Huntsmen of Remnant Game Design Document

Main idea

Huntsmen of Remnant is a top-down, turn-based tactical PvE game based on the RWBY web series. The player controls a team of four Huntsmen, representing one of the four factions, pitched against three Huntsmen teams of other factions and groups of non-sentient enemies on a small island.

# Win condition

Kill or Capture the other Huntsmen teams and accomplish a certain set of tasks, depending on the side chosen by the player.

# Loss condition

Player team killed in action.

Game Mechanics

# Distances and mapping

The island is represented by an 6x6 square grid, which make up the global map. Each square is further represented by a 100x100 square grid, which make up local maps, on which the gameplay is happening.

One local square of distance will be marked as “sq” in this document. The (0,0) square is the bottom left square of both the global and the local maps.

To move to another local map, the player must move all their Huntsmen to the edge of the local map. Thus, local coordinates (0,0) to (0,99), (0,0) to (99,0), (99,0) to (99,99) and (0,99) to (99,99) are used as triggers to move Huntsmen to an adjacent local map. Once moved, the Huntsmen will appear on the same row or the same column (depending on the destination) on one of the edges of the adjacent local map. (For example, if we’re moving a Huntsman from (22,99) of the local map at (5,4) of the global map, they will appear at global map coordinates (5,5), local map coordinates (22,1).)

# Huntsmen

For the in-world information on Huntsmen, see [Game World/Huntsmen](#_Huntsmen_1). For the list of Huntsmen, see [Lists/Huntsmen](#_Huntsmen)

Huntsmen are player-controlled characters. The player controls a team of four Huntsmen maximum, one of which is set by the faction choice and the other three are chosen from a faction-defined pool of six. The AI controls three teams of four Huntsmen total, one of which is defined by the faction and three chosen at random from a faction-defined pool of six.

Every Huntsman has an Aura that acts as both health and mana. Aura is restored automatically after combat and can be restored in-combat with the use of Stimulants. After a Huntsman’s Aura has been depleted, any more incoming damage will kill them.

Every Huntsman has a personal weapon that cannot be changed to another, but can be transformed, upgraded temporarily with Dust or upgraded permanently with Workshops. A weapon typically has two forms, one for ranged combat, and one for melee combat.

Every Huntsman has a special ability, called a “Semblance”. Semblances can be active, requiring manual activation or passive, that are either always on or activate without player input. Active and automatic-passive Semblances require Aura to use. If a Huntsman doesn’t have enough Aura to activate their Semblance, they cannot use the Semblance.

Every Huntsman has three stats, which are used to simulate combat. Those stats can be temporarily modified by Semblances and Dust-modified weapons’ on-hit effects. Those stats are:

* Strength. Used to calculate Melee Chance to Hit, Melee Damage and Chance to Parry
* Speed. Used to calculate Chance to Dodge, Turn Order and Melee Chance to Hit
* Accuracy. Used to calculate Ranged Chance to Hit and Ranged Damage

# Weapons

For the list of weapons and their stats, see [Lists/Weapons](#_Melee_Weapons)

In order to attack with a Melee weapon, a Huntsman must be in a square neighboring their target. Ranged weapons can be used against targets at any square, no matter how close or far away. Every weapon has the following stats:

* Weight. Used to calculate Melee Damage, Melee Chance to Hit, Chance to Parry and Ranged Chance to Hit for every consecutive shot.
* Base Damage. Used to calculate Melee Damage or Ranged Damage.
* Range. If a Ranged weapon is used outside the Range boundaries, a penalty to Chance to Hit and Damage (only if weapon is used at greater Range) applies.
* Spread. Used to calculate Ranged Chance to Hit.
* Ammunition. A Huntsman with no Ammunition cannot use Ranged attacks and has to Reload.

# Enemies

There are two major kinds of enemies, Huntsmen and Non-sentient.

Non-sentient enemies (Grimm, Robots) come in numbers and will try to utilize swarm tactics. If one of the Non-sentients engages a Player-controlled Huntsman, all of the Non-sentients on the local map will enter combat and will try to engage the same Huntsman. Non-sentients have no Aura and no Semblances. Non-Sentient enemies have stats similar to those of the Huntsmen and generic weapons.

Enemy Huntsmen are similar to Player-controlled Huntsmen in terms of stats and weapons. There are always three Enemy Huntsman teams at the start of the game. Each of those teams belong to one of the three factions not chosen by the player. If one of the Enemy Huntsmen enters combat with a Player-Controlled Huntsman, the rest of their team will also enter combat and will try to engage the rest of the player’s team, aiming to split the combat into four duels.

Bosses are considered Non-sentient and will employ the same tactics as Non-Sentient enemies.

# Gameplay

Gameplay is essentially divided into two parts: combat and exploration. By default, the player is in the Exploration state, where they don’t have an action limit and don’t need to pass turns. If at least one enemy is on screen, the game enters Combat state.

# Exploration

The main things the player will be doing during Exploration are, firstly, stocking up on supplies by looking for them on location and, secondly, completing their Win Condition tasks, if possible. Those tasks include data gathering, object gathering and external object manipulation. More on Win Condition tasks can be found at Lists/Tasks

# Combat: Actions

Combat is turn-based. Turn order is determined by the Agility of the first Huntsmen to enter combat. If the Agility of the Player-controlled Huntsman is higher or equal to the Agility of the enemy, the player’s team will have the first turn, otherwise the enemies will have the first turn.

Every Huntsman gets three Actions per turn. The number of actions can be affected by Semblances and Dust-modified weapons’ on-hit effects. The list of possible Actions and their cost is:

* Attack. If the Huntsman has a melee weapon in hand and is not on the next square to an enemy they are trying to attack, this action automatically becomes Charge. Costs one Action. Consecutive Attacks decrease the Huntsman’s Chance to Hit with Ranged weapons but increase Chance to Hit with Melee weapons.
* Charge. This allows a Huntsman to close distance and Attack an enemy. The cost of this Action is defined by the distance between the Huntsman and their target. Charge from a distance closer than 8sq costs one Action, 8-16sq costs two Actions, 16-24 costs three Actions. Charge lowers the target’s Chance to Parry, but raises their Chance to Dodge.
* Change weapon form. This allows the Huntsman to switch between forms of their weapon. This Action has no cost.
* Guard. This increases a Huntsman’s Chance to Parry and Chance to Dodge for one enemy attack until the next turn. Guard can stack, therefore if a Huntsman Guards three times in their turn, they’ll have increased Chance to Parry and Dodge for three next attacks. Guard bonus is lost if a Huntsman uses an Action for anything other than Guard.
* Use Semblance. Requires an Active Semblance to use and some Aura to spend. Costs one Action.
* Move. 15sq per Action.
* Use Item. Costs one Action.
* Reload Ranged weapon. Costs one Action.

# Combat: Calculations

Every attack’s outcome is calculated using the formulas laid out below.

1. Melee Chance to Hit is calculated as   
   (Speed + Strength)/2 – (Weight\*100/Strength)+(2\*AttacksMade);   
   Ranged Chance to Hit is calculated as   
   Accuracy – (Spread\*10)-(Weight\*AttacksMade)-(Penalty);
2. After that, a random number between 1 and 100 is drawn. If that number is lower than Chance to Hit, attack proceeds to the next step
3. Chance to Dodge is calculated for the attacked Huntsman as   
   Speed/2 + (10 if Guard) + (1 \* 1sq Charge Distance)
4. Again, a random number between 1 and 100 is drawn. If that number is higher than Chance to Dodge, attack proceeds to the next step
5. Chance to Parry is calculated for the attacked Huntsman as   
   Strength/2 + Weight + (15 if Guard) – (2 \* 1sq Charge Distance)
6. Again, a random number between 1 and 100 is drawn. If that number is higher than Chance to Parry, attack is successful and damage is dealt
7. Damage is calculated as (Base Damage \* (Accuracy/100) - Penalty) \* Random (0.8 .. 1.2)

GUI and Controls

1920x1080 locked resolution.

Bottom 25% of the screen (270px) is the GUI area. There, the player has four Huntsman Scrolls, the text window, the global map and the game control buttons (save, load, exit)

The scrolls contain the information on the player’s Huntsman – their name, portrait, current Aura level, current weapon form, Actions left (in Combat mode) and the inventory. The Scroll can be expanded in order to show the player more information on their Huntsman, such as their own stats, the stats of their weapon and their current status effects. If a Huntsman is chosen as the controlled one, a thin yellow frame is displayed around the portrait. If the Huntsman is killed in action, their Scroll is empty and broken.

The text window is used to display any dialogue the Huntsmen say.

The global map is expanded if clicked on, showing the position of the player team as well as the enemy teams (if the Uplink Chip is in the player’s inventory)

The player controls their Huntsmen with the mouse. A left click is context-defined:

* A click on an empty square is interpreted as a Move Action
* A click on an enemy Huntsman is interpreted as an Attack Action, Ranged, Charge or Melee depending on the selected Huntsman’s weapon.
* A click on an object is interpreted as a Use command, after a Move if the Huntsman is not close enough
* A click on an item is interpreted as a Pick Up command, after a Move if the Huntsman is not close enough

A right click opens an Action Menu under the mouse pointer. There, the player can select an Action manually and execute it with a left click. Manual right-click commands always override the interpreted left-click commands.

Game World

# Remnant

The world of the game is called [Remnant](https://rwby.fandom.com/wiki/Remnant). It is somewhat more advanced compared to Earth in terms of technology and development (for example, there are sentient AIs in Remnant). The main source of energy is Dust, which exists in different types.

Remnant is smaller than Earth and, apparently, has lower free-fall acceleration (around 8 m/s^2).

There are four Kingdoms on Remnant – Atlas, Mistral, Vale and Vacuo. Menagerie is an autonomous Faunus settlement located on a remote island, that is not considered a Kingdom.

There are two kinds of sentient species inhabiting Remnant: Humans and Faunus. Humans are the same as the regular Earth Homo sapiens. Faunus are Humans that possess one animal trait (cat ears, dog tail, walrus fangs, etc.). Historically, Faunus were an oppressed species. This led to the creation of the [White Fang](https://rwby.fandom.com/wiki/White_Fang), which, initially being a peaceful organization, is considered terrorist at the time of the game.

Aside from the sentient species, Remnant is inhabited by the [Creatures of Grimm](https://rwby.fandom.com/wiki/Grimm). Grimm are pitch-black monster-like creatures that exist for the sole purpose of destruction of mankind. Grimm have a tendency to learn and evolve over time, which leads to older Grimm being much larger and stronger than young Grimm.

One of the notable Remnant traditions is the [Color naming rule](https://rwby.fandom.com/wiki/Color_Naming_Rule). According to it, names should allude/remind of a color.

# Huntsmen

Huntsmen are the people trained to battle the Creatures of Grimm. Unlike the regular army and the police, the Huntsmen are allied with no Kingdom. Most of the Huntsmen are freelance contractors, taking up jobs listed on Mission boards, but some Huntsmen can be employed either by Kingdoms or private organizations.

# Geography

The Island is located between the snowy continent of Solitas and humid-continental Sanus. Climatically, the island is split in half between a subarctic boreal forest on the south and permafrost tundra on the north.

Notable locations include the abandoned city of Creek Park on the southern edge of the island, the Nast Combat School just north of it, the CCT point on the eastern edge, the Atlas Black Site on the northern edge and the MI Complex on the northwest.

# Creek Park

An abandoned city on the south part of the island, Creek Park was home to about 30.000 Vale citizens up until ten years ago. They mostly resided in high-rise buildings, because the island was too small to waste space. This means that the player will mostly be travelling by rooftops. The city is 2x3sq size, one side facing the shore, the three others surrounded by a wall. The city has a Skyport on the southernmost point of the town and the island (which is an insertion point for the Atlas Black Ops), the Government building (which has a CCT Point keycard and some Data Sticks with information on how the island was overrun inside), the Dust shop (with a couple crystals of Dust inside), the Hospital (with some Stimulants inside).

# Nast Combat School

Located a square north of Creek Park, the Nast Combat School was the place of the last stand for the surviving citizens of Creek Park. Inside, there are Stimulants and some Data Sticks.

# CCT Point

Located on the easternmost point of the island, the CCT Point is the insertion point for the White Fang Splinter. The tower itself is locked and needs a keycard to enter. Inside the tower, there is an Uplink Chip.

# Atlas Black Site

A 2x2 site located on the northeast of the island, the Black Site is the insertion point for Salem’s Forces. It needs a keycard to enter. There are red lights flashing around it and inside it. Inside the site, there are Data Sticks containing information on AKX’s creation and AI specifications as well as lots of AK-130 and AK-200 robots. In the farthest part of the Black Site, there is a Boss – a Spider Droid, controlled by a rogue AI. It guards the last Data Stick needed for the player.

# MI Complex

A 2x2 Z-shaped site on the northwest of the island, the Merlot Industries complex also needs a Keycard to enter. It is a starting point for the Mistralian Mafia. Inside, there are Grimm, some Stimulants, one Grimm Destruction Orb and some Data Sticks. The farthest square of the Complex contains a Boss – Mutated Apathy, which guards the Grimm Serum.

Lists

# Huntsmen

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Faction | Weapon | Semblance | Strength | Speed | Accuracy |
| Asker Preto | Mistralian Mafia | Payday | Overweight | 65 | 75 | 80 |
| AKX | Atlas Black Ops | Exception | Dash | 90 | 60 | 65 |
| Rust Rhum | Salem’s Agents | Fathom | Feedback | 80 | 70 | 65 |
| Violetta Krovina | White Fang Splinter | Tusk | Grasp | 65 | 85 | 80 |

# Melee Weapons

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Damage | Weight |
| Payday | Stilettos | 15 x2 | 1.5 x2 |
| Exception | Battle Chain | 20 | 4 |
| Fathom | Jags | 25 | 6 |
| Tusk | Saber | 28 | 3.5 |

# Ranged Weapons

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Type | Damage | Weight | Range | Spread | Ammunition |
| Payday | Sniper Rifle | 35 | 10 | 15..150 | 0.05 | 10 |
| Exception | Machine Gun | 10 x10 | 15 | 5..50 | 0.4 | 75 |
| Fathom | Assault Rifle | 8 x3 | 6 | 2..75 | 0.2 | 24 |
| Tusk | Submachine Gun | 5 x6 | 3.5 | 0..30 | 0.6 | 30 |

# Semblances

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Mechanical Effect | Cost (Aura) |
| Overweight | Asker increases local gravity in order to slow down enemy movement | Weight \* 2, Speed - 15 | 10 |
| Dash | AKX fires his weapon in order to propel himself with the recoil | Move 3sq in any direction with no Action cost | 5 Ammunition |
| Feedback | Rust concentrates some of the energy received when he parries a melee attack and sends it back into the attacker | On Melee Parry, deal 5 Aura Damage to the attacker. | None (Automatic-Passive) |
| Grasp | Violetta applies momentum to an object on distance | If the object is a weapon – Accuracy -15, Chance to Dodge against +10  If the object is a prop – move the object up to 15 sq in the desired direction  If the object is a switch – flip it. | 1 \* Weight of the object |

# Items

|  |  |  |
| --- | --- | --- |
| Name | Description | Effect |
| Stimulants | A mix of natural ingredients that restore a Huntsman’s Aura quickly | +20 Aura |
| Red Dust | A crystal of red Dust. It’s warm to the touch. | Weapon: +10% Base Damage Generator: Power up a Generator Thrown: Explosion in a 5x5 square, 15 Aura damage |
| White Dust | A crystal of white Dust. It’s cold to the touch. | Weapon: On hit, -5 Speed for 3 turns Thrown: Create a 7x7 square of ice for 3 turns, anyone standing on it gets -5 Speed, -5 Accuracy. |
| Black Dust | A crystal of black Dust. It’s much lighter than it looks. | Weapon: On hit, -5 Weight and -5 Accuracy for 3 turns |
| Blue Dust | A crystal of blue Dust. It emits a pale light. | Thrown: Create a 1x7 impassable wall of hard light. Lasts 3 turns. |
| Black Site Keycard | A keycard with an Atlas coat of arms on it. | Opens some doors at the Atlas Black Site |
| MI Complex Keycard | A worn keycard with a Merlot Industries logo on it. | Opens some doors at the MI Complex |
| Data Stick | An information storage device | Readable |
| Grimm Destruction Orb | An orb filled with thick black smoke. Something seems to glow inside | Thrown: Destroy all Grimm on the local map |
| Grimm Serum | A vial with a glowing green liquid. | Not usable: quest item |
| CCT Point Keycard | A keycard with the CCT logo on it | Opens the CCT Point Tower |
| Uplink Device | A small chip. It seems to fit the Scroll. | While in the inventory, display all other Huntsman teams on the global map |