Legacy of Legends

Lotus(蓮)

Contents

Ⅰ. Planning Intention

In conclusion, I just made it because I was bored. I didn't think of a game separately, but I wrote a plan with the idea of planning and implementing a game I had recently thought of.

I designed an autobiographical story before. In the virtual world, IT World Heritage was mentioned, and not just one, but several game world views were selected. So I thought about a composite world view that can unite different worldviews.

I don't know if other users will have fun or not. But most of all, I had fun making it, so I shared it like this.

Ⅱ. Game Introduction

RTS, 5 vs 5 team match, first developed from 2022-12-03 to 2023-02-15(Because I don't think I'll be bored after that.), Engine or editor that can handle as much as possible to implement -> Starcraft Map Editor selection

The commanders who enter an ancient temple discover an old legacy and divide their forces to compete for it.

Map Brief description:
Today,
we retake our Legacy.

And with it,
our Legends.

Legacy of Legends(전설의 유산), Self-abbreviation in a document:
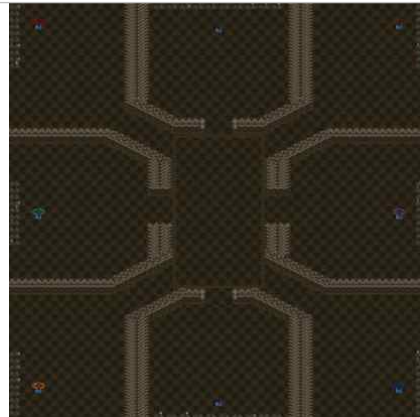LoLCraft, 레전설

Ⅲ. Play Feature

- If the enemy commander surrenders (declare gg)

- No enemy structures or units to deal with, no resources and no workers.

- The most important object and additional jungle units are additionally installed

- The most important object is to destroy the enemy at once

- Additional jungle units are designed for sub commanders
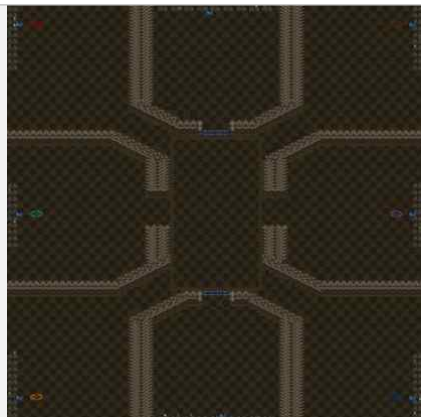
1) Map Design

In the StarCraft series, I found the map that users enjoy the longest in Melee. The reason was that the simpler the battlefield, the better the environment for cooperation could be.
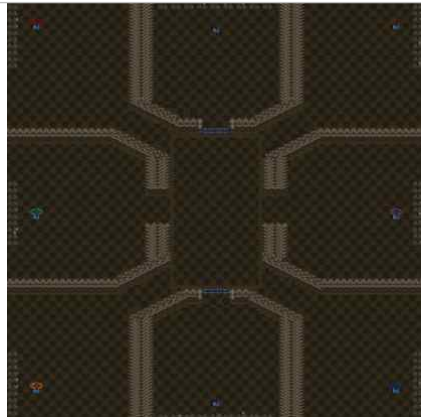
The Fastest Unlimited Map - Popular Form	**The Fastest Unlimited Map(Expand)**
Little Faster Unlimited Map Reduce resource availability.	**General Unlimited Map** General resource allocation, terrain editing

The map I found that way is "Unlimited Map." The unlimited map has the same overall map shape as it is, with only the detailed resource volume and layout adjusted. So I experimentally modified the resource layout and terrain to match the general melee of the map.

Through this research, I learned that the terrain of the unlimited map is an important battle with very frequent 'central battles'. So I made a map of general melee based on this unlimited map.

General Unlimted Map

12, 6, o'clock with additional expansion

General Unlimted Map

Add High Terrain to each base

The Dark Knight(현무, 玄武)

4-player map conversion by giving up base at 3 and 9 o'clock
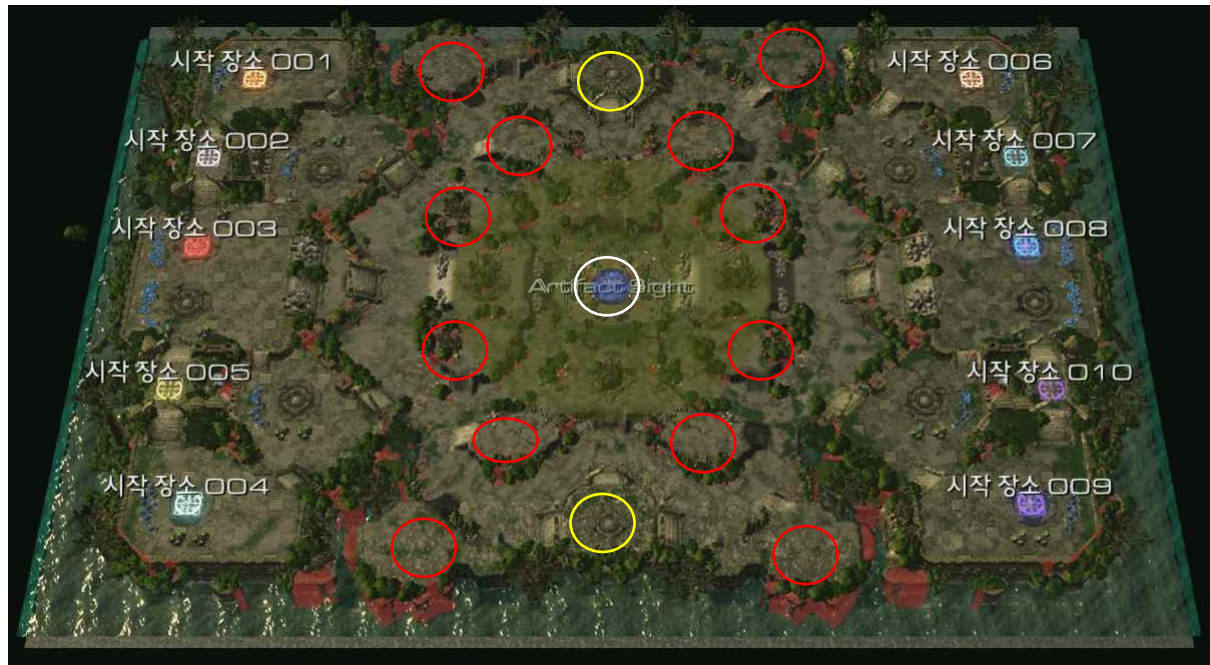

The Dark Knight(현무, 玄武)

1st final

Experimentally, I developed a map called 'The Dark Knight', and dramatically induced the center fight by putting unlimited resources in the middle of the map.

As a result, I designed Legacy of Legends terrain based on the experimentally completed map The Dark Knight.

2) The Dark Knight -> LoLCraft

- Expansion left and right due to jungle addition

- The Yellow locations are special objects or special buff supply units are placed

- The red locations are the jungle, and the Tactical Operationc Commander (start location 002, 007) grows

- Place the most important objects in the central place

- The Dark Knight with vast plains -> LoLCraft with various canyons

Taking advantage of these characteristics of LoLCraft, we can import and implement battlefield concepts from existing games such as Miramar and Sanhok in PUBG.

3) Commander Settings

The user can pick and ban the commander before the game starts. The world view of this game is a composite world view, and a previously dead or unappeared commander can be presented. A total of 5 users will be united with 3 main commanders and 2 sub commanders, and more than 10 people will gather to play the game.

The setting of this RTS can be increased to 3 or 4 forces that will wage war according to the development progress in the future. And it is designed to digest up to a total of 20 allied forces (20 allied forces X 5 people = total 100 participants). In addition, commanders from various worldviews were designed as samples, which, of course, will be implemented is unknown.

Commander Settings: Terran, Zerg, Protoss in that order.

The main commander consists of three users, each consisting of a vanguard commander, a central commander, and a rear commander, and is deployed at the center and both extremes of the battlefield. As an upgrade, user can unlock two each of passive and active, but it is left to the user's ability to proceed with technology development in which order. And with the level restrictions of weapon and defense upgrades (vanguard - up to weapon 3 and defense 5. Center - up to weapon 4 defense 4. Rear - up to weapon 5 and defense 3), the roles are divided even if the content below is not implemented.

The reason why there are only two active skills is that RTS needs to minimize interaction because there are many units and bases to deal with from the beginning of the game. Below is the outline of the main commander's leveling setting. Ultimate requires the most resources and high infrastructure score.

Terran	Passive Unit	Passive Buff	Active Support	Active Ultimate
Raynor (Basic)	Banshee (Armed Shockwave Missile Battery) Resource 225, 125	Orbital Drop Pods (within a certain range of view from production base)	Air Strike (AI)	Hyperion (User Control) Splash Yamato Cannon
Swann	Thor (330mm Barrage Cannon, Immortality Protocol)	Tech Reactors	Vespene Harvester	Combat Drop

Nova	Raid Liberator (Raid Artillery) (Smart Servos)	Automated Refineries	Defensive Drone	Griffin Airstrike
Han & Horner	Fusion Core-> Strike Fighter Platform Each shot costs resources Ghost appoints	The Horners When friendly units are killed, they drop resources for the commander of those units.	Deploy Mag Mine	Call in the Fleet
Tychus	Cyclone -> Warhound	You can take the upgrade one step further.	Medivac Pickup	Calldown Odin
Mengsk	Battlecruiser -> Pride of Augustgrad	Allows multiple SCVs to build a structure in tandem	Contaminated Strike	Nuclear Annihilation
Tosh	Ghost -> Spectre	Initial given increase in energy	Incarceration (Reverse Force Field) Lock units in a certain area.	Mad Dogs Drop Cloaked 24 Predator
Gérard DuGalle	Sensor Tower -> Hive Mind Emulator	Vanadium Plating Upgrad Armor Level -> Increase HP	Dogs of War	Terran+Zerg Unit gift sets Medic+Ultra Valkyrie+ Devourer
D.VA	Viking -> MEKA-V Moving shot from the bottom From above, Cyclone early missiles	Allows multiple SCVs to build a structure in tandem	Strong Warrior 30 seconds increased attack & move speed	Nerf this Drop MEKA and 1000 damage in designated area

	Passive Unit	Passive Buff	Active Support	Active Ultimate
Lux (L.eague of Legends)	Marauder -> Fires a flash grenade every cooldown. Temporarily stuns nearby troops when hit	Illumination Extra damage to magic units	Light Binding The light falls and stuns units in the area.	Final Spark Demacia's light reaches the battlefield. 200 Damage, 300 increase shield allied units
Vahmalkea (Black Desert)	Hellbat -> Cetus Hellbat becomes massive + increase attack and move speed	When upgrading infrastructure, active skill summon unit becomes stronger	Urukios Throw stones around and explode on contact (landmine)	Lucretia Creates a lava field where it passed

Zerg	Passive Unit	Passive Buff	Active Support	Active Ultimate
Kerrigan (Basic)	Omega Worm	Unit upgrade little sale	Crushing Grip	Immobilization Wave
Zagara	Corruptor -> Scourge Gather eight Scourges Create Broodlord (Minerals 50)	Spawns 2 each in baneling nests	Mass Frenzy	Infested Drop Aberration + Corruptor
Abathur	Broodlord -> Guardian Corruptor -> Devourer	Increased health regeneration. Health regeneration even in battle	Spawn Toxic Nest	Summon 3 Brutalisks
Stukov	Ultralisk -> Small Apocalisk	Spawns 2 Broodlings when a unit dies	Infest Structure	Aleksander
Dehaka	Improved Overlords Removes instant metamorphosis and increases supplies by 50%	Stochastic mutation	Summon Greater Primal Wurm	Summon Zweihaka

Stetmann	Automated Extractors	Rebuilt Zerglings one for two	Semi-Stable Mass Transportation To Hatchery...	Absolute stetellite setting Increase Mana, Health, Speed
Overmind	Viper -> Defiler	Unit shot in attack for 3 seconds Plague	Increase all unit buildings. a temporary increase in defense	Zerg Unit gift sets
Izsha	Spore Crawler -> Spore Cannon	Spine Crawler and Spore Cannon can be chained like Creep	Quickly heals units on creep and slightly increases attack, move speed.	Drop Hatchery The area is knocked out and the hatchery and crawlers drop.
Ahri (League of Legends)	Baneling -> Foxfire The self-destruct is the same in close proximity, but when the fox fire explodes, it spreads around, but the initial attack power is weak.	Foxbead Units die and drop foxbeads, if eaten, chance to respawn in hatchery	Charm The enemy unit in the area is ordered to be forced to move to Ari's main base for a certain period of time.	Spirit Rush Zerg forces can use Charge (Zealot). Reset upon killing an enemy
Vell (Black Desert)	Corruptor -> Lopters Proximity units, attack ships that deal sustained damage	Sealing Stone Enemy units within creep (requires water skin) lose their HP little by little, and the movement speed buff disappears	Vell's Heart Summons a large heart stone to the battlefield, increasing attack power by 30% while in the area	Vell is enraged A powerful spray of water rises on the battlefield. AoE damage 1000

Protoss	Passive Unit	Passive Buff	Active Support	Active Ultimate
Artanis (Basic)	Archon -> Twilight Archon (Merging three high, dark templar. Psi 6) Lightning Dash	Recovers shields in battle	Shield Overcharge	Astral Wind Recovers health and shield (converts to overcharge shield when exceeded) Grant Guadian Shell Amplify Astral Winds from Artanis' Shield
Vorazun	Void Ray -> New Upgrade Restructure Void Lenses: Unit penetration (attack force as it is) in a three-charging attack	Increase Attack speed & power when cloaked	Temporal Field	Void Falsh (Quickly draw a beam that penetrates the map in a straight line, 1000 damage) Actual setup can penetrate planets Unleash ultimate void power from Zeratul's sword
Karax	Enhance Photon Cannon Increase Attack Speed Permit Forge Upgrade (Range, Armor)	Reconstruction Beam Only 3 Units	Chrono Wave	Purifier Beam
Alarak	Ascendant Psionic Orb Sacrifice:	Artificer of Souls Up to level 5.	Structure Overcharge	Summon Death Fleet
Fenix	Disruptor Add Upgrades Cloaking Module Purification Echo	Enhance Pylon Mineral 150 Psi Provides * 1.5 Psionic matrix * 1.5	Summon Fenix Arbiter Form	Summon Fenix Praetor Armor Form

Zeratul	Warp Prism Transport * 2 Mineral 400	Orbital Assimilator Mineral 200	Stasis Beam	Summon Avatar Random between the two
Rohana	Phoenix Double Graviton Beam	Warp Harmonization	Solar Lance	Solar Bombardment
Tassadar	Disruptor -> Reaver	All units Increased regeneration of mana	Void Suppression Crystal	Protoss Unit gift sets
Thirain (Lost Ark)	Dark Templar -> King's Knight Cancle cloaking, ray attack in a straight line like hellion, Increase HP	Union (Alliance) Increases ATK and DEF when 12 or more units are united.	Cover Summon General ships and troop	Vanquisher Cross the battlefield 2 times 100, 700 damage
Brelshaza (Lost Ark)	Archon -> Astarothe Merge only two dark templars -> Shadow Fury	Illusion During battle, units have a certain chance to summon their own illusions.	Concerto of the abyss Distorts space to divide the battlefield in the area into two.	Aria of Phantasm Brelshaza is summoned along with Ocastra. Attack fixed where summoned and disappear when dead.

Sub Commander Setting: Tactical Operationc Commander Commander, Air Support Commander

The Sub Commander consists of two users, each placed between the vanguard and the central commander, and between the central and rear commanders. The names of the positions are Tactical Operationc Commander Commander and Air Support Commander, respectively.

These two commanders have minimal bases. Each Tactical Operationc Commander commander upgrades and supplies jungle units, and support commanders move distance and summon detection units to upgrade and supply resources. This resource is invested in panel skill or weapon grade level.

The upper panel skills are the same as those of the previous commanders.

Tactical Operationc Commander Commander

Handles a single unit and momentarily summons or drops temporary troops. Self-reveling allows for single unit and base upgrades and extends to supplies.

A single unit is slightly higher than an existing unit or a unit of the same specification, and the unit is deployed with the same units as the main commander unit. In addition, a single unit quickly recovers health and especially mana when out of combat, and change weapons when upgraded.

Terran (Base Unit)	Load Units (Command Center)	Skill(Special)	Skill(General)
Unknown (Reaper) 1 Tier - General Gun	Marine		
2 Tier - Infernal flamethrower	Marine, Reaper, Hellion	Mine Install (Vulture Mine) Stimpack	Cloaking (1 per second)
3 Tier - Add Cloaking	Marine, Reaper, Ghost, Hellion, Raven, Banshee	Tac Nuke Strike	EMP(Stun) Snipe

Zerg (Base Unit)	Load Units (Hatchery)	Skill(Special)	Skill(General)
Infestor(Infestor) 1 Tier - Spines	Zergling		
2 Tier - Acid Spines(3 way)	Zergling(Baneling), Roach	Explosive Spore (Splash)	Wild Mutation, Burrow Move
3 Tier - Baneling	Zergling(Baneling), Roach, Hydralisk	Infested Terran (12 Stack)	Fungal Growth Neural Parasite

Protoss (Base Unit))	Load Units (Nexus)	Skill(Special)	Skill(General)
Succession (High Templar) 1 Tier - Warp Blades	Zealot		
2 Tier - Glaive Cannon	Zealot, Adept, Stalker	Chain Reaction Blink	Small Cloaking Field
3 Tier - Add Cloaking	Zealot, Adept, Stalker, Heir	Psionic Storm(3 Stack)	Feedback

Air Support Commander

The basic structure is the same as that of the Tactical Operationc Commander above.

When you are in idle mode (going down to the ground or stopping in the air. Of course, even if you have air support, you have basic weapons). It has the purpose of reconnaissance and healing, and based on the 'distance of travel', the support commander obtains additional experience During the upgrade, the unit itself changes. The reason is that if you use the air unit from the beginning, you think the balance will be too bad.

Terran (Supply)(Base Unit)	Load Units	Skill(Special)	Skill(General)
Medic(10)(Medic)	Drone	Running	Heal
Science Vessle(30) (Science Vessle)	Medic	Heal Pack, Rapid Reignition System, Detecting Drone	Advanced Healing AI
ControlCruiser(70) (BattleCruiser) (Detector)	Medic, Science Vessle	Point Defense Drone, Hyperjump, Hyper Detecting Drone (Increasing range)	Drop Resources Scanner Sweep, Heal Idle - Sensor Tower

Zerg (Supply)(Base Unit)	Load Units	Skill(Special)	Skill(General)
Queen(10)(Queen)	Overload	Running	Transfusion
Brood Queen(30) (Brood Queen)	Queen, Yggdrassil	Support Overload	Mend(Abathur) Viperocular Parasite Consumption
MegaLoad(70) (Leviathan)(Detector)	Queen, Overseer	Intimidating Roar	Mend(Abathur) Viperocular Parasite, Ensnare, Malignant Creep

Protoss (Supply)(Base Unit)	Load Units	Skill(Special)	Skill(General)
Sentry(10)(Sentry)	None(Hallucination)	Running	
Mothership Core(30) (Mothership Core) (Detector)	Sentry, Observer	Photon Overcharge (3Stack), Blink	Mothership Core Overload(Increase Attack Power, Speed) Project Power Field
Purifier(70)(Purifier) (Detector)	Sentry, Observer, Scout(Cloaking)	Psionic Storm(3Stack), Photon Overcharge (3Stack), Planet Cracker	Blink Project Power Field Cloaking Field Shield Charging Field Vortex

4) Balance

At least the first tier part of the building and unit is not touched as much as possible so that the game can be progressed for the first time. And the units that are replaced also allow only units after Tier 1 (Marines, Zerglings, Berserkers) to be changed. Passive also had to be able to minimize the impact in the early time.

Of course, these constraints can be lifted. However, if that happens, the required resources and research time for panel skills and passive skills will be quite expensive. Still, the balance will be messed up because I touched it.

Tactical Operation & Air Support Commander 2023.02.11

I studied unit operations for the implementation of tactical operations commanders and air support commanders, but the more I studied (I was interested), the more I felt that I was far from the legend I was pursuing. I don't want to raise units in this game, but rather pursue the fun of managing them. I saw that the balance was broken here. Therefore, it was deemed necessary to replan tactical operations and air support.

The above two deputy commanders are also designed to have bases. However, there is only one resource supply and demand base, and upgrades and allowable units are fixed.

And the final general unit mentioned above is designed so that only one final tech tree can be drawn. The ultimate weapon of the deputy commander is produced in the main base, and the population is unified to 8. For future development, there is only one base, so insufficient resources are supplied by going around the jungle (Tactical Operation Commander) or by reconnaissance of the map and using resource boxes or artifacts (Air Support Commander).

Finally, since the sub-commander also has a base, the overall map is expanded.

Terran Sub-Commander	Pick Unit	Ban Unit	Ultimate Weapon
Tactical Operation Commander	Vulture, Predator, Warhound, Wraith	Marauder, Crucio Siege Tank, Liberator ,Battlecruiser	Unknown (Reaper+Ghost)
Air Support Commander	Firebat, Medic, Science Vessle, HERC, Hercules-class Dropship, Diamondback, Goliath	Reaper, Hellion, Cyclone, Raven, Banshee	ControlCruiser(Battle Cruiser+Orbital Command)

Zerg Sub-Commander	Pick Unit	Ban Unit	Ultimate Weapon
Tactical Operation Commander	Aberration	Swarm Host	Defiler Dustylisk
Air Support Commander	Queen(Morph from Larva), Queen (Classic), Guardian, Devourer	Baneling, Corruptor, Infestor, Viper	MegaLord(Leviathan)

Protoss Sub-Commander	Pick Unit	Ban Unit	Ultimate Weapon
Tactical Operation Commander	Corsair, Arbiter	High Templar, Colossus , Disruptor, Phoenix, Tempest, Carrier	Successor (High Templar + Dark Templar)
Air Support Commander	Scout, Reaver, Mothership Core, Mothership, Dragoon	Adept, Oragle, Phoenix, Stalker	Mothership (Enhancing Guradian Shield)

5) Naming

As the game was set up as a game where the commander or hero did not participate directly, but only competed with strategic tactics, so the unit was named as general as possible.

IV. Shortcoming

I. Basic part

A. ~~Special object implementation~~
    ~~Jungle monsters that give buffs located at 12 o'clock and 6 o'clock are not implemented.~~

B. ~~Implementation of Sub-commanders~~
    ~~Field and Air support commanders were not implemented.~~

C. ~~The Air Support Commander's Mission and Identity~~
    ~~A mission to obtain resources by placing objects that require travel distance and reconnaissance and detection. In the latter part, with a floating base concept, the unit directly assists with supply skills such as Chrono Boost, Spawn Creep Tumor, and MULE. However, it was not implemented.~~

D. ~~Field Marshal's Growth~~
    ~~If the jungle monster, the main source of growth for the Tactical Operationc Commander, is more than a certain loot, it may be possible to let him grow. However, it has not been implemented.~~

E. ~~Classification of the role of the main commanders~~
    ~~The basic division of the three main commanders was not implemented with upgrades (3, 5 · 4, 4 · 5, 3). Or it can be implemented with other buffs and effects.~~

F. Several ultimate weapons were implemented, but not enough debugs.

G. Lack of Mothership implementation. It would have been nice if Repair Drones were upgraded at Cybernetics Core, but it was not summoned properly, so it was decorated in a passive format. Currently, when Mothership Core transforms into Mothership, the Repair Drones are destroyed.

H. I wanted to remove cloaking when using the Successor Storm, but I couldn't TT... I wanted the Twilight Archon to be invisible for a while the Successor was visible upside down.

II. Additional parts (content)

A. The various commanders and matching skins described in the table above

B. Commander's Top Panel Skills

C. Value Balance

Ⅴ. Bugs and Questions

I am the designer of this map, not the copyright holder of the map that is implemented. However, the purpose of unlimited distribution of the map is the same, and I agree enough to distribute it with only a experimental implementation.

Therefore, Blizzard is responsible for this basic implementation of the map, so if you have any questions about bugs or errors on this map, you can contact Blizzard, not me.

However, if it is within my area, such as resource balance or misplaced objects, which is my responsibility as a producer, I will deal with it through a patch.

VI. Rethink

I felt something while doing a test implementation in the SC2 editor. If someone builds an RTS use map based on various worldviews, I think I will see the true value of this RTS editor.

Here, I was able to find a game within Blizzard that aims for a complex world view similar to this LoLCraft. It is 'Heroes of the Storm'. More precisely, I think that if this game is applied only within the Blizzard universe, it will probably be about 'Heroes of the Storm 2: Proto Type'.

But I think we need to be clear at this point. I didn't start this project to try to make HoS2. In addition, I am not an internal employee, and I think that the project, the actual HoS2, may be developed. Or someone could develop a whole new worldview, a new engine, and rename LoLCraft. (Because even co-op missions can tell you how laggy it is…)

As I mentioned at the beginning, I'm just bored. But beyond February 15th and March, I enter into some artificial intelligence education. I used to make games to make a living. To be honest, it wasn't fun at the time. But game development is really fun to make when I'm bored like this. Anyway, the conclusion is that if artificial intelligence is not fun even after the suggested period, I will proceed with the map update again. But I doubt it will work out. Because I only left things that are difficult to implement for me.

Finally, I don't take sides with all the games mentioned. Not only the StarCraft series and the others mentioned in this document, but I also hope that all the games will be successful.

I was happy to have a great time while simply drawing and implementing LoLCraft. And I would like to express my sincere gratitude to Blizzard for releasing the Galaxy Editor (Starcrat II Map Editor), which was opened once every time, for free.

Ⅶ. References

1) Text, 글

아리슬 ARYSLE, {P. 131, L. 31}, {P. 163. L. 34}. GitHub · Google Drive · Mega Drive · 네이버 MYBOX

P.S. I'll write a few letters because it can be a form unfamiliar to the majority. My autobiographical novel '아리슬 ARYSLE' is an unlimited shared file and is neither published nor serialized on a website.

My novel is an Open Story that users can re-edit freely. It's comfortable to think about Open Source. It's just that the source code has been replaced by a novel. He wrote it seriously to make a living by writing. But it's too big (more than 400,000 characters. I shortened it, but it's no mercy.) I can't even post it anywhere. Web novels are annoying there. So I did this.

2) Dynamic Image(Video), 동(적)영상

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P.S. The question of how games and videos can be references is actually described in my own perspective. I think that all digitally expressed data can be substituted with documents.

If the text is unreadable by humans anyway, it can be reduced and stored by micro or nano points. I think it can be printed as a document there. So I can replace the above game software or

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