[17:51:41] <Shemetz> Hey Wilbdow. How okay is it for me to try and create a Worm game, assuming I don't try to sell it and don't use your characters?

[17:53:57] <@Wildbow> Dunno, depends on a lot of factors

[17:54:11] <Shemetz> Such as?

[17:54:13] <@Wildbow> What's the premise/approach?

[17:54:27] <Shemetz> Basically very very similar to what you did in the doc

[17:54:45] <Shemetz> Roguelike, top-down, main focus is power generation and randomization

[17:55:13] <@Wildbow> What would be the differences?

[17:55:35] <Shemetz> Probably not the same stats as in Weaverdice (Brawn, Wits, etc.) and a different stats system overall

[17:55:59] <Shemetz> No precognition powers obviously and no tinkers at the start, I guess

[17:56:21] <@Nae> hello

[17:56:22] <Shemetz> And very unpolished because I'll be working alone and I'm not a great artist

[17:56:26] <@Wildbow> Sounds like you're more or less keeping with my own plan.

[17:56:29] \* Clarvel (Clarvel@AEEF0199:51232F1C:A1025166:IP) has joined #parahumans

[17:56:29] \* ChanServ sets mode: +o Clarvel

[17:56:34] <Shemetz> Yup, I really liked it from the start

[17:56:46] <@Wildbow> Tinkers would've been a late addition anyways

[17:56:51] <@Clarvel> Wildbow: cant connect to facebook

[17:56:53] \* VereorNox (VereorNox@9D98B0C1.E88E9779.3F8827F7.IP) Quit (Quit: http://www.kiwiirc.com/ - A hand crafted IRC client)

[17:57:00] <@Clarvel> and only facebook

[17:57:03] <Shemetz> I'm already mostly done with the power generation system and I really like it currently, I can send you a link if you're interested

[17:57:22] <@Wildbow> Sure.

[17:57:38] \* VereorNox (VereorNox@9D98B0C1.E88E9779.3F8827F7.IP) has joined #parahumans

[17:57:52] <@Wildbow> I should emphasize that there were a number of ideas that didn't make it into the intial doc, so we could/should discuss that at some point

[17:58:03] <Shemetz> https://docs.google.com/document/d/1L3nGMw\_dKx-\_KTVtWRC8zSRwRdbyTDyV7Fox-EcoqnA/edit#heading=h.azp5nnca8d6z

[17:58:13] <Shemetz> Second page contains the important links

[17:58:41] <Shemetz> The doc I linked has basic rules and overview

[18:00:00] <@Wildbow> I'd be interested to see how it unfolded as a project and to hear the challenges that come up from a design standpoint.

[18:00:05] \* @Clarvel (Clarvel@AEEF0199:51232F1C:A1025166:IP) Quit (Ping timeout: 181 seconds)

[18:00:08] \* Whispersilk (Whismur@dlp-2963A8F3.washdc.fios.verizon.net) has joined #parahumans

[18:00:13] <@Wildbow> I think you might be getting off track with the mana & charge stuff

[18:00:24] <Shemetz> What do you mean?

[18:00:58] <@Wildbow> I don't think it's needed, really.

[18:01:05] <Shemetz> The mana is to show how quickly capes can use activated abilities, and the charge is for charged abilities

[18:01:27] <Shemetz> Maybe I'll switch it to a cooldown system only in the future

[18:01:41] <Whispersilk> What are we talking about?

[18:01:44] <@Wildbow> Mm. The use of the term 'mana' might be confusing, and the doc's explanation of charge made it look like something else.

[18:02:34] <Shemetz> Whisp: My design doc for a Worm game

[18:03:21] <Whispersilk> Okay, cool.

[18:03:25] <@Wildbow> Use of certain abilities once every 20 seconds, I think, may spoil the effect, and isn't terribly flexible. Might be easier to simplify so that abilities just have a cooldown (or perhaps call it a 'delay') post-use

[18:05:32] <Whispersilk> Cooldown use would also let you do power fatigue if you really wanted to.

[18:05:37] <Shemetz> I see your point. But I wanted to have powers that interact with the charge meter, like charge-stealing or having multiple powers that draw from the same "pool of energy"

[18:05:38] <Whispersilk> I say, having not read or even looked at the doc.

[18:06:20] <Shemetz> Same goes for mana - I want capes with more powers to not have more energy for attacks

[18:06:33] <@Wildbow> Just use stamina.

[18:06:45] <@Wildbow> Which is what happens in the Wormverse when powers are exhaustible anyway.

[18:08:01] <Shemetz> So powers like earthbending or laser-shots should use the same resource as running and jumping? I thought it would be too limiting

[18:08:12] <Wyrm> Are there inexhaustible powers in the Wormverse?

[18:08:17] <@Wildbow> Sure

[18:08:18] <Whispersilk> Skitter.

[18:08:24] <@Wildbow> There are capes who can fire lasers all day.

[18:08:26] <Whispersilk> She never gets tired of controlling bugs.

[18:08:31] <Shemetz> And passive powers in general

[18:08:41] <Shemetz> like Imp or Mantellum

[18:08:42] <Whispersilk> Yeah.

[18:09:16] <Wyrm> Ok, fair enough. Figured continuously using something like lasers 24/7 would eventually weaken or run out

[18:09:20] <Wyrm> But that's cool

[18:09:21] <Whispersilk> I mean, not inexhaustible long term at massive scales. But inexhaustible for the purposes of capes.

[18:09:55] <@Wildbow> You've seen my detail doc, Shem?

[18:10:03] <Shemetz> Yup

[18:10:04] <Wyrm> Ok, right

[18:10:04] <Wyrm> Ok, right

[18:10:11] <Wyrm> I'd meant the former

[18:10:18] <Shemetz> But it's very unfinished for most classes, isn't it?

[18:10:41] <Shemetz> I used it a bit for ideas for element combos

[18:10:46] <@Wildbow> I dunno about 'very' unfinished. I admit a lot of the abiltiies are down in name only

[18:10:55] <Shemetz> Yeah, that's what I meant

[18:10:57] <@Wildbow> So for many active powers, varying stamina costs would be a balancing factor, as would varying cooldowns

[18:11:42] <Shemetz> Okay, that might be flexible enough

[18:12:11] <Shemetz> BTW, should players regain stamina faster or slower during combat?

[18:12:13] <@Wildbow> 'Spray' would be a machine gun style spray of blaster pellets of [element] type with minor [element] secondary effect, high damage. But it has cumulative stamina costs as you extend the number of bullets you fire.

[18:12:17] <@Wildbow> With a fast recovery.

[18:12:50] \* @Mishie (chatzilla@dlp-99CB2385.dyn.iinet.net.au) Quit (Ping timeout: 188 seconds)

[18:12:53] <@Wildbow> 'Onslaught' would be a minigun style effect, there's no stamina cost or cooldown, but there's a brief startup before blasting and it might limit mobility.

[18:13:33] <@Wildbow> ( https://docs.google.com/spreadsheets/d/1aHyZ7c7TIgt903mPinOakrgli2WZu5IRtiGYPCnCqDE/edit#gid=717384850 is the doc I'm referring to for those who're in the dark )

[18:14:08] <Shemetz> Oh wow, you added a LOT since I last viewed it

[18:14:22] <@Wildbow> It's a work in progress

[18:14:38] <@Wildbow> Most of the classes on the other tabs have the ability names down, if nothing else.

[18:14:53] <@Wildbow> Still wrestling with trump, changer and tinker

[18:15:52] <Shemetz> Tinker probably needs an entire system for itself

[18:16:31] <@Wildbow> Nah, I think I have it mostly worked out

[18:16:40] <@Wildbow> Unless you mean the craft system

[18:16:44] <Somecrazyguy> Niceeee

[18:17:16] <Shemetz> Yeah, I meant the insipration/materials stuff you wrote in Reddit

[18:17:40] \* Kensington (textual@dlp-84950879.lsanca.fios.verizon.net) has joined #parahumans

[18:19:03] <@Wildbow> Oh, the inspiration/materials stuff I'm already working on

[18:19:12] <@Wildbow> You can see the WIP in the tinker tab

[18:20:15] <@Wildbow> https://docs.google.com/document/d/1MZTpPEMpz7DURtRBZuVeQ887BIToxDPuJd1ZWKoqEcY/edit?usp=sharing is my dev doc, I just removed some WIP stuff that would raise more questions than answers. I generally keep it private as I brainstorm a lot in it.

[18:20:39] <@Wildbow> Last few pages have some stuff on the stats

[18:22:52] \* panth|phone (holoirc@DAE4DCDE:15CF0F7:F042F202:IP) Quit (Ping timeout: 186 seconds)

[18:24:00] <Shemetz> Okay that looks good.

[18:25:00] <Shemetz> What about versatile powers?

[18:25:13] <@Wildbow> Example?

[18:25:49] <Shemetz> Like a water-controller that can create temporary shields, or push with water streams, or move quickly via water

[18:26:31] <Shemetz> Would that be a single Twist/Effect/Blasting, or just a few random weak powers that share the same twist and effect, or something else?

[18:27:16] <@Wildbow> With the way the game is laid out, you'd generally start with a primary power and maybe a secondary one, depending (chance of secondary power/[classification related buff] on the strength of the primary power - an easy means of balancing some of the stuff that's deemed 'too good'.

[18:27:47] <@Wildbow> Further, you might pick up secondary powers as an option with meeting milestones ('leveling up') as Taylor did with further uses of her bugs, in a sense

[18:27:59] <Shemetz> Oh, I see

[18:28:57] <Shemetz> So for example, the Spray blasting could level up and then you could use it for short movement bursts?

[18:30:14] <@Wildbow> More like there would be a list of twists and perks that could apply to the power, based on keyword and classification, and the ability itself. So Spray would have the 'consumes stamina' tag. It would be possible to have a perk that affects stamina, like 'second wind' (Chance to recoup stamina at intervals, rising the lower stamina is) or 'Enduring' (stamina costs reduced).

[18:31:41] <@Wildbow> You could also get a blaster perk that makes you more accurate (less spread on shots), with rare chances for a blaster related twist, or a (going by keyword 'Blaster: Power') raw power twist, like 'Terrifying Executor', fragging killed enemies and destroyed terrain and causing a fear debuff for nearby enemies.

[18:32:51] <@Wildbow> Another possibility for advancement would be to get a secondary power, like 'Orb'. And that would be another ability on your ability bar, tied to a different button, and it would be a more hampered (higher cooldown, higher cost, or lower power/accuracy) ability that you could throw out once in a while.

[18:33:06] <@Wildbow> In a 'Worm' sense, the blaster learns to hold the elemental power in his hand and hurl it

[18:33:27] <@Wildbow> Instead of just 'running and gunning' it

[18:33:59] <Shemetz> Cool. So every time you get a power upgrade, the upgrade is selected from a list of possibilities that is generated from the "tag" of your powers

[18:34:26] <@Wildbow> Yes. Early in the design process, the list of possibilities might be constrained to just blaster powers.

[18:34:50] <@Wildbow> (There might be 50 regular twists and then 10 per individual classification, with these lists expanded over time)

[18:35:00] <@Wildbow> Ditto for perks

[18:35:19] <Shemetz> Yup, mostly blaster/shaker/brute powers in the early part

[18:35:31] <@Wildbow> Don't neglect strikers

[18:35:35] <Shemetz> Oh, yup

[18:35:47] <Shemetz> 50 twists? that's quite a lot for twists that could apply to all classifications

[18:35:58] <Shemetz> Or do you mean twists for specific tags?

[18:36:18] <@Wildbow> All classifications.

[18:37:34] <Shemetz> You think you could think of that many perks that apply to blasters, thinkers, changers and trumps?

[18:38:15] <@Wildbow> Yeah.

[18:38:17] <VereorNox> He's the Writerboar, of course he can.

[18:38:47] <Somecrazyguy> Ye of little faith

[18:39:26] <VereorNox> Wyrm: Are you there

[18:39:32] <Shemetz> I would be amazed if that would happen, honestly

[18:39:40] <Wyrm> I am

[18:39:42] <@Wildbow> The ultimate goal here would be to have, say, 78 powers and 78 variables and 78 twists (50 regular and 28 power-specific). Then you have 450,000+ possibilities for each classification.

[18:39:45] <Wyrm> Sup?

[18:39:55] \* Whispersilk whistles.

[18:40:00] <Whispersilk> That's a lot of stuff.

[18:40:13] <Shemetz> And that's just for starter powers

[18:40:14] <@Wildbow> Five million, seven hundred thousand possible capes.

[18:40:21] <@Wildbow> No, that'd be the end goal.

[18:40:29] <Shemetz> But perks?

[18:40:51] <@Wildbow> Perks are something on the side. Fairly simple and not a priority per se.

[18:41:04] <Shemetz> Ah, alright.

[18:41:26] <@Wildbow> You're stronger, you're tougher, you're ugly, you recover stamina faster, smoke doesn't bother you as much, etc etc.

[18:41:30] <Wyrm> Who'd be making this game?

[18:41:42] <Somecrazyguy> EA

[18:41:45] <Whispersilk> If you get extra powers as time goes on (as with Spray getting Orb) then your possible loadouts would increase dramatically.

[18:41:45] <Wyrm> One of those perks is not like the others

[18:41:50] <VereorNox> Wyrm: I caught up to all of SU

[18:42:01] <VereorNox> And raided a few threads to find some nice comics and all

[18:42:12] <Wyrm> How do you feel about it now?

[18:42:23] <VereorNox> I like the series, though I skipped a lot of episodes where literally nothing happened

[18:42:27] <Whispersilk> SU?

[18:42:32] <VereorNox> The serious parts are the best parts

[18:42:35] <VereorNox> Whispersilk: Steven Universe

[18:42:40] <Whispersilk> Ah, okay.

[18:42:42] <VereorNox> Wyrm: http://41.media.tumblr.com/8ee9c7688e62bca55faa5527f7a163b2/tumblr\_nlp4xqxWJk1u17g4uo1\_1280.jpg :D

[18:42:43] <Wyrm> Some very good serious parts

[18:42:53] <Wyrm> But you just entirely skipped some episodes?

[18:43:06] <Shemetz> But...skipping 11-minute episodes? When exactly in the episode did you decide nothing would happen?

[18:43:44] <VereorNox> I skipped through, more or less

[18:43:56] <@Wildbow> @ Whispersilk - yes, but how it works is you level up, and you get a list of, say, six options. Do you want to increase brawn, dex, guts, do you want a random perk, or do you want a chance at a power increase?

[18:44:17] <Whispersilk> Oh, okay.

[18:44:22] <VereorNox> But a lot of episodes are just so

[18:44:23] <VereorNox> So feels

[18:44:25] <VereorNox> All of the feels

[18:44:29] <Shemetz> Thanks for all the feedback Wilbur! Heading to shower now, and then back to the programming

[18:44:30] <Wyrm> Very much

[18:44:37] \* siebenacht (uid75242@dlp-4C6C40FC.charlton.irccloud.com) Quit (Quit: Connection closed for inactivity)

[18:44:39] <VereorNox> https://forums.sufficientvelocity.com/goto/post?id=3082385#post-3082385 this comic is all feels too.

[18:44:46] <Wyrm> Yeah, this idea is really nice

[18:44:58] <@Wildbow> If you take the chance, you get a random chance to get the big advancement and leap forward. If you take the option and fail, chance remains low and you have to pick from 1/2 the remaining options. If you skip the option, the chance rises for next time

[18:45:10] <@Wildbow> So it's always a gamble, and taking it every time just constrains.

[18:45:36] \* n0us\_ (n0us@42900AC8:FD5506D1:3185A275:IP) Quit (Connection reset by peer)

[18:45:48] \* n0us\_ (n0us@42900AC8:FD5506D1:3185A275:IP) has joined #parahumans

[18:46:36] <Shemetz> It would make sense to start the work with a combat-only game, right? Ignoring the outside-of-combat and quest (and leveling?) stuff

[18:47:09] <@Wildbow> Yeah

[18:47:12] <@Wildbow> Just get the system down

[18:47:27] <@Wildbow> Figure out a good balance for movement and stamina costs and whatever else.