**Quake 2 Modification Proposal**

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The name of the mod is “Soul Collector”. It will consist of an ability tree geared towards the spiritual possession, control, and destruction of monsters. Abilities will be unlocked by the collection of monster souls. ( no normal weapons, **third person gameplay** )

* Souls are required for upgrades.
* When a monster dies it drops a soul-item, whose strength is proportional to monster mass.
* Souls can only be seen and picked up in ghost form.
* HUD/UI elements: **current ability set,** soul collection,souls total
* Ghost ability upgrades:
  1. Soul walk duration ( very short at first )
     + Increases with level ( no cost )
  2. Base: Touch leeches life ( first rank )
  3. Touch possession (second rank )
  4. Radial possession of nearest monster ( third rank )
  5. Targeted possession ( fourth rank )
  6. Detect Life ( benign BFG laser points to all monsters in range )
  7. Fly ( last to add )
  8. Pull freed souls in range
  9. Push away all nearby living monsters (test this)
* Host ability upgrades:
  1. Possession duration ( very short at first )
     + Proportional to level/monster-health ( tougher are harder to sustain )
     + Drains *pool\_of\_souls* quicker
  2. Base: Host control ( rodeo-style )
  3. Host control ( precision )
  4. Obliterate host ( and scare nearby monsters [set move to run] )
  5. Recruit monster followers that attack other monsters.
  6. Transform the host into a more powerful monster ( one higher, up to current level )
* Player body ( husk ) upgrades:
  1. Base: Husk transfers all damage to player directly
  2. Transfer damage to host instead of player
  3. Regenerating Soul shield ( zero damage transfer for given amount; items orbit husk )
  4. Teleport Husk to Soul Location