

[Game Mode Module] [Tank War] Outpost Breaker

GAMEMODE OUTPOST BREAKER

Phiên bản: v1.5

Người tạo file:  Kent (QuocTA)

Ngày cập nhật: 17 - 09 - 2025

| Phiên bản | Ngày | Mô tả | Người viết | Người review | Duyệt? |
|-----------|----------------|--|--|--|--------------------------|
| v1.0 | 10 - 07 - 2025 | Tạo file | QuocTA | | <input type="checkbox"/> |
| v1.1 | 10 - 07 - 2025 | Chỉnh thời gian trận đấu + điều kiện thắng thua |  phucth12 | | <input type="checkbox"/> |
| v1.2 | 31 - 07 - 2025 | Chỉnh lại base thành outpost |  phucth12 | | <input type="checkbox"/> |
| v1.3 | 06 - 08 - 2025 | Điều chỉnh gold |  phucth12 | | <input type="checkbox"/> |
| v1.4 | 20 - 08 - 2025 | Cập nhật file đúng với design hiện tại: - Bỏ passive gold tăng giảm dựa vào outpost bị phá - Bỏ shop, chỉnh upgrade stats - Điều chỉnh sang hết Eng |  phucth12 | | <input type="checkbox"/> |
| v1.5 | 17 - 09 - 2025 | Format lại file |  phucth12 |  Kent | <input type="checkbox"/> |

1. Mode Overview

1.1 Mode Name:

Capture Base (Chiếm Căn Cứ)

1.2 Team Format:

- 5v5

1.3 Match Duration:

- 4 minutes per match

1.4 Map Setup:

- 3 outpostbases positioned on the map
 - 2 teams set on the opposite sides of the map
-

2. Victory Conditions

2.1 Win Conditions:

- **Attacking Team (ATK):** Wins if they capture all 3 outposts within 4 minutes.
- **Defending Team (DEF):** Wins if they retain at least 1 outpost until time runs out.
- **Either Team:** Wins if they can kill 20 enemies first.

2.2 Lose Conditions:

- **Attacking Team (ATK):** Loses if they fail to capture all outposts within the time limit.
 - **Defending Team (DEF):** Loses if they lose control of all outposts before the match ends.
 - **Either Team:** Loses if the other team meets 20 kills first.
-

3. Gameplay Flow

- Players are assigned to ATK or DEF teams pre-match.
 - Outposts start under DEF control.
 - ATK must coordinate and advance to capture outposts sequentially or simultaneously.
 - Once an outpost is captured by ATK, it cannot be retaken by DEF.
 - Gold generation systems are introduced to accelerate match pacing and reinforce comeback mechanics.
-

4. Gold & Upgrade System

4.1 Gold Earning Sources:

- **Enemy Tank Kill:** Grants Gold for team.
- **Outpost Base Capture (ATK):** Fixed Gold reward shared among all attackers.
- **Outpost Base Hold (DEF):** Generates passive Gold per second per player while holding outpost.

4.2 Balance Design Philosophy:

- ATK Gold spikes with aggressive plays and coordinated captures.
- Both sides can achieve power scaling via kill streaks and team strategy.
- DEF Base close to outpost position
- ATK Base far from outpost position

4.3 Upgrade Shop:

- Players spend Gold during matches to upgrade:
 - HP
 - Damage
 - Fire Rate
 - Movement Speed
-

5. UI/UX & Map Design

- **Outpost Icons:** Clearly marked A / B / C points on minimap, set position.
 - **Capture Progress Icon:** Each outpost shows real-time capture status.
 - **Gold Counter:** Visible for each player, shows earning rate and spend.
 - **Skill Slot:** A skill slot for each class for quick activation with cooldown visuals.
 - **Upgrade Shop:** Has 4 icons displaying side-by-side with gold value and stat value.
-

6. Gold Balance

6.1 Gold Sources In-Match (Calculate by Gold - g)

| Event | ATK Team | DEF Team | Note |
|------------------------------|--|----------|---|
| Tank takedown | 100g (per person) | | |
| Phá Outpost (ATK) | +300g/person/outpost | - | |
| Passive gold | +14g/s | | |
| Kill streak (3 kills beyond) | +50g bonus | | Streak reward Doesn't stack for further kill streaks |
| Streak ends | +100g bonus to the player that ends the streak | | |

6.2 Gold flow estimate (Summarized)

| Period | Gold total (Est. avg/person) | Est. objectives |
|----------|------------------------------|--|
| 0–1 mins | 1200g - 1600g | Kill + Hold |
| 1–3 mins | 2000g–2400g | Snowball (ATK) A successful defense (DEF) |
| 3–4 mins | 3000g–4500g | Finish all upgrades |

Finish pushing (ATK)

Complete 20 kills (DEF)

7. Conclusion

The "Capture Base" mode for Project TOG introduces a strategic tug-of-war between offense and defense. With asymmetric buffs and a resource-based upgrade system, it creates high-paced tactical gameplay, rewarding both coordination and moment-to-moment skill.

8. Scalability & Future Additions

- Map pools with different base layouts and terrain types.
- Outpost-specific hazards (e.g., rotating turrets, flame walls).
- Weather modifiers (fog, sandstorm) affect visibility.
- Progression-based item unlock system.
- Weekly ranked mode with rotation between Capture Base and other PvP modes.
- DEF teams can rebuild outposts by spending gold and time.