

Boss Fight Battleground Ideas and Plans

Here we can plan out the gameplay aspects so we can derive the technical aspects from it.

Genre

2D Action RPG

Gameplay Description/Premise

Terraria + Crawl (Video Game) + Ace of Spades + <Insert Something Else Here>

The game starts with 20 humans spawning on a map. They are given the tools and weapons based on how they customized their character. After 30 seconds, one human dies from the plague and turns into a random boss monster. A. I. monsters start spawning and attacking the humans. The boss monster also attacks the humans.

The goal for the monsters is either to capture all X monuments, or kill all the humans. The goal for the humans is to kill 100,000 monsters, or survive as long as possible.

When a human is killed, they turn into a monster. When a monster is killed, they respawn as another monster. Over time, the monsters will gain points that they can use to upgrade their monster. This means that a player who starts as a monster earlier in the game will be stronger in the end than a monster that starts later in the game. This is to ensure that playing as a monster is as fun as playing as a human, while also having the options differ.

Every X minutes, the drums of war will start to sound. New player monsters will not be allowed to spawn for the next 20 seconds. When the drums finish beating, a monster boss event starts. One (or more, depending on the boss event) player monsters will turn into a boss monster.

Setting

Downtown Tokyo in the 800s. Also they have technology like portal guns and tommy guns for some reason.

How should a player feel

A human player should feel as if they are apart of a large scale battle. They should constantly be fighting, and constantly have something pressuring them.

A monster player should also feel as if they are apart of a large scale battle, but they are on the side with more people. They get a little more time to relax and think about how they want to attack. They should feel as if they are growing more powerful every second, and that their lives actually matter.

Controls

WASD for movement. 1-2-3-4 for abilities. Mouse for aiming

Scenes Needed

Claimed by: **Mason** **Max** **Dan** **Tom**

- **HUD Scene**
- **Settings Scene**
 - HUD (arrangement)
 - Auto jump (on/off)
 - Controls (remapping)
 - FPS (however many you want)
 - Chat (on/off)
 - Nametags(on/off)
 - Save changes
 - Cancel changes
- **Tile Scene**
- **Chat Scene**
 - Non-filtered chat will contain chats from all groups
 - Humans
 - Monsters
 - Global
 - Party
 - Names will be colored based on their relationship to you
 - **Friendly**
 - **Enemies**
 - **Global**
 - **Party**
 - Buttons(tabs) to filter chat
 - All
 - Private
 - Custom Group(Party, Could have multiple)
- **Inventory Scene**
 - Rearrange hotbar
 - Projectiles/Quiver/Something
 - Blocks Section
 - Tools Section
 - Block Hotbar
 - Tool Hotbar
- **Server Menu**
 - Add Server
 - IP
 - Name
 - Port

- Remove Server
- Move Up
- Move Down
- Edit
- Map Editor Scene
- Customize Character Scene
 - Hats

- Store Scene (This is where we'll put our microtransactions :D)
- Loading Scene
- Menu Scene
- Background Scene?
- Debug Scene
- Pause/(whatever Dan want to call it) Scene
- Game Over Scene

Entities

- Humans
 - Support
 - Tank
 - Caster
 - Melee Fighter
- Monsters (Player would play as these monsters. AI only plays Zombie)
 - Zombie
 - Frog
 - Ogre
 - Mana Weaver (Drains mana in an AOE, and can cast spells with it. Doesn't generate mana on his own)
- Bosses
 - Giant
 - Dragon
 - Giraffe
 - Space Pirates
 - Abominable Snowman
 - Necromancer
 - Dracula (With umbrella during the day)
 - CyBoss(Throws dead hawks)

Abilities/Spells

- System
 - Players will have the choice to choose either pre-made classes (Specialized, like support class will have all support abilities)

- Or players will be able to create their own class by mixing and matching spells and abilities (up to four)
- Players will not have access to all abilities when they first start if they are making a custom class. They must purchase different abilities with in game gold saved to their account that they gain from every game played. (This is to add a progression system because people like to progress. It's not pay2win because you have access to the spells with the premade classes)
- Each player will have X amount of mana. Mana is used to cast spells/use abilities. Managing your mana is very important, since without it, you will probably die.
- Support
 - Heal Friend (0.5s cd, heals target for x health)
 - Gravity Ball (5min cd, pulls all monsters in a radius into a single ball in the air and holds them for 3 seconds)
 - Buff Friend (Give a friend a damage buff for .5s) (Maybe allow cycling of different buffs. Strength, speed, endurance? Or put it on a timer that cycles)
 - Reflect projectile (passive, uses mana when you get hit by a projectile, but nullifies effect)
- Tank
 - Pull (Pulls in monsters towards you, 5s cd)
 - Create Wall (Creates a 4 block high, 2 block thick wall of enhanced stone, 2min cd)
 - Tank (2min cd, for 3s, take ALL damage that nearby friends would take)
- Caster
 - Fireball
 - Ice Blast
 - Lightning Bolt (Kinda like a spear in a line in front of you)
 - Super jump (1min cd, gain a super jump for 5s)
- Melee Fighter
 - Enrage (Short 10s buff, 1 minute cd)

Blocks

- Building Blocks
 - Grass
 - Dirt
 - Stone
- Gravity Blocks
 - Sand
 - Gravel
 - Silt
- Ore
 - Iron
 - Copper
 - Titanium

- Emeralds
 - Pinkstone
- Transparent
 - Glass
- Non Physical Hitbox
 - Flowers
 - Walls
- Interactive
 - Non Physical Hitbox
 - Fire
 - Need to decide if removable by hitting/spreadable/remove with water, etc.
 - (Probably removable by touching it and water flow will be interesting to figure out but should figure it out somehow)
 - Water
 - Slower movement, maybe removable if water movement is figured out.
 - Tall Grass
 - Slower Movement, but can remove it
 - Drops seeds
 - Grows over time
 - Hiding in it with crouch?
 - Crafting table
 - Complex crafting in proximity of the the table
 - Ladders/Rope
 - Solid
 - Item Pots
 - TNT
 - Territory Claim block(basically a pressure plate)(Beacon???)

Movement Mechanics

- Sprint
- Jump
- Crouch
- Walking up 1 block without jumping

Items

- Bronze
 - Does weak damage
- Iron
 - Does more damage then Bronze sword
- Titanium
 - Strong Sword
- Combo Items (Ranged/Melee)

- Dagger/Knife
 - Stab, not as much damage as short sword
 - Spear
 - Lunge/stab when not thrown
- Ranged Weapons
 - Shuriken
 - Ninja Star
 - Bow
 -
 - Crossbow
 - Faster fire rate, needs reloading
 - Tommy Gun
 - Multiple shots, not much damage -> extra damage if game username is Thomas, Tom, Thom, Tomás, or Tommy
- Melee Items
 - Greatsword
 - Broader Range, More Damage, Takes Longer to use
 - Rapier
 - Lunge/Stab (Longer Range)
 - Broadsword
 - Broader Range
 - Katana
 - Same as broadsword
 - Scimitar
 - Same as broadsword
 - Whip
 - Stun Effect
 - Short Sword
 - Standard Weapon
 - Star Swords
 - Not lightsabers
 - Portal Gun
 - Shoots up to two different portals that you can then walk through to teleport to a different location
- Not Standard Issue Weapons
 - Axe
 - Same as short sword/cuts wood faster
 - Storm Breaker Variant
 - Shovel
 - Dig
 - Pickaxe
 - Stone
 - Hammer
 - Removes background walls

- Also Lighting variant because thor
- Wrench
 - Maybe name this something else but it should cycle a blocks state if it has different types. (Slanted, Rotated, Things like that)

Health

- Food to regenerate health
 - Animals/Food from grass or trees
- Health potion

Effects

- Poison Effect
- Stun Effect
- Jump Effect
- Strength
- Potion of Swiftiness II
- Regeneration
- Blindness
- Double Jump

Structures

- (maybe auto generated)
- Houses with weapons/food in them
- Underwater cave with weapon
- Monuments to protect
 - Clock Tower
 - Village
 - Throne Room
 - Library
- Castle containing all or some of the monuments

Biomes

- Plains
- Forest
- Snowy
- Desert

Other Gameplay Questions

- Class based for weapons or find/craft all weapons?
- Class based for health, stamina, jumping, strength, speed instead of the weapons?
- Fall Damage or no fall damage?
- Fog of war or no fog of war for underground if we decide on cave systems?
- Day/Night Cycle with Moon Phases?
- Different game modes?

