Marksman survivors

Use your kit and kite enemies. Each marksman gets a base kit that you can also switch out later once you unlock more abilities.

**Marksmen**

**1 – Kitegirl**

A cartoon of an object with blue hair

Description automatically generated

**Kitegirl is fast and tricky, kite enemies and mow them down!**

**Auto attack**

SMG burst // Low dmg // Fast attack speed

**Q**

Type: Enchant

Cooldown: 6 seconds  
Your next 3 attacks chain.

**W**

Type: AoE

Cooldown: 8 seconds

Throw a grenade. It detonates after 2 seconds. If you shoot it, it explodes and crits instantly.

**E**

Type: Mobility

Cooldown: 15 seconds

Short dash. Hitting an enemy decreases the cooldown by 1 second.

**R**

Type: Enchant

Cooldown: 60 seconds

For the next 12 seconds, Kitegirl busts out a gatling gun that has no attack cooldown and deals 100% increased damage. Her movement is decreased by 30% for the duration.

**2 – The Sheriff**

A black hat with a silver object

Description automatically generated

**The sheriff doesn’t back down. Go in and destroy enemies!**

**Auto attack**

Deagle // High damage // Low attack speed

**Q**

Type: Damage

Cooldown: 3 seconds

Shoots a high damage shot that has piercing, increased range and (crit chance % \* 2) crit chance.

**W**

Type: Damage // Crowd Control

Cooldown: 10 seconds

The sheriff puts a piece of dynamite on the ground. It detonates after 3 seconds. It can be shot with Q to explode instantly and deal critical damage. If the sheriff’s horse runs over the dynamite, it will pick it up and the explosion size is increased by 50%.

**E**

Type: Damage // Mobility

Cooldown: 20 seconds

The sheriff calls forth his steed. It charges from behind him to in front of him and deals damage in its wake. If he recasts the ability he jumps on his horse and goes along for the ride.

On distance reached: The horse tramples a small area in front of it to deal AoE damage and the sheriff jumps off in the direction of the cursor.

**R**

Type: Damage// AoE

Cooldown: 60 seconds

The sheriff grabs a second Deagle and shoots quickly around himself for 6 seconds. He can cast abilities during the duration.

**3 – The alchemist**

An object and glasses on a skull

Description automatically generated

**The alchemist is a maniac who will fight his way through hordes of enemies with explosions! Potions can be combined to create crazy effects.**

**Auto attack**

Pistol shot // Medium damage // Medium speed

**Q**

Type: damage

Cooldown:

**W**

**E**

**R**

**Game Features**

1 – Action-packed roguelike gameplay

2 – Augment your marksmen to create crazy synergies

3 – Unlock new augment packs and abilities

4 – Adventure mode: Play through the story and unlock stuff throughout the adventure

5 – Arcade mode: Everything unlocked, climb endlessly, and reach the leaderboard

**Gameplay: Battle**

A stage consists of 4 waves. The waves are increasingly difficult, and the final wave will also spawn a boss.

A wave is 300 seconds. Enemies spawn over the course of a wave, gradually increasing as the wave goes on. The duration of waves is invisible to the player. After a wave, the player gets to choose an augment.

**Experience**

Throughout the run, players will collect experience to level up. They start the run at level 1.

**Level up**

When a player levels up, they get the option to unlock or upgrade an ability. They will see different options depending on the level they are. Each next level requires more experience to reach.

**Gold**

During a run, players will collect gold which they will be able to spend at merchants.

**Gems**

During a run, players will collect gems when they kill a miniboss or a boss. These gems can be used to upgrade things in the hub.

**Relics**

Players can collect relics from certain enemies or the merchant. These relics are powerful items that enhance the player in some way.

**Hub**

Outside of runs, the player spends time in the hub. Here, they can make meta progression upgrades.

Upgradable stats:

* Manasteal
* Lifesteal
* Attack speed
* Move speed
* Crit chance
* Crit damage
* Cooldown reduction
* Each ability (Max 3 upgrades)

Stats that automatically upgrade every level:

* Health
* Mana
* XP needed for next level.

**Map**

Pressing TAB will open the map. On this map, the player will be able to see the current location of enemies, merchants, and events.

**Knowledge**

(Meta progression) Killing certain enemies grants knowledge about the enemy. In the hub, the player can use this enemy knowledge to upgrade a stat that correlates an aspect of the enemy.

Where can enemies spawn?

Case 1

A black circle and white and red background

Description automatically generated

Case 2

A black circle with a white triangle and a red triangle

Description automatically generated

Black: player

Arrow: Move direction

Red area: Where the red meets the edge of a screen, enemies can spawn.

Enemies can’t spawn in the direction the player is kiting.

**Gameplay: Base**

Outside of battle the player can do one of three things:

1 – View characters and unlock abilities

2 – View augment loadout and unlock augments

3 – Stage selection

**Augments**

Augments have 3 tiers. First the player will pick a bronze augment, then a silver augment, and then a gold augment.

* Bronze: Not game changing, sets up a build
* Silver: Powerful augments to compliment any build
* Gold: Defines builds

Augments are part of a “set”. This set is like the family that augment is in, and the player must equip 3 augment sets. Augment sets consist out of 12 augments; 4 bronze, 4 silver, 4 gold. The player starts out with the 3 most basic sets.

* Defensive Augmentation Set
* Damage Augmentation Set
* Utility Augmentation Set

They later unlock:

* AoE Augmentation Set
* Crowd Control Augmentation Set
* Mobility Augmentation Set

**List of all augments**

**Defensive Augmentation Set**

1. Bronze: For every 10 enemies you kill, permanently gain 1 max health.
2. Bronze: Regenerate 0.001% of your health every tick for every 1% health you are missing.
3. Bronze: After taking damage, repulse all enemies around you.
4. Bronze: Gain a barrier that will block a hit once. It regenerates after 2 minutes.
5. Silver: Gain 1 max health every time you use any ability.
6. Silver: Regenerate 0.001% of your health every tick for each enemy in your attack range.
7. Silver: Slow all enemies by 20% that are within your attack range. This slow is increased to 60% if you are not moving.
8. Silver: Every 30 seconds become immune for 5 seconds.
9. Gold: Gain 1 max health every second you stand still.
10. Gold: You can critically defend yourself, using your crit chance. Critical defends deal 50% damage.
11. Gold: Your lifesteal% becomes (regenerate health% per second / 10)
12. Gold: The first time you die, regenerate to full health and become immune for 5 seconds instead.

**Damage Augmentation Set**

1. Bronze: For every enemy you kill, gain 0.001% crit chance
2. Bronze: Increase your attack damage by 1 for every tick you don’t attack. This bonus resets on attacking.
3. Bronze: Deal 1%-100% increased damage the closer an enemy is to you.
4. Bronze: Gain 1 attack damage per 1% attack speed.
5. Silver: Crits deal 300% damage instead of 200%.
6. Silver: If you overkill an enemy, that damage is applied to your next attack.
7. Silver: Enemies explode on death, dealing 20% of your attack damage around them.
8. Silver: Critical strikes set enemies aflame, burning them for your (attack damage \* crit damage) over 3 seconds.
9. Gold: Gain 0.001% crit chance and crit damage every tick. This bonus resets on dealing a critical hit.
10. Gold: If your auto attack crits an enemy, it deals chain lightning damage to the next enemy dealing (attack damage \* (100% – chain number \* 2)) damage. This chain lightning damage can crit and chain again infinitely.
11. Gold: Dealing critical damage decreases your cooldowns by 1 second.
12. Gold: Every 30 seconds, gain 100% attack speed, 100 damage, 50% critical strike and 100% critical damage for 5 seconds.

**Utility Augmentation Set**

Lifesteal, manasteal, xp gain, enemy spawn manipulation

**Prototype ideas**

***1 - AB Test to pick controls:***

**A: Right click to move and right click to attack, league style.**

Possible problems: Is standing still too much of a problem in a survivors game? Won’t it feel sluggish? Shouldn’t you be able to move all the time?

**B: Right click to move and left click to attack, diablo style.**

Possible problems: not intuitive? I like this idea; I want to try it out.