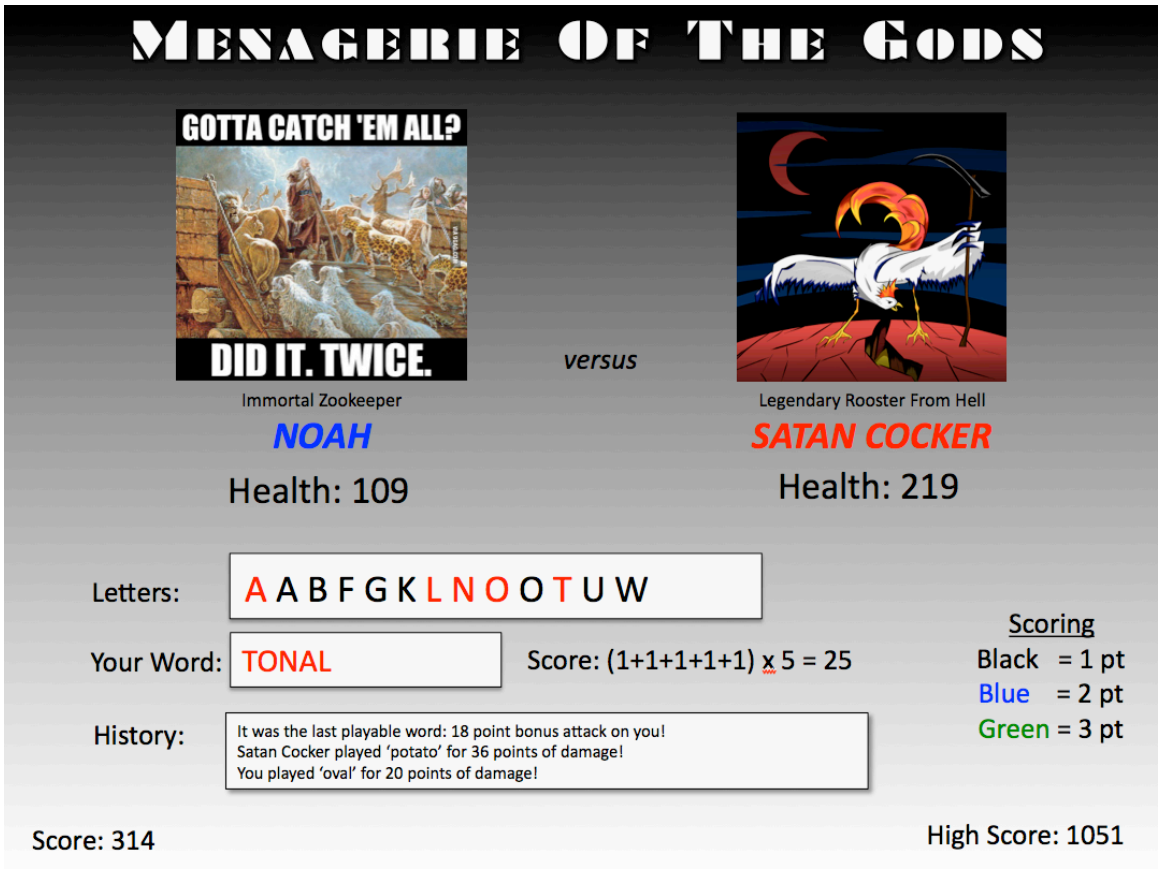
"Menagerie Of The Gods" (MoTG) Design Document



What: MoTG is a fantasy-biblical word-based fighting game. The player, in the role of Immortal Zookeeper Noah, must fight off the attacks of 'legendary beasts' who are angry they were not invited on the Ark. The goal is to obtain a high score by defeating many beasts.

Where: The game will initially be web-based.

How: Players damage enemies by creating words from a series of randomly chosen letters. The monsters will then fight back by using remaining letters. The continues until all possible words are exhausted, where a 'super attack' is unleashed and the letter selection refreshes.

Detail: This is the order of play:

A) N (see below) semi-randomized letters are chosen
B) The next combatant (if first turn, the player) types a word using the letters displayed. If this is a real word an attack is made on the enemy (reducing its health), the letters are removed from the selection (grayed out) and it moves to the monsters turn.
C) The monster makes a word with the remaining available letters and the turn returns to the player (GOTO b)
D) If after any turn there are no valid words using the letters remaining, they are

consumed in a 'free attack' made against the opponent by the last person to play a word. (GOTO A)
E) If after any turn any combatant has <1 hitpoint, they are defeated and the game is over

Scoring: Letters are worth 1, 2 or 3 points as follows:
1 point – A E H I N O R S T
2 points – B C D F G L M P U W Y
3 points – J K Q X Z
(Based on letter frequency; see wikipedia.org/wiki/Letter_frequency)

A word is worth the product of the individual scores of the letters in the word multiplied by the number of letters in the word. Examples:
'ease' = (1*1*1*1)*4 = 4 points
'abode' = (1*2*1*2*1)*5 = 20 points
'quixotically' = (3*2*1*3*1*1*1*2*1*2*2*2)*12 = 3456 points

The score for the 'free attack' will equal the product of the scores of the remaining letters, squared. (Example, T B and P are remaining, free attack equals (1*2*2)^2 = 16 points

Health: Player and opponent health will depend heavily on testing. When a round is defeated or a free attack is made, the player gains health as follows:
- Free attack: gain health equal to value of attack
- Defeat enemy: remaining health doubles ("Manna from heaven!")

Opponents: The enemies are legendary unique beasts that – since they are the only ones of their kind – are not taken onto The Ark. There are ten (?) in total, listed here:

LEGENDARY ROOSTER FROM HELL, **SATAN COCKER**	*Chicken*	*clucks*
THE INFINITE COIL, **OUROBOROS**	*Snake*	*hisses*
CURSED SCION OF MINOS, **ASTERION**	*Bull/Cow*	*moos*
QUEEN OF THE WOODS, **CALLISTO**	*Bear*	*growls*
FRENZIED SERVANT OF MAGOG, **FROG**	*Frog*	*croaks*
THE FORGOTTEN ZODIAC, **SERPENTARIUS**	*Dragon*	*roars*
ENDLESS STORM, **WENDIGO**	*Humanoid*	*screams*
THE WALKING EARTHQUAKE, **BEHEMOTH**	*Elephant*	*trumpets*
THE EVIL BENEATH THE WAVES, **LEVIATHAN**	*Fish*	*bubbles*
THE ABANDONED PROTOTYPE, **EOHIPPUS**	*Horse*	*neighs*
THE LAST OF THE ANUNNAKI, **KRON-PIRR**	*Alien*	*whispers*
THE LIVING EXTENSION, **KORD**	*Golem*	*utters*
THE ANCIENT LIZARD KING, **TITANOSAUR**	*Dinosaur*	*roars*

Yes I know that's twelve ☺

The 'type' is irrelevant except for art purposes (note to Fyrenze: reinterpret these any way you like! You are the art director after all!)

The attack types are strings intended to be used then they attack ("Titanosaur roars 'cabinetry' and hits you for XX points")

AI: Each monster will have several five values as follows:

#1 = chance to play a word of 4 or less letters
#2 = chance to play a word of 5 or 6 letters
#3 = chance to play a word of 7 or 8 letters
#4 = chance to play a word of 9+ letters
#5 = intelligence

The first four should sum to 100. Weaker monsters may have values of (70,25,3,2) or thereabouts, and extremely powerful monsters may have (1,1,1,97). Note that if a high-letter word is unavailable, the monster will default down one level.

The intelligence score will default to 0, and be the number of rerolls. Here's how the AI will work:

A) Two words are chosen of the desired length. The score is compared, and:
A1) If Int = 0, the lower-scoring word is played (GOTO END)
A2) If Int > 0, the higher scoring word is stored. (GOTO B)
B) If Int >1 then a second word is chosen and the score is compared to the stored word. If the new word has a higher score, it is chosen as the new word to be played. This process is repeated a total of (Int-1) times.

Note that the above relies on the ability to randomly select words of certain lengths. This AI is designed to give flexibility not only with regards to word length, but also word score.

Design: Refer to the screenshot for an idea of what the game will look like. Key elements:
- Letters should be large, alphabetized and color-coded with regards to score
- As players choose letters, this should somehow be indicated (underline?)
~~- Letters that have been used should remain visible, but be grayed out~~
- Some type of animation regarding letter selection of opponents would be nice
- Players should have a time limit (30 seconds?)
- There should be a high score chart, as well as two 'single highest word' charts (one for human players, one for the monsters)

Future: Possible future additions:
- Magic (key words, such as 'heal', may have special effects)
- Special opponent AI (superintelligence, damage reduction etc)
- Particle effects and/or sound (Fyrenze can be sound director as well)
- iOS, PS4, Ouya and Arduino versions