1. Title  
   CENTAURI
2. Overview
   1. Genre

Battle Royale / Sandbox

* 1. Elevator Pitch: It’s a sandbox battle royale game…, but with centaurs instead of humans!
  2. Target Audience: 16+

1. Overall Storyline

The Centauri Isles, a group of 7 medium sized islands, are known in stories passed down to little ones as a paradise for centaurs. It is filled with lush green forests, tons of resources left by earlier civilizations, colossal mountains, and clear waters. In fact, this group of islands has started a war amongst all the centaur races and tribes, not just between races but also between individuals wishing to seek control of the Isles.

Unfortunately, Nature also has her secret weapon to wipe out these unfortunate warriors, *The Mist*, a green fog that poisons whoever inhales it. With it making its presence, each centaur is now more determined than ever not just to secure the longevity of their tribe, but also bring honor to themselves….

1. Gameplay Mechanics
   1. Game Styles

Games may be divided into Free-for-All and Half-and-Half.

* + 1. Free-for-all games allow the player to go solo or team up in a squad of seven. Be the last man/team standing to win.
    2. Half-and-half games are played a la *Capture the Flag* / Deathmatch Elimination style.
  1. Player capabilities:
     1. Players can wield weapons and move.
     2. Some players have special abilities:
        1. Some can fly / glide.
        2. Some can spin webs.
        3. Some can climb walls and build miniature forts.
        4. Some can summon other critters to assist them.
  2. Free-For-All Rules
     1. Maximum number of players inside the Isles in one game is 140.
     2. Players get inside a Warm-up area, which looks like a citadel. After five minutes or when capacity is reached
     3. ***Divine Wind*** will carry the centaurs (players) towards the Centauri Isles 300 miles above “sea level” in any direction.
     4. Once the signal is given, centaurs will simply jump. Those without wings are given artificial glider wings and parachutes while descending.
     5. Once on the isles, players /squads will have to find resources, weapons, and armor whilst eliminating each other.
     6. One minute in the game, ***The Mist*** begins to appear. As a sentient cloud of dark plague, it selects a certain point in the map to converge on. Players take 2.5 damage per second while inside the Mist.
        1. The playable area is represented by a white circle on the map. In the player’s line of sight, this becomes a circular pillar of white light.
        2. At three minutes in, the circle begins to shrink slowly for thirty seconds.
        3. A minute after the circle has shrunk, The Mist will take over the area outside the circle slowly.
     7. Aside from **The Mist**, certain random events will happen:
        1. ***Elemental Outbreak!* -** certain forces of nature will affect a certain area (7x7, or 2100 by 2100 pixels) for 10 seconds:
           1. **Lava**  - players take 0.5 damage per second inside the area.
           2. **Ice**  - Player’s movement speed is halved inside the area when on land.. Water is temporarily frozen, allowing players to walk over. Walking over water gives a 1.25x speed bonus, and this persists 1 second after leaving an area.
        2. ***Crate Drop*** - 7 crates will drop in certain areas of the map, containing a number of equipment drops and resource packs.
           1. 64.29% chance of steel crate
           2. 20.41% chance of bronze crate
           3. 10.93% chance of silver crate
           4. 2.68% chance of gold crate
     8. Winner is determined last man/squad standing.
  3. General Rules
     1. Spoils of War - You can pick up spoils of dead players.
     2. Just Friends - No friendly fire allowed.
  4. Default Controls List:  
     1. Combat Mode
        1. WASD - movement
           1. W - Forward / up movement
           2. A - Left strafe
           3. S - Backward / down movement
           4. D - Right strafe
        2. Left click - use weapon / object
        3. Right click - focus fire
        4. Lshift - Sprint
        5. Space - Jump / Glide / Fly
        6. 1-5 - Select weapons / tools
        7. E - Reload
        8. R - Use special Skill
        9. + - Auto run
        10. I - Inventory
        11. M - Toggle Map
        12. Q - Switch to Build Mode
     2. Build Mode
        1. Left click - Hold to build.
        2. Up / Down - set width dimensions
        3. Left / Right - set length dimensions
        4. Z - Wall Mode
        5. X - Floor Mode
        6. C - Ramp Mode

1. Characters
   1. General Procedure
      1. Players can create their own character based on the following tribes / races below.
      2. Each player can control at most SEVEN characters.
   2. Character Stats Explanation:
      1. Health - How much health to sustain before dying (max 210).
      2. Movement Speed:
         1. Land - how fast on land (scale of 0 to 7, 1 point = 6 mph)
         2. Water - how fast in water (scale of 0 to 7, 1 point = 6 mph)
         3. Air - how fast on air (a.k.a. Gliding speed, scale of 0 to 7, 1 point = 6 mph)
      3. Jump - How high a jump (scale of 0 to 7, 1 point = 1 foot)
      4. Flight Time - how long one can fly / glide in air
      5. Build / Destroy Speed - how long it takes to build or destroy a structure.
      6. Range - How far one can interact, such as building and destroying structures etc. (either 2x2, 3x3, 4x4, each point is 300 pixels)
   3. Tribes / Races
      1. Equius - the Proud Horse Race
         1. Genders: M and F
         2. Lower half: Horse
         3. Stats:
            1. Health: 150
            2. Movement Speed:

Land: 5.5 of 7 (fast)

Water: 2 of 7 (very slow)

Flight: N/A

* + - * 1. Jump: 4 of 7 (moderate)
        2. Flight Time: N/A
        3. Build / Destroy Speed: 5 seconds per structure.
        4. Range: 2 x 2 (that is 600 by 600 pixels)
      1. Special Skill: **Charge** - run twice as fast for 4 seconds, enemies take 10 damage if run over. (10 second cooldown)
      2. Favored weapon: Pikes.
    1. Pegasi - Equines of the Sky
       1. Genders: M and F
       2. Lower half: Pegasus
       3. Stats:
          1. Health: 160
          2. Movement Speed:

Land: 6 of 7 (fast)

Water: 1.5 of 7 (very slow)

Flight: 5 of 7 (fast)

* + - * 1. Jump: 4 of 7 (medium)
        2. Glide Time: 3.5 seconds
        3. Build / Destroy Speed: 6 seconds per structure.
        4. Build Range: 2 x 2 (that is 600 by 600 pixels)
      1. Special Skill: **Swoop -** While gliding, nosedive to strike an enemy with a sword. (10 second cooldown)
      2. Favored weapon: Swords and shields.
    1. Ophidia - Fearsome Snake Tribe
       1. Genders: M and F
       2. Lower half: Snake
       3. Stats:
          1. Health: 140
          2. Movement Speed:

Land: 6 of 7 (fast)

Water: 4.5 of 7 (moderate)

Flight: N/A

* + - * 1. Jump: N/A
        2. Glide Time: N/A
        3. Build / Destroy Speed: 5.5 seconds per structure.
        4. Build Range: 2 x 2 (600 by 600 pixels)
      1. Special Skill: **Constrict -** Approach an enemy and wrap tail about them for 2 seconds, dealing 10 damage per second. (12 second cooldown)
      2. Favored weapon: Swords.
    1. Rakhnisei - Spinners of the Silken Lands
       1. Genders: M and F
       2. Lower half: Spiders
       3. Stats:
          1. Health: 145
          2. Movement Speed:

Land: 6.5 of 7 (fast)

Water: 1 of 7 (very slow)

Flight: N/A

* + - * 1. Jump: 5 of 7 (high)

Can jump and climb on walls (Wall speed = ⅔ land speed)

* + - * 1. Glide Time: N/A
        2. Build / Destroy Speed: 4 seconds per structure.
        3. Build Range: 2 x 2 (600 by 600 pixels)
      1. Special Skill: **Web -** Fire a web for different purposes. Webs can be cut by enemy swords and bullets. (2 second cooldown)
         1. First cast to fire a web, second cast to pull oneself towards object.
         2. **On a branch or platform:** Cast to launch web, Down to descend.
         3. **From one pole / edge to another:** Cast to fire web at pole or edge. Cast again to connect web to current pole / edge.
         4. **Web netting**: Hold cast to build (max 3 second charge), then fire. Web netting area is 3x3 (900 x 900 pixels) max. Enemies are immobilized for 1 second if caught inside the net.
      2. Favored weapon: Rifles, throwing daggers.
    1. Anthophilae - Beeple of the Summer Lands
       1. Genders:
          1. Common variety: M and F
          2. Royal variety: M and F
       2. Lower half: Bees - worker, king, and queen
       3. Stats:
          1. Health: 135
          2. Movement Speed:

Land: N/A

Water: 4 of 7 (moderate)

Flight:

Common variety: 6 of 7 (very fast)

Drone variety: 6 of 7 (very fast)

Queen variety: 5.25 of 7 (fast)

* + - * 1. Rising Speed: 4 of 7 (moderate),
        2. Flight Time: Infinite
        3. Build / Destroy Speed: 3.5 seconds per structure.
        4. Build Range (all varieties): 3 x 3 (900 by 900 pixels)
      1. Special Skill: **Stinger -** Blinks to an enemy within build range and stings them with a poison that deals 20 damage over 5 seconds. (8 second cooldown)
         1. ***Drone Stinger*  -** poison deals 30 damage over 5 seconds
         2. ***Queen Stinger***  - A successful Stinger unleashes a swarm of 5 bees that seek out other enemies, dealing 2 sting damage to (an) enemy/ies before dying.
      2. Favored weapon: Javelins.
    1. Myrmexis - Burrowers of Down Below
       1. Genders:
          1. Common variety: M and F
          2. Royal variety: M and F
       2. Lower half: Ants: worker, king, and queen
       3. Stats:
          1. Health: 150
          2. Movement Speed:

Land:

Common variety: 7 of 7 (speedy)

Drone variety: 5 of 7 (fast)

Queen variety: 4 of 7 (medium)

Water: 3 of 7 (slow)

Flight: N/A

* + - * 1. Jump: 1 of 7 (very low)

Can jump and climb on walls (Wall speed = ⅔ land speed)

* + - * 1. Glide Time: N/A
        2. Build / Destroy Speed: 2.5 seconds per structure.
        3. Build Range: 4 x 4 (1200 by 1200 pixels)
      1. Special Skill: **Burrow -** First cast makes them dive into the ground for up to three seconds. When burrowed, player character cannot use weapons. If the time frame has elapsed or the skill is cast again, the player jumps out, knocking enemies within a 2x2 radius up in the air.
         1. ***Drone Burrow*  -** enemies knocked up take 2 damage.
         2. ***Queen Burrow***  - Upon exiting burrow mode, summons 5 ants with 30 health each to protect the player character.
      2. Favored weapon: shotguns.
    1. Terra Firmatea - Engineers of the Earth
       1. Genders:
          1. Common variety: M and F
          2. Royal variety: M and F
       2. Lower half: Termites (worker, king, and queen)
       3. Stats:
          1. Health: 180
          2. Movement Speed:

Land:

Common variety: 7 of 7 (speedy)

Drone variety: 5.5 of 7 (fast)

Queen variety: 3.25 of 7 (slow)

Water: 3 of 7 (slow)

Flight: N/A

* + - * 1. Jump:

Common: 3.5 of 7 (low)

Royal: 3 of 7 (low)

All varieties can jump and climb on walls (Wall speed = ¾ land speed)

* + - * 1. Glide Time: N/A
        2. Build / Destroy Speed: 2 seconds per structure.

***Has a 25% chance to get twice the resources upon destroying an object***

* + - * 1. Build Range: 4 x 4 (1200 by 1200 pixels)
      1. Special Skill: **Earth Turret --** Termites can summon up to three Earth Turrets in their build range. Each turret has 90 health, 0.4 attack per second, and 45 damage.
         1. ***Drone Burrow*  -** enemies knocked up take 2 damage.
         2. ***Queen Burrow***  - Upon exiting burrow mode, summons 5 ants with 30 health each to protect the player character.
      2. Favored weapon: Machine guns.

1. Equipment
   1. General Mechanics
      1. Equipment is divided into three categories: Weapons, Armor, and Consumables.
      2. Each piece of equipment comes with its own tier. These tiers are, from lowest to highest, **Generic,, Uncommon, Rare, Valuable, Epic, Godly,** and **Legendary.**
      3. Each equipment has its own use time. Use time is the delay between swings / stabs for melee weapons and firing ammo for ranged weapons.
      4. Damage Values:
         1. Use time >= 0.75 seconds:
            1. Generic: 9-12
            2. Uncommon: 13-16
            3. Rare: 17-21
            4. Valuable: 22-26
            5. Epic: 27-32
            6. Godly: 32-38
            7. Legendary: 39-46
         2. Use time < 0.75 seconds
            1. Generic: 4-7
            2. Uncommon: 8-11
            3. Rare: 12-16
            4. Valuable: 17-21
            5. Epic: 22-27
            6. Godly: 28-34
            7. Legendary: 35-42
   2. Weapons Table

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Tier** | **Damage** |
| ***Swords (Melee) -- Use Time: 1 second*** | | | |
| Plain sword | Just your regular sword, rusty and all. | Generic | 10 |
| Golden Sword | This one glimmers with the light | Uncommon | 14 |
| Night’s Bane | Forged from some demonic smithery down below. | Valuable |  |
|  |  |  |  |