

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