Super Hero Deluxe for Android

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* Development Ideas
  + Tutorial
    - Versus a bot explaining rules such as health, ability cooldowns, defense counters, group attack, area effects, super attacks (max counters), insta-kill attacks, etc.
  + Ability to chat in-game to other players. 2 chat groups for “Team” and “All”
  + Lots of animations! If a roll of dice is 12 I want something epic to happen, if 2 something visibly tragic on screen to symbolize, and everything in-between. I also envision clicking a spell, animation occurs, then it flips over for you to write the attack/defense.
  + Ability to use 1 phone to play with friends locally, or everyone connect on their own phone.
  + Ability to create an avatar for your hero. Creates a potential way of being able to sell cosmetics, $$$!
  + Music! This is a stretch but if anything is there ways to connect the app to Spotify or something to play music you’d actually want to listen too lol.
  + A “debate” button. If someone does something you don’t think is legit. A debate will go out and everyone playing can vote if it passes or not. (Can use chat box, or ideally local communication to debate)
  + Attacks and Defense will need to have options of being single, area effect, or self-buff
  + Will severely need to think of ways that abilities like Mind Control and Necromancy work in game. Would want visuals for your creations and for them to have their own health and such.
  + Will need to add in a “custom ruleset” option to attacks. If I attack someone an extra effect will occur if I roll an odd or even that I called. Examples are “next attack is reduced by X”, or there are now traps everywhere that can hurt people. I envision clicking a spell, writing out what I want to do, and then having a button for “special effects”. In the “Special Effects” pop-up there will dropdowns for “Odd/Even call”, “Area Effect or Single”, “Turn Duration”, and “Type” which may drop down into: “Damage Reduction”,” Ability Lock”, “Damage per Turn”, “Mind Control”. (Dmg reduction and dmg per turn will have a separate roll of 1 dice that is a 3 sided dice)
  + Some people have natural defenses to many things. Aka trip mines on the ground cannot hurt someone who has flying. Need a “Natural Defense” button mechanic vs some special effects. (Need to be careful, ppl may call natural defense on too much. In cases of throwing off a cliff maybe flight is not a natural defense, it should still play out to the idea that maybe you didn’t start flying soon enough if you failed)