

## Day 4 : Karma → Gameplay Modifiers

### What karma changes in the game:

Karma acts as a global modifier that influences multiple gameplay systems simultaneously. Each karma state maps to a fixed set of engine inputs.

### Enemy aggression

Karma determines how aggressively enemies engage the player.

Karma State	Gameplay Change	Engine Input
Good Karma	Enemies act cautiously, defend more	enemyAggression = 0.85
Neutral Karma	Standard enemy behavior	enemyAggression = 1.0
Bad Karma	Enemies attack faster and more often	enemyAggression = 1.2

### Card availability

Karma biases which cards are offered to the player.

Karma State	Card Availability Change	Engine Input
Good Karma	More support / control cards	cardPoolBias = SUPPORT
Neutral Karma	Balanced card selection	cardPoolBias = BALANCED
Bad Karma	More damage / aggression cards	cardPoolBias = OFFENSE

## Difficulty

Difficulty via Spawn & Timing

Karma	Change	Engine Input
Good Karma	Fewer enemies at once	maxActiveEnemies = 3
Neutral Karma	Normal spawns	maxActiveEnemies = 4
Bad Karma	More enemies overlap	maxActiveEnemies = 5

## Rewards

Karma changes the risk vs reward structure.

Karma State	Reward Style	Engine Input
Good Karma	Stable, safe rewards	rewardRisk = LOW
Neutral Karma	Standard rewards	rewardRisk = NORMAL
Bad Karma	High reward, high risk	rewardRisk = HIGH

## Design Principle

Karma does not directly make the game easier or harder.

Instead, it **reshapes player pressure, available tools, and reward expectations** through systemic modifiers.