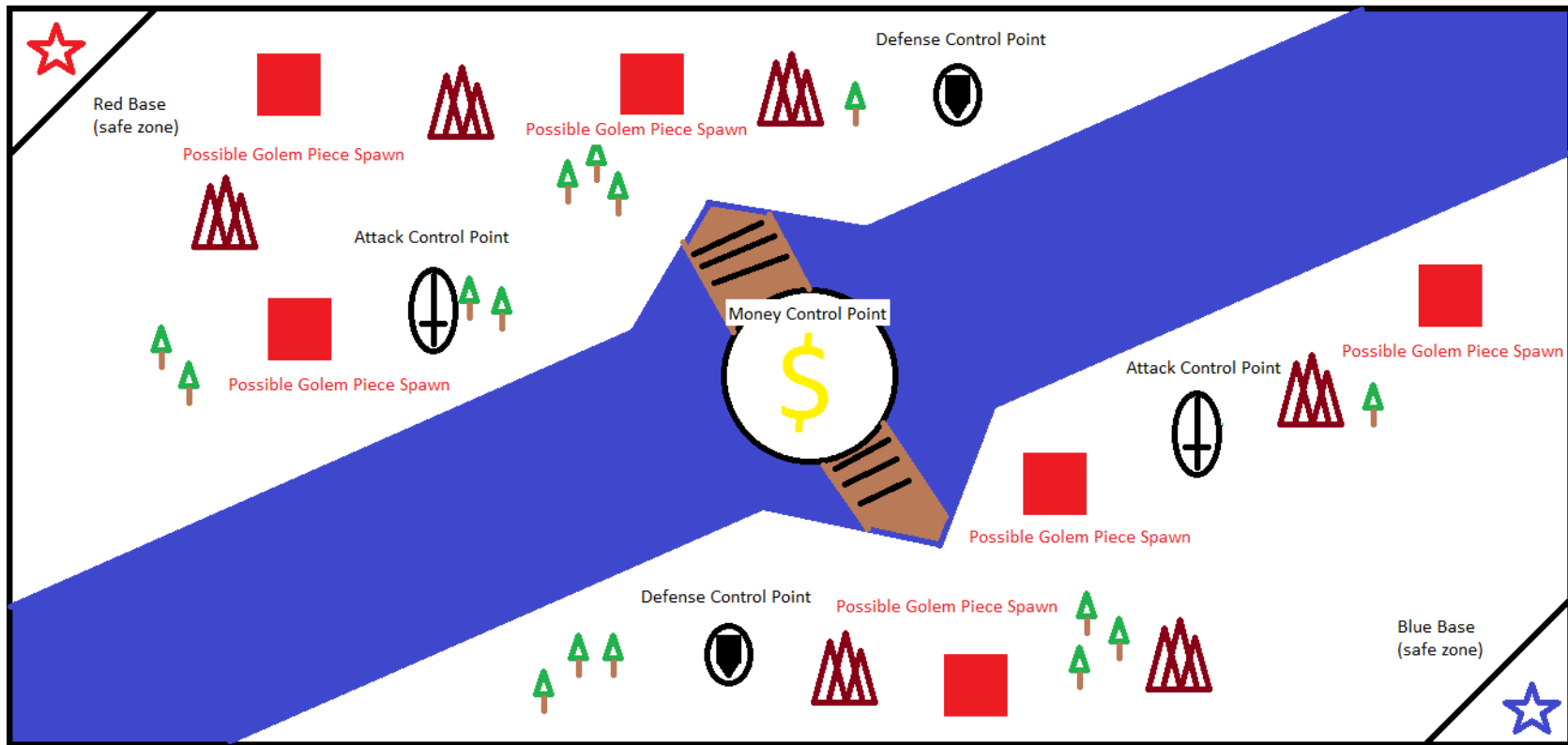
- If any enemy player enters the control point radius, the timer pauses
- If the enemy team retakes the control point, the timer is reset and starts counting up for the enemy team
- Similar to taking control points



- Level design is going to be challenging to keep the game interesting
- Can support multiple maps or just the single one
- Basic Map Design
  - Mostly symmetrical sides











CONTESTED