

# **Character Identity Sheet & Tone Direction**

Each unit represents a distinct player intention and emotional role, ensuring clarity, variety, and strategic expression without altering core mechanics.

## **1.Fast Attacker**

**Role:** Immediate pressure

**Player intention:** Force reaction

**Emotional impact:** Urgency

**Rewards:** Quick thinking

**Punishes:** Slow response

**Visual/Audio:** Fast entry, sharp motion, quick hit sounds

## **2.Heavy Attacker**

**Role:** Slow but powerful push

**Player intention:** Commit to lane

**Emotional impact:** Confidence + risk

**Rewards:** Planning ahead

**Punishes:** Overcommitment

**Visual/Audio:** Heavy footsteps, deep impact sounds

## **3.Defender**

**Role:** Hold ground

**Player intention:** Stabilize match

**Emotional impact:** Safety

**Rewards:** Patience

**Punishes:** Greedy attacks

**Visual/Audio:** Solid stance, calm sounds

## **4.Swarm Unit**

**Role:** Overwhelm with numbers

**Player intention:** Distract and flood

**Emotional impact:** Chaos

**Rewards:** Timing

**Punishes:** Poor enemy positioning

**Visual/Audio:** Many fast movements, light sounds

## **5.Swarm Killer**

**Role:** Clear multiple units

**Player intention:** Regain control

**Emotional impact:** Relief

**Rewards:** Correct prediction

**Punishes:** Spam play

**Visual/Audio:** Wide attacks, impactful effects

## **6.Support Unit**

**Role:** Strengthen others

**Player intention:** Build combos

**Emotional impact:** Control and foresight

**Rewards:** Synergy thinking

**Punishes:** Solo play

**Visual/Audio:** Subtle effects, calm presence

## **7.Pressure Builder**

**Role:** Gets stronger if ignored

**Player intention:** Create long-term threat

**Emotional impact:** Growing tension

**Rewards:** Map awareness

**Punishes:** Neglect

**Visual/Audio:** Gradual intensity increase

## **8.Punisher**

**Role:** React to enemy mistake

**Player intention:** Turn defense into offense

**Emotional impact:** Satisfaction

**Rewards:** Good timing

**Punishes:** Overextension

**Visual/Audio:** Sudden entry, sharp sound cue

## **9.Disruptor**

**Role:** Break rhythm

**Player intention:** Interrupt plans

**Emotional impact:** Confusion (for enemy)

**Rewards:** Reading opponent

**Punishes:** Predictable play

**Visual/Audio:** Erratic movement, distorted sound

## **10.High-Risk Unit**

**Role:** Big payoff, big danger

**Player intention:** Gamble

**Emotional impact:** Anxiety + excitement

**Rewards:** Confidence and skill

**Punishes:** Poor judgment

**Visual/Audio:** Dramatic effects, high contrast

## **11. Control Unit**

**Role:** Slow down game

**Player intention:** Dictate pace

**Emotional impact:** Dominance

**Rewards:** Strategic thinking

**Punishes:** Rushing

**Visual/Audio:** Restrained, controlled motion

## **12. Finisher**

**Role:** End the match

**Player intention:** Close game

**Emotional impact:** Power

**Rewards:** Patience and timing

**Punishes:** Early use

**Visual/Audio:** Strong entry, decisive sound

## **Visual & Voice Direction**

- No comedy or exaggerated humor
- High clarity and instant recognition
- Clean, readable feedback during chaos
- Audio supports emotion and intent, never noise