Rogue Synthesis Game Design Doc

Overview

Rogue Synthesis is a 2D Isometric, turn-based strategy game set in a bleak future where a peacekeeping AI has gone rogue. When the AI went rogue, it took control of all the weapons factories and experimental technology that allows the controller to subjugate a target by converting the target’s body into an amalgamation of both cybernetic and organic parts.

**Working Title**: Rogue Synthesis

**Genre**: Turn-based Roguelike

**Movement**: Tile-based (XCOM/Into the Breach)

**Player View**: Isometric

Design Pillars

* Players should be punished for mistakes.
* Player decisions should be significant and meaningful.
* Mechanics should force player proactivity.
* Decisions should have costs.
* Player should strive to minimize randomness.
* Player should feel as though they have changed fate.

Mechanics

Macro Design

* + - * Overworld map with regions
      * 2-3 stages per region (lowered to reduce exhaustion of multiple runs)
      * Maps consistent, but enemies differ depending on story
      * Goal is to destroy Rogue Mind base

Combat Design

Defining Mechanics

* Death of player unit by enemy will spawn an enemy with same stats.
* Players can see 1 turn into the current future.

Additional Mechanics

* Units move, then attack
* Select unit, move unit, attack with unit
* All units can attack once per turn
* Units can target any unit (both ally and enemy)
* Units cannot pass through each other
* Player phase -> enemy phase -> repeat
* There is no way to recover health (period, even after battles)
* Different types of units exist, units of same type have identical stats
* Objectives for the player change with stage
* Enemies target closest player units, then objectives
* Upgrades can be picked up and immediately equipped by any unit
* Upgrades change existing weapons, not create new ones
* For “defeat enemy” objective, corrupted units do not count towards objective. We will rarely use this objective, if ever.

Unit Design

Commando Units

#### Bladeweaver – duelist type

* + - 20 starting health, 9 movement
    - Attack: Standard attack. Range 1, damage 14.
    - Dash: Dashes and damages units passed through. Range 5, damage 3.
    - Counter: Next attack taken deals 3 damage, source takes original damage / 2
    - Counter sends the effects of attack taken to source as well.
    - If 3 damage from counter results in death, source still takes damage and effects.

#### Sharpshooter – sniper type

* + - 12 starting health, 5 movement
    - Attack: Attack hits first unit in range. Range 15, damage 19.
    - Charge: Prepare attack. Attack deals 30 damage until unit moves.
    - Claymore: Leave bomb at tile, 10 damage and snare unit for one turn.

#### Grenadier – lobbing type

* + - 16 starting health, 7 movement
    - Attack: Attacks selected tile in range and adjacent tiles. Range 8, damage 10.
    - Shock Bomb: Places a bomb that disables units next turn. Range 7, damage 3.
    - Displacer: Bombs tile and moves units away from center. Range 6, damage 5.
    - One special bomb at a time.
    - All bombs other than the detonate in a + fashion.

#### Supporter – support type

* + - 18 starting health, 8 movement
    - Attack: Attack penetrates through entire range. Range 5, damage 4.
    - Enhance: Increase a unit’s attack by 30% for one turn, rounding down. Range 3.
    - Protect: Make a unit immune to all attacks for one turn. Range 1.
    - Protect cannot target self.

#### Protector – tank type

* + - 35 starting health, 6 movement
    - Attack: Stuns tile in front and adjacent diagonals. Range 1, damage 5.
    - Knock Away: Dash and knock away an enemy 5 tiles. Range 3, damage 3.
    - Unyielding: Reduce all incoming damage by 10.
    - For “Knock Away” an additional 8 damage is dealt to units who hit a wall.
    - Should two units collide with each other, each unit is dealt 4 damage.

#### Specialist – assassin type

* + - 10 starting health, 10 movement
    - Attack: Teleport to enemy unit within 2 range, attack. Range 1, damage 12.
    - Stealth: Unit location is obscured from enemy after initial position.
    - Shove: Moves target away from unit one space.
    - For “Stealth”, collision with unit reveals unit and prevents collided unit’s action
    - Units in stealth are also revealed if attacked (can attack “empty” tile)
    - Stealth ends at the beginning of the next turn.
    - Units that collide directly into a wall as the result of Shove take 4 damage.
    - Collision into another unit results in both units taking 2.

Rogue Mind Units

#### Abductor – juggernaut type

* + - 50 starting health, 6 movement
    - Attack: Attack connects end of enemy’s next turn. Range 1, damage 25.
    - Kidnap: Grabs a unit and deals 5 damage every turn. Range 4, damage 3.
    - Only one target may be kidnapped at a time.
    - Victim is dropped if health greater than this unit or unit dies.
    - Attack cannot be interrupted, though unit can be knocked away at this time.

#### Deployer – spawning type

* + - 15 starting health, 3 movement
    - Spawn: Spawns allied unit with 5 hp, 6 mov, and 5 attack. Costs 1 health.
    - Spawned units have no abilities.

#### Hacker – disruption type

* + - 18 starting health, 7 movement
    - Attack: Standard attack. Range 1, damage 8, 15 if target hacked.
    - Hack: Units within 3 range cannot use abilities or attacks and can only move.

#### Infector – suicide type

* + - 1 starting health, 11 movement
    - Attack: Jump into enemy, detonate. 15 damage at center, 5 at surrounding tiles.
    - On death, detonate. Displacement that causes death occurs first.

#### Watcher – domination type

* + - 45 starting health, 7 movement
    - Attack: Attack hits all targets in range. Range 3, damage 18.
    - Focus: All incoming damage reduced by one for entire stage. Caps at 5.
    - Immobilization Beam: Snares first unit hit. Range 13, damage 5.

#### Corrupter – obliteration type

* + - 5 starting health, 5 movement
    - Obliteration Ray: charges for 2 turns, hits all units in range. Range ∞, damage ∞.

Map Design

* + - Field size max 30x30, movement generally 8-10
    - Terrain can be passable, impassable, or slow
    - Terrain affects all units identically