TURBO LOG DESIGN DOCUMENT

GAMEPLAY

**Random Events**

**Spin The Wheel**

**Lighting Storm**

**Fog of War**

**Hoop Flythrough**

1. Island
   1. Random Events
      1. Plane
         1. Flies through the skyline, instant-killing.
      2. Rabid Blue Whale
         1. Swims through the water, instant kill.
      3. Eel Dolphins Swarm
   2. Bosses
      1. Super Saw Blade
         1. Pukes saw blades
         2. Rushes Forward
      2. Broseiden, King of the Brocean. (check Copy)
         1. Flings razer dolphins
         2. Wave Shot
         3. Flex Muscle Blind
         4. Water Shield
      3. Overlord King Ghost Pirate of the Sea, James and his ship Beatrice.
         1. Corpse Cannon
         2. Underwater, Losing Health
         3. Ship and Captain have Different Health
         4. Ghost Hand Cannon
   3. Hula Girl Set
      1. MODIFER: +Armor +Speed
      2. PASSIVE: Reduce Environment Damage by 20%
2. Desert
   1. Random Events
      1. Sandstorm
      2. Sand Speeder Attack
      3. Locus Cloud
   2. Bosses
      1. Nitro Camel
         1. Rocket Barrage
         2. Machine Gun
         3. Acid Spit
         4. Afterburner
      2. Ancient UFO
         1. Teleport Explosion
         2. Atomizer
         3. Robot Deployer
         4. Terraformer
      3. Satanic Sand Worm
         1. Headbang
         2. Damaging Blood
         3. Charge
         4. Slow Consume
   3. Genie Set
      1. MODIFIER: 60% More birds
      2. EFFECT: Better chance of good spins on the wheel
3. City
   1. Random Events
      1. Random Building
      2. Construction Zone
      3. Subway Car
   2. Bosses
      1. Queen Kang
         1. Debris
         2. Explosive Barrel (check copyright)
         3. Building Hammer
         4. Barf
      2. Captain Moderate
         1. M-Rang
         2. Guns
         3. Sightly Powerful Punch
         4. Mistake Jet
         5. Microwave Vision
      3. Arnold the Armed Train
         1. Homing Missile Launcher
         2. Laser Beam
         3. Two Mini Guns
         4. Food Car
         5. Trash Car
         6. Conductor
            1. Grows legs and Arms
            2. Loop through all attacked
            3. Cartoon Bomb
   3. Hipster Set
      1. MODIFER: Changes game music across all levels
      2. EFFECT: Reduces Bonus Gold, Increase Gear Chance
4. Volcanic
   1. Necromancer Set
      1. MODIFER: Less Mana Usage
      2. EFFECT: Hitting a Bird Enemy spawns a minion
5. Anti Zone
   1. Anti Set
      1. MODIFER: x2 Damage, Armor, Speed
      2. EFFECT: Reversed Controls

Talent Trees

1. EARTH
   1. 1
      1. Natures Gift – Heal Self (0/1)
      2. Get Hard – Armor+ Weight+ (0/5)
      3. Sacrifice – Abilitiy : Trade Mana for Health (0/3)
   2. 2
      1. Improve Nature’s Gift (0/5)
      2. Reflective Personality – Passive (0/3) (15%, Chance, 10% - 30% Damage)
      3. Photosynthesis – Passive (0/3) Chance to absorb Projective
   3. 3
      1. Root Problem – Ability: Freeze all Enemies
      2. Morning Wood – Passive: Temporary Increased Armor (0/2) (+50% - +100% Armor)
   4. 4
      1. Smackdown – Ability: Sacrifices 10% Health, for +100% Physical Damage (0/1)
      2. Iron Shield – Passive: 30 Second Cooldown , +50% Armor +25% Melee Damage
   5. 5
      1. Overgrowth – Ability: AoE Large Damage boost around turbo log
      2. Blessing of Gaia – Ability: AoE Health Sapping Field
2. FIRE
   1. 1
      1. 12 Gauge Fire : Passive (0/5) + Bullet x2 Mana Cost
      2. Flame On: Modifer (0/5) + Dmg – Armor
   2. 2
      1. Homing Missile Fireball: Ability (0/1)
      2. Stationary Mines: Ability (0/5) Place # Mines on field
      3. Wooden Bullets/Sear: Passive (0/5) Sacrifice Health for Mana
   3. 3
      1. Forest Fire: Ability (0/1) AoE Fire
      2. Ol’ Drippy: Passive (0/3) Drops oil fire (15sec to 5sec)
      3. Rapid Fire: Ability (0/3) Use no Mana for short period of time (5sec to 15sec)
   4. 4
      1. Overheat: Ability (0/1) Slow all enemies, DoT
      2. Hellfire: Effect (0/5) At < 20% HP, Damage+ and Null Mana Cost
   5. 5
      1. Oppenheimer: Ability (0/1) All enemies for 30 seconds die
      2. Overkill: Ability (0/1) 30 Seconds Gradually Lose health fo 200% damage
3. AIR
   1. 1
      1. Magnetism: Passive (0/5) Attract Enemies, Coins, and EXP
      2. Boost: Passive (0/5) Speed + Armor –
      3. Phase Dodge: Ability (0/1) Random Position Change
   2. 2
      1. Boomerange Shots: Passive (0/3) Shoot Boomerangs, Overrides Regular Attack
      2. Breeze Between the Knees (0/5) Mana Regens based on Speed
   3. 3
      1. Feelin’ Greedy: Passive (0/5) x Money
      2. Wind Tunnel: Ability (0/1) Create a clear path through enemies
      3. Air Shield: Ability (0/2) + Armor + Speed, Constant Mana Drain
   4. 4
      1. Hyper Beam (0/1) Ability: Large Damage with Long Cooldown and Increased
      2. Sand Bags (0/5) Stop Elevation, 90% - 0%
      3. Polar Opposites: Passive (0/3) – Enemies move away
   5. 5
      1. Oops: Ability - All enemies have 50% health for remainder of level (Except Bosses)
      2. 1.21 Jigawatts – Advance 500 Miles