

P2D1 - Battle Rift Scenarios

Scenario 1:

Jimmy warped into the Battle Rift and saw his opponent on the other side of the arena. The two veteran rift warriors were staring each other down as the announcer began the countdown, "3... 2... 1... FIGHT!"

Instantly, using the WASD keys, Jimmy charged at his opponent anticipating and dodging incoming fire from their rift rifle, using his left click and aiming with the mouse Jimmy was able to return accurate fire of his own. His opponent was skilled, avoiding all of his shots, but Jimmy had a plan, he shot to the right, forcing the warrior closer to the arena wall and followed it up with a second shot he would not be able to escape from! But, at the last second, the warrior hit space and activated his Warp Battery and teleported out of Jimmy's line of fire.

Jimmy scanned the battlefield waiting for his opponent to reappear, "Looking for me?" a voice said right behind him. Startled, Jimmy smacked the spacebar as quickly as he could in attempt to teleport out of harm's way, but he took a few shots before he was able to react. As space swirled around him, he could feel where the round had connected with his back. When Jimmy reappeared he was on the far side of the arena away from the warrior and due to a stroke of luck, an attack speed powerup was close by!

Diving for the powerup, Jimmy went on the offensive, landing three hits in as many seconds, he pressed for the victory, when his opponent appeared to blur dashing across the battlefield, "movement speed powerup," Jimmy thought to himself. Attacks were coming from all directions faster than he could track. Jimmy, hit his Warp Battery hoping for a brief reprieve, but luck was not on his side as he reappeared cornered in between map obstacles.

Hunkering down, his rate of fire increase over, Jimmy's best course of action was to avoid what he could and put his back to something solid to limit the warriors field of attack. After another tight five seconds his opponent slowed and backed off, taking a breather. Checking his injuries, Jimmy knew he could not last much longer, his only chance was to survive the next fifteen seconds until sudden death began.

Jimmy hugged the outer arena wall keeping his opponent in sight dodging incoming fire and the seconds ticked by. Jimmy was getting low on health and had no choice but to keep dodging incoming fire, and attempt to hit his enemy with return fire. An increased damage buff spawned and Jimmy used his teleport immediately hoping to get closer to it. Jimmy knew this was his last chance at coming out of this game victorious. His teleport put him into a great position and he began to approach the damage buff, but his opponent had predicted Jimmy's actions. The opponent fired multiple shots into Jimmy's path and Jimmy could feel the life leaving him as his total health points hit 0.

Scenario 2:

The battle raged on. Multiple power ups collected, hundreds of projectiles fired, and somehow Kate and the other 3 competitors were still all alive. Kate was starting to grow tired. 55 seconds of having to dodge and return fire on the move had worn her down. She was starting to lose focus. It was obvious she was getting hit by projectiles that she would have easily dodged at the beginning of the match. What's even worse is that it felt as if the other competitors had begun to team up on her and were chasing her relentlessly. The fourth competitors saw no benefit in coming to Kate's aid, so he took the watch and wait approach. Just as Kate was beginning to think that she couldn't go on any longer, the rift rifles and Warp Batteries cut out. The timer reached 0 seconds and the players were placed back on that their spawn points for a 4 player sudden death.

Kate knew this was exactly what she needed. She would be able to take a short break and the playing field would even out again. The fact that she had the least health before sudden death didn't mean anything now because in sudden death, one hit, and you are done!

The players were ready to begin the sudden death and the game began to count down, "3... 2... 1... FIGHT!".

Kate pressed spacebar as soon as the game countdown reached zero, and, with luck on her side, teleported to a position right behind the yellow player. The yellow player tried to react by quickly pressing spacebar and using a teleport of their own, but Kate was able to shoot the yellow player in the back before they could teleport and eliminated them from the sudden death.

All that stood between Kate and her very first victory were the green and red players. They had begun a skirmish of their own on the left side of the map and Kate decided to let it play out and not bring too much attention to herself.

The red player pinned the blue player into one of the side rooms. The red player had him cornered and was easily able to hit the blue player with a rift rifle shot and eliminated him from the sudden death. Kate vs the red player. The final battle was underway.

The red player used their teleport and landed near Kate. Luckily Kate had anticipated this move and had taken cover behind one of the obstacles before the red player had began their teleport. The red player began to approach and fire at Kate, so she used her teleport and, with luck on her side, landed in a safe position. At that moment a movement speed powerup spawned within reach of her character. Kate knew that a movement speed power up in sudden death would almost guarantee her the win. She decided to make a move for the power up. The red player had a similar plan in mind, and activated their teleport in attempt to beat Kate to the power up. Unlucky for the red player, this teleport placed him in the corner away from the powerup. Kate was able to easily walk over the powerup and activate it. She used her increased movement to quickly dodge past the red players attacks. Kate quickly approached the red player and shot him to eliminate him from the sudden death, and Kate became the last player standing.

The final screen displayed Kate's username in big letters. Kate and her friends had such an enjoyable time that they decided to start up another game of Battle Rift.