

Campus Conquest

Documentation Fragment

Class System

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Introduction

The Class-System in CampusConquest is meant to add depth to characters and offer a bit of customization, while also giving motivation for progress.

Classes

There are five distinct classes in CampusConquest



Assault: offensive, strong class with focus on buffing allies and himself fort he fight



Conquerer: defensive class focused on conquering and defending capture points



Medic: class dedicated to healing, regenerating and reviving teammates





Spy: squishy class focused on surveillance and keeping control oft the map



Saboteur: squishy class with focus on stealth and quick interference

Each player can choose exactly two classes, which will then determine his playstyle fort he game. This decision can be undone, but in doing so a player loses all his progress with his current setup.

Class Name					
		Titan	Strider	Headhunter	Recon
	Inquisitor		Sentinel	Vanguard	Infiltrator
	Marine	Guardian		Agent	Ghost
	Rogue	Scout	Pioneer		Shadow
	Predator	Ranger	Buccaneer	Assassine	

Progression System

Every character is defined by five attributes



Health: defines how much life the character has (how much damage he can take)



Strength: defines how much damage you contribute to a polygon



Intelligence: defines the energy-regeneration of your attack













Dominance: defines how fast you can conquer a capture point



Sight: defines the radius, in which you will see entities of the game

Through fighting and capturing a character earns experience points, which levels him up. Each time he levels up (up to level 10) he gains a bonus on his attributes, depending on which classes he has chosen.

Bonus Per LevelUp					
	+3	+2	+1		
	+3	+1			+4
			+3	+2	+1
		+3	+1	+1	
			+1	+3	+1

Attributes aswell as the choice of classes can be viewed in the charactermenu.