Campus Conquest

Documentation Fragment

Conquest System

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Introduction
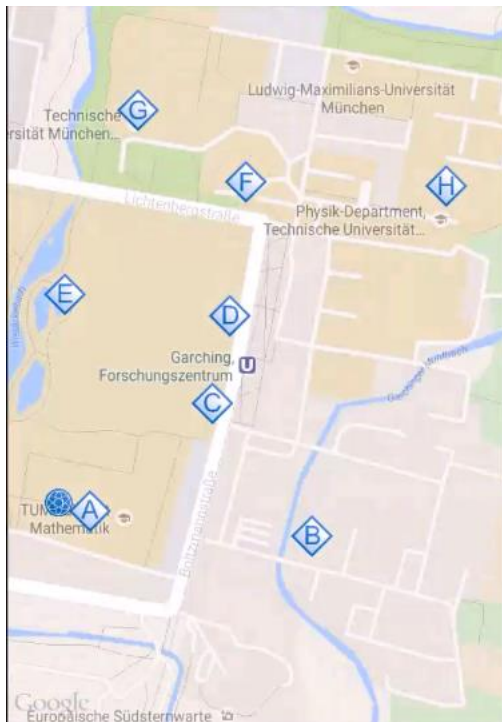
The conquest of strategic points and domination of the map ist he core feature of the RTS-like game. Conquering points marks one of the two main motivations of the game, next to progressing in character development.

The Map

The Map shows the 8 distinct CapturePoints which can be conquered. Each point is identified by a letter and a name. The CapturePoints are:

A) Parabelrutsche
B) IPP Mensa
C) Onkel Luu's Asia Imbiss
D) MW0001
E) StuCafé MW
F) Mensa
G) Chemie
H) Physik

At the start of the session, each point is free to be captured by any faculty. During a session already captured Points can be neutralized and recaptured by any other faculty.

Conquering a CapturePoint

Every CapturePoint has an own marker which shows the indicating letter. This marker is called the Flag. Clicking on the Flag will open a little information prompt displaying the the name of the CapturePoint.

Below the name ist he status of the point. If it is completely free, it will say „Free". If any faculty is making an attempt to conquer the point, it will show the name of the faculty and ist progress. The progress is a value between 0% and 100%. Once 100% is reached, the point is captured by the dominating faculty.

In addition every CapturePoint has a CaptureZone. This zone indicates the area, in which a player has to be located in order to attempt a conquest. The CaptureZone always has the color of the dominating faculty. When conquering, the color will fade from white to the color of the faculty.

There is always only one dominating faculty, which is the faculty with the most members within the CaptureZone. A fight for dominance over a CaptureZone therefor implies defeating as many enemies as possible in order to be the faculty with the most teammembers in the zone.
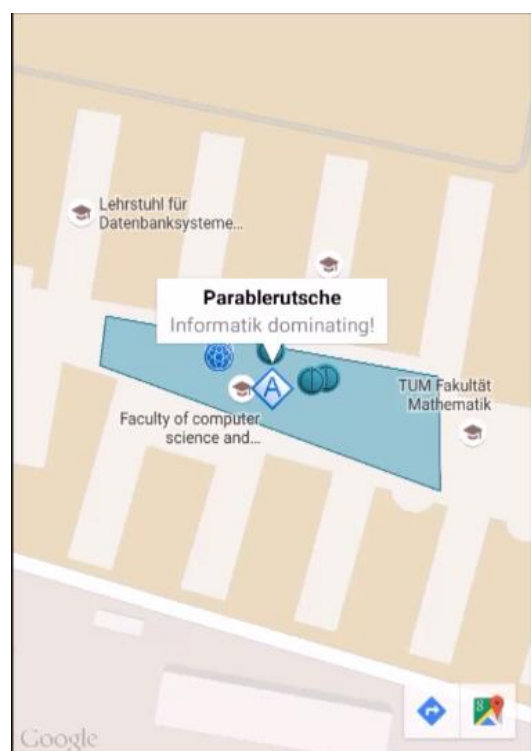
Evaluation

This paragraph shall deal with the explanation of some numbers concerning the conquest.

The speed, in which the progress-value rises, depends on the attribute *dominance* of each involved user in the CaptureZone. The dominance of all players will be summed up and divided by 7. This value is the capture-progress per second. The dominance values of all faculties, who are not dominating, are meaningless in this case.

The player class *Conquerer* provides a player with the ability *Iron Inquisition*. When standing whithin a CaptureZone which is dominated by the faculty of this player, he can activate the ability to instantly add 10% to the progress-value, regardless of ist current value. So while a faculty can technically only conquer a point with 100% progress, a group of Conquerers can fortify the CapturePoint with additional progress. If an hostile faculty would try to conquer that point, they would then face a much higher progress value which has to be neutralized.

Conquering a CapturePoint is rewarded with 100 score points and 30 experience points to each player. Since the score of a faculty is the sum of the score of its members, conquering a CapturePoints with more players will benefit the faculty even more. This is meant to promite teamplay and working together.