GAMEPLAY AND CORE MECHANICS SECTION

RESOURCES, ENTITIES, AND ATTRIBUTES

RESOURCES
- ➢ Avatar
- ➢ Ability
- ➢ Item (Hiding Spot/Picked up Item)
- ➢ Hint
- ➢ Player Stats (EXP, Gold, Level)

ENTITIES AND ATTRIBUTES
- ➢ Avatar
  - ▪ Role (Deceptive/Detective)
  - ▪ Assigned Tasks
  - ▪ Inventory (Compound)
    - ▪ Item 1: Item
    - ▪ Item 2: Item
    - ▪ Etc.…
  - ▪ Speed
  - ▪ Health Points (If Detective)
  - ▪ Name Tag
  - ▪ Chances/Warnings (Detective/Deceptive)
  - ▪ Abilities (Compound)
    - • Ability 1 (Offensive/Defensive): Ability
    - • Ability 2 (Stealth/Utility): Ability
    - • Ultimate Ability: Ability
  - ▪ Skins

- ➢ Ability
  - ▪ Category (Offensive/Defensive OR Stealth/Utility OR Ultimate)
  - ▪ Type (Active/Passive)
  - ▪ Duration
  - ▪ Cooldown
  - ▪ Player Level to Unlock
  - ▪ Level
  - ▪ Upgrade Cost
  - ▪ Purchase Cost
- ➢ Hint
  - ▪ Category
- ➢ Item
  - ▪ Type (Basic/Assembled)
  - ▪ Items used to assemble (If Assembled)
  - ▪ Coordinates (If Basic)

- ➢ Hiding Spot
  - ▪ Coordinates

MATCH-MAKING & LOCAL

PLAYER LEVEL

➢ Players use the EXP Gained from rounds they have played to level up. ***(TRADER)***

➢ Leveling up unlocks new abilities and skins for the player to purchase from the Game Shop.

➢ Leveling up allows players to upgrade the level of an ability.

➢ Required EXP to Level Up = (Previous Level x 400) + 100 ***(TRADER)***

GAME SHOP

➢ The Game Shop is used by players to purchase new abilities and skins or upgrade owned abilities.

➢ The Player uses the Gold Gained from rounds they have played to purchase from the Game Shop.

➢ The Game Shop deducts a skin or an ability's purchase cost (or upgrade cost) from the player's Gold, in exchange for the bought item. ***(TRADER)***

MAPS

THE UNLUCKY MILLIONAIRE'S MANSION

➢ MAP DESCRIPTION/STORY

John had always been unlucky in his life. Just recently, life finally smiled at him and he won 10 million dollars in the lottery. John spent all his money on a huge mansion and fancy vehicles. Wanting to show his friends his new life, John decided to have a party and invite his old friends over at his mansion. Late into the party, when all the guests were chatting together and enjoying their time, the lights were suddenly out, and a loud scream in the hall was heard. The terrified guests quickly opened their phones' flashlights to see what happened and John's body was discovered with multiple stabs in it. Everyone rushed to the front door only to find it locked along with all possible exit paths. Their phones have no signal and the phone lines are not working. The killer is still among them and is planning his next move. Their only hope is to unlock the front

door and escape. Well, turns out John was still unlucky after all 🤷🏻‍♂️.

➢ MAP OBJECTIVE AND TASKS (COUNTER-TASKS INCLUDED)

▪ MAP OBJECTIVE

• Fix the mansion's security system to unlock the front door and escape.

▪ TASKS

• Find the Security Room's access card.

✓ Security System access card.

- Obtain the working circuit of the control unit.
  - ✓ Screwdriver.
  - ✓ Wires.
  - ✓ Encryption Device.
  - ✓ ASSEMBLED ITEM: Working Circuit

- Fix the control unit of the Security System in the Security Room.
  - ✓ Working Circuit

- Find the Door's access card.
  - ✓ Door access card

HINTS

- ➤ Hints are given to and used by Detectives to help them discover who is a Deceptive, this helps them on deciding who to vote against when a voting session comes up. Detectives must carefully read and analyze these hints to correctly vote.

- ➤ 1 HINT IS GIVEN TO A DETECTIVE WHEN THEY COMPLETE 1 TASK. (***SOURCE***)

- ➤ TO BE WRITTEN: HOW TO GENERATE THESE HINTS

- ➤ TO BE WRITTEN: TYPES OF HINTS AND WHAT THEY DO OR HOW THEY HELP DETECTIVES.

OBJECTIVES AND TASKS(COUNTER-TASKS)

OBJECTIVES

- ➤ Each map will have A UNIQUE OBJECTIVE that differs according to the map.

- ➤ For this objective to be considered completed, THE TASKS THE COMPOSE IT MUST BE ALSO COMPLETED.

TASKS

- ➤ There is a set of PREDEFINED TASKS that will be RANDOMLY DISTRIBUTED among the players; this means that a set of 4 RANDOM TASKS will be instantiated to each Detective.

- ➤ TASKS ARE ONLY ASSIGNED TO DETECTIVES.

- ➤ For a Task to be considered completed, its required items must all be obtained. (***CONVERTER***)

- ➤ Items found by an avatar in the map are kept in the avatar's inventory.

- ➤ Some tasks require an assembled item which can be assembled when its basic components are obtained.

> When a Detective dies, the remaining tasks that this detective holds will be <mark>RANDOMLY DISTRIBUTED AMONG THE REMAINING DETECTIVES</mark>.

COUNTER-TASKS

> <mark>COUNTER-TASKS ARE ONLY ASSIGNED TO DECEPTIVES.</mark>

> Counter-Tasks' aim is to hinder the Detectives gameplay and progress.

> Such tasks may include: "<mark>SWITCHING LIGHTS OFF IN THE MAP</mark>"

ABILITIES

GENERAL ABILITY MECHANICS

DECEPTIVE ABILITIES DESCRITPION & MECHANICS

There are 3 categories of deceptive abilities, which can only be used when playing as a deceptive.

1- Stealth
2- Offensive
3- Ultimate

STEALTH ABILITIES

Name	Detailed Description	Type (Active/Passive)	Duration	Cooldown	Player Level To Unlock	Cost

OFFENSIVE ABILITIES

Name	Detailed Description	Type (Active/Passive)	Duration	Cooldown	Player Level To Unlock	Cost

ULTIMATE ABILITIES

Name	Detailed Description	Type (Active/Passive)	Duration	Cooldown	Player Level To Unlock	Cost

DETECTIVE ABILITIES DESCRITPION & MECHANICS

There are 3 categories of detective abilities, which can only be used when playing as a detective.

1. Utility
2. Defensive
3. Ultimate

UTILITY ABILITIES

Name	Detailed Description	Type (Active/Passive)	Duration	Cooldown	Player Level To Unlock	Cost

DEFENSIVE ABILITIES

Name	Detailed Description	Type (Active/Passive)	Duration	Cooldown	Player Level To Unlock	Cost

ULTIMATE ABILITIES

Name	Detailed Description	Type (Active/Passive)	Duration	Cooldown	Player Level To Unlock	Cost

GAMEPLAY

GENERAL GAMEPLAY MECHANICS

➤ STARTGAME SCENARIO

- For each map, a fixed coordinate POINT (X, Y) is set as the spawn of all avatars (*SOURCE*)

- When avatars spawn, they are scattered around in a circle of RADIUS 5 UNITS (*SOURCE*)

- Each avatar has a NAME TAG above them with a WHITE COLOR.

- Each player can view the names of other players through a name list located on the TOP RIGHT CORNER of the screen.

- Each Deceptive is informed of all the other Deceptives in the game by highlighting their name in the name list with a RED COLOR, and throughout the game, their name tags are also highlighted with the same color.

- There are 20 TASKS that are EQUALLY AND RANDOMLY divided among 5 Detectives. Each Detective is assigned 4 TASKS to complete.

- There are 40 Pick Up Items (2 PER TASK) that are RANDOMLY distributed around the map such that there is at least a RADIUS 15 UNITS between task-related items. (*SOURCE*)

- The Kill Button and Ability Buttons are DISABLED FOR (30/40/50) SECONDS depending on map size and number of players.

➤ MOVEMENT

- Avatars respond to directions determined by the joystick. Avatar's movement speed is the same for all; the speed is 1 UNIT PER FRAME.

DETECTIVE GAMEPLAY MECHANICS

- ➢ VOTING
    - ■ A countdown of 2 MINUTES will be displayed to on the TOP MIDDLE PORTION of the screen. When this countdown ends, a voting session starts.

    - ■ The voting system is to have a set of rules that causes a thrilling & entertaining experience. These rules are:
        - • Only the Detectives are the ones that participate in the voting.

        - • Each Detective performs the process of voting by pressing the button "VOTE" next to the corresponding avatar to vote against.

        - • The voting session is NOT APPROVED if there is AT LEAST ONE PARTICIPANT WHO DID NOT GIVE A VOTE.

        - • If a voting session is NOT APPROVED 2 TIMES IN A ROW, a warning is given for all Detectives: "YOU HAVE SKIPPED TOO MANY VOTING SESSIONS, IF YOU SKIP THE NEXT SESSION, THE COUNTDOWN WILL INCREASE BY 30 SECONDS.". The SKIP limit then RESETS BACK TO 0.

        - • Vote statistics are not announced to the Detectives; Rather, only the result: "YOUR ACCUSATION IS WRONG" or "GOOD JOB, DECEPTIVE DETECTED!!", will be announced after each voting session. The full statistics will be available to the players at the end of the game.

        - • If the majority of Detective votes were against a Deceptive avatar, this Deceptive becomes identified and is automatically killed. (***DRAIN***)

        - • If the majority of Detective votes were against a non-Deceptive avatar, all Detectives lose 1 OF 3 CHANCES allocated to each one of them. (***DRAIN***)

        - • Detectives cannot vote anymore if they LOSE ALL CHANCES granted to them.

        - • When the voting result is a DRAW, NO DETECTIVE CHANCES ARE LOST.

        - • A voting result of a DRAW among AT LEAST 2 DECEPTIVES GIVES A WARNING TO THE INVOLVED DECEPTIVES. Deceptives are allowed a MAXIMUM OF 2 WARNINGS. If a Deceptive exceeds the warning limit, they are automatically killed. (***DRAIN***)

- ➢ COMPLETING ASSIGNED TASKS

- ➢ WINNING/LOSING CONDITIONS
    - ■ Detectives win if they manage to complete the map objective and escape the map or detect all Deceptives through voting.

- Detectives lose if they all die.

- ➢ ON DEATH
  - When a Detective is killed, they gain EXP, and Gold as follows:
    - EXP Gained = (Survival Time in Minutes x 5) + (Number of Tasks performed x 15) (**_SOURCE_**)

    - Gold Gained = (Survival Time in Minutes x 15) + (Number of Tasks performed x 40) (**_SOURCE_**)

  - When a Detective is killed, they can stay till the end of the game, or they can quit.

  - If a dead Detective player chooses to stay till the end of the game:
    - If Detectives win, the player gains a Winning Bonus of 200 EXP and 300 Gold along with the EXP and Gold Gained above. (**_SOURCE_**)

    - If Detectives lose, the player gains no Winning Bonus along with the EXP and Gold Gained above.

  - If a dead Detective player chooses to quit the game immediately:
    - The player receives no Winning Bonus even if their team wins

- ➢ ON WINNING
  - When Detectives win, they gain EXP and Gold as follows:
    - EXP Gained = (Survival Time in Minutes x 5) + (Number of Tasks performed x 15) + 200 (Winning Bonus) (**_SOURCE_**)

    - Gold Gained = (Survival Time in Minutes x 15) + (Number of Tasks performed x 40) + 300 (Winning Bonus) (**_SOURCE_**)

DECEPTIVE GAMEPLAY MECHANICS
- ➢ KILLING
  - When the Deceptive is within 1 UNIT from a Detective, the player can use the Kill Button. (**_DRAIN_**)

  - When the Kill Button is used, it goes on a cooldown of 40 SECONDS, before it can be used again.

- ➢ COMPLETING COUNTER-TASKS

- ➢ WINNING/LOSING CONDITIONS
  - Deceptives win if they manage to kill all Detectives.

- Deceptives lose if all of them are detected through a majority of Detective votes or when all of them exceed their warning limit.

- A Deceptive is killed when they receive a majority of Detective votes or when they exceed their ==WARNING LIMIT OF 2==.

➢ ON DEATH
- When a Deceptive is killed, they gain EXP, and Gold as follows:
    - ==EXP Gained = (Number of kills x 10) + (Number of Counter Tasks performed x 15)== (***SOURCE***)

    - ==Gold Gained = (Number of kills x 30) + (Number of Counter Tasks performed x 40)== (***SOURCE***)

- When a Deceptive is killed, they can stay till the end of the game, or they can quit.

- If a dead Deceptive player chooses to stay till the end of the game:
    - If Deceptives win, the player gains a ==Winning Bonus of 200 EXP and 300 Gold== along with the EXP and Gold Gained above. (***SOURCE***)

    - If Deceptives lose, the player gains no winning bonus along with the EXP and Gold Gained above.

- If a dead Deceptive player chooses to quit the game immediately:
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- When Deceptives win, they gain EXP and Gold as follows:
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