

# Campus Conquest

## Documentation Fragment

### Ability System

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## Introduction

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In order to improve the depth of the game and offer distinctive playstyles, every class adds an individual feature to the game, namely an active ability, which can be triggered at will.

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## Unlocking the Abilities

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The maximum level of a character is 10, the minimum 1. Depending on the choice of classes, a character unlocks the ability of his primary class at level 4 and of his secondary class at level 7.

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## Ability-Pool

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The following abilities can be unlocked in the game:



**Griffins Wings** (Assault): The Assault buffs his allies and increases their strength for a short amount of time.



**Iron Inquisition** (Conqueror): The Conqueror either speeds up a conquest or fortifies a captured point by adding points to the progress value.



**Atlas Hands** (Medic): The Medic restores a portion of health of every ally nearby.



**Golems Eye** (Spy): The Spy briefly increases his radius of sight and gains vision over a large area around him.



**Twilight Shard** (Saboteur): The Saboteur becomes invisible for all enemy players and disappears from the radar.