[Game Mode Module] [Tank War] Outpost Breaker [1]

GAMEMODE OUTPOST BREAKER [2]

Phiên bản: v1.5 [3]

Người tạo file: 🅠 **Kent** (QuocTA) [4]

Ngày cập nhật: 17 - 09 - 2025 [5]

Phiên bản	Ngày	Mô tả	Người viết	Người review	Duyệt? [6]
v1.0	10 - 07 - 2025	Tạo file	QuocTA		☐
v1.1	10 - 07 - 2025	Chỉnh thời gian trận đấu + điều kiện thắng thua	🅟 phucth1:		☐
v1.2	31 - 07 - 2025	Chỉnh lại base thành outpost	🅟 phucth1:		☐
v1.3	06 - 08 - 2025	Điều chỉnh gold	🅟 phucth1:		☐
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	🅟 phucth1:		☐
v1.5	17 - 09 - 2025	Format lại file	🅟 phucth1:	🅠 Kent	☐

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

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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.

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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 [1]

- Outpost Icons: Clearly marked A / B / C points on minimap, set position. [2]
- **Capture Progress Icon:** Each outpost shows real-time capture status. [3]
- **Gold Counter:** Visible for each player, shows earning rate and spend. [4]
- **Skill Slot:** A skill slot for each class for quick activation with cooldown visuals. [5]
- **Upgrade Shop:** Has 4 icons displaying side-by-side with gold value and stat value. [6]

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6. Gold Balance [7]

6.1 Gold Sources In-Match (Calculate by Gold - g) [8]

[9]

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) [10]

[11]

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.