**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: ability tree popup, current ability set, souls total
* Ghost ability upgrades:
  1. Soul walk duration ( very short at first )
  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 monster/souls in range )
  7. Fly
  8. Pull freed souls in range
  9. Rip souls from living monsters ( instant-kills )
* Host ability upgrades:
  1. Possession duration ( very short at first )
  2. Base: Host control ( rodeo-style )
  3. Host control ( precision )
  4. Obliterate host ( and scare nearby monsters )
  5. Recruit monster followers that attack other monsters.
  6. Transform the host into a more powerful monster.
  7. Host transfers non-soul item pickups to player ( meh )
* Player body ( husk ) upgrades:
  1. Base: Husk transfers all damage to player directly
  2. Transfer damage to host instead of player
  3. Soul shield ( zero damage transfer for given amount; item orbits husk )