

# Game Balance

## Enemies

### Adjust Enemy Movement Speed

- All enemies are a bit too slow at the moment, making the game feel very slow paced at times.
- Besides the slasher, we are increasing all enemies' movement speed by a little bit
- Adjustments:
  - Increase knight movement speed
  - Increase archer movement speed
  - Increase paladin movement speed
  - Increase darklord movement speed

### Buff Knights

- Knights are supposed to act as a simple enemy unit that are easily defeated
- However, right now, they feel too easy as the game progresses and the player's spells get stronger
- We want to maintain that they're easily defeatable, but make them stronger by their quantity
- Adjustments:
  - Increase knight spawn rate

### Buff and Nerf Archers

- We received feedback that archers were too powerful given their range and arrows' speed. Oftentimes, the archers are shooting their arrows from off of the screen, making it difficult to avoid given how fast the arrow travels.
- To offset this nerf, we'll also buff them by increasing their spawn rate
- Adjustments:
  - Reduce archer range
  - Reduce arrow speed
  - Increase archer spawn rate

### Buff Darklord

- Darklord has strong attacks but they aren't a particularly difficult enemy to deal with. We want to make them stronger given they are a boss unit.
- Right now, the player can bombard them with spells and effectively dodge their attacks given some time to get familiar with their behaviour.
- Adjustments:
  - Increase base health
  - Increase movement speed
  - Reduce razor attack cooldown
  - Reduce portal attack cooldown

## **Player Spells**

### **Nerf Fire Spell**

- Feedback mentioned that the fire spell is overpowered, outshining the other spells. We want to avoid players intentionally avoiding other spells in favour of only holding the fire spell.
- In its current state, it essentially has the same range as the lightning spell (such that it is able to reach the corners of the screen). It also outranges the *current* plasma spell.
- Unlike the lightning and plasma spell which requires some timing, there is no trade-off when using the spell.
- We want to return the fire spell to its identity of being a safe but fair mid-ranged spell
- Adjustments:
  - Slight reduction in range

### **Nerf Water Spell**

- We received feedback that the water spell (shield) wasn't that helpful as it only blocked one projectile and didn't do any damage
- Adjustments:
  - Water now lasts longer and explodes after a few seconds dealing damage to enemies
  - Also, upon upgrading to max level it teleports the player and explodes twice (once on teleport and again after a few seconds)

### **Buff and Nerf Wind Spell**

- The wind spells' duration is far too long at the moment. With the current spell cooldowns, we can concurrently have ten twisters at once.

- We want its identity as a spell that you “use and forget.” Specifically to trim down enemy hordes or weaken archers sitting in the back. However, it is too strong if the player has numerous wind spells in their queue.
- To offset the reduction in active time, we’ll slightly increase its damage
- Adjustments:
  - Slightly increase damage
  - Reduce active time

### Buff Plasma Spell

- The current plasma spell does not feel “rewarding” as a boss spell drop. Its current range and damage are too ordinary relative to the other spells available, especially given its delayed speed.
- We’re choosing to slightly increase its damage and range to make it more powerful
- Adjustments:
  - Slightly increase damage
  - Slightly increase range
  - Increase max speed

## **Player Mechanics**

### Spell Upgrades and Evolution

- Spells were found to be stale as the game progressed. Furthermore, they fell off as the game progressed since hordes of enemies began to form.
- We have introduced a spell leveling system that makes spells stronger as you level them up
  - Each spell has a max level of five
  - Plasma is the only spell that cannot be leveled
- You can progress a spell’s level by defeating enemies with the spell or picking up more of that spell
- All spells except plasma gain an evolved form at level five

### Different Cooldowns for Spell Casts and Healing

- Originally, casting spells and dropping spells to heal had the same cooldown of 0.7 seconds
- Some players realized they could keep running away from enemies and repeatedly heal back to full health

- As an adjustment, we have **increased** cooldown for casting spells to **1 second** and changed dropping spells to heal to have a cooldown of **1.5 seconds**
- We expect that this will require players to strategize more as players need to be careful to not have both spells on cooldown

#### Healing from Dropping Spells

- Since players could repeatedly heal with a very short cooldown when dropping spells, it was fair to heal **2.5 health points**
- However, we have now increased the cooldown to more than double the initial cooldown. As such, we have also doubled how much it heals the player to **5 health points**.