

Simplified Valorant

Intro:

A simplified version of the popular First-Person Shooter game, Valorant. A player must defend a site by eliminating the enemy team and/or defuse a planted spike. A player can choose which healer (sentinals), attacker (dualist), and defender (controller) they would like on their team. Each agent has 1 ability that can be used after they have dealt a total of 100 damage.

Classes:

- Map
 - Generate a square map 6x6 (A-F across and 1-6 down)
 - 2 “plant” spots, either E2 or B5
- Agents
 - Damage
 - Each agent has 150 health
 - Each agent can use their ability once they have dealt a total of 100 damage and resets after use.
 - Agents can select a spot on the map to deal 50 damage to
 - A bit like battleship in that a player blindly chooses a spot to “bomb”
 - Agents move different spot on map
 - Specific agents will be subclasses
 - Controller
 - Omen - Teleport anywhere on the map
 - Yoru - Can move across 20 squares and be invincible.
 - Sentinel
 - Sage - can resurrect an ally
 - Skye - heals allies 100 health
 - Dualist
 - Raze - Has a rocket launcher that instantly defeats an enemy on a square and deals 80 to surrounding squares
 - Brim - Ultimate: Rain hell fire to a chosen square and surrounding areas that deal 100 damage
- Defenders
 - Defuse_Spike
 - A defender must be on the same square as the spike
 - It takes a full turn in order to completely defuse the spike
 - There is a checkpoint halfway so if any defender is defeated while defusing, the defusing instantly goes back to the last checkpoint
 - Even if Attackers are still alive, if the spike is defused then defenders instantly win