# Soul Stone

Players battle for survival in an arena using classic fantasy style weapons and skills. Characters’ weapons, armor, skills, and attributes are highly customizable. The game economy allows players to win and lose currency by participating in matches, and it allows them to spend currency to unlock new (non-pay-to-win) content to customize their characters.

## Gameplay

Each team has a soul stone, which is a destructible respawn point. If a team’s soul stone is destroyed, that team loses the ability to respawn. Once all players on a team are defeated, the team loses the game. The last team standing wins the game.

**Game modes:**

* Partners – Teams of 2
* Fire Team – Teams of 4
* Squad – Teams of 16
* Battle Royale – No soul stones, no teams
* Two leagues
  + Casual (lose fee only)
  + Competitive (lose all acquired currency)

## Game Economy

(Prestige?)

**Earn currency**

* Eliminate another player from the match
* Win a match
* Purchase from the store

**Spend currency**

* Join a match - each player pays an entry fee to join a match
  + Entry fee is waived for bankrupt players (casual only)
* Acquire new game content (races, abilities, weapons, armor, etc.)
  + Bank notes (savings instrument)?

## Character Customization

Characters are highly customizable:

### Race

Governs base values of attributes

* Human - no bonuses or penalties
* Elf – bonus to willpower, penalty to strength and endurance
* Orc – bonus to strength and endurance, penalty to willpower
* Dwarf – bonus to endurance, penalty to agility
* Halfling – bonuses to coordination and agility, penalty to strength and endurance
* Goblin – bonuses to agility and strength, penalty to willpower

### Model and Skin

Govern the character’s appearance

### Attributes

Govern base values of skills and vitals

* Strength – governs weapon damage and health
* Endurance – governs energy
* Coordination – governs the chances that an ability will hit its target
* Agility – governs character movements (running, casting spells, attacking, etc.)
* Willpower – governs magical potency

### Vitals

Govern a player’s capacities

* Health – capacity to sustain damage
* Energy – capacity to use offensive and defensive abilities

### Skills

Govern access to abilities. Also govern the efficacy of abilities. There are three training levels for skills:

1. Novice (+0 skill)
2. Adept (+50 skill)
3. Master (+100 skill)

#### Weapon skills

Training a weapon skill provides bonuses to damage and hit chances for weapons of that type. It also reduces the energy cost for using abilities with weapons of that type. Weapon abilities can only be used with the corresponding weapon equipped. (AOE at master level)

* Unarmed
  + Novice: Jab, Cross
  + Adept: Flurry, Roundhouse
  + Master: Flying Kick, Ground and Pound (AOE)
* 1h
  + Novice: Swipe, Chop
  + Adept: Rip and Stick, Counter
  + Master: Hamstring, Soft Spot (AOE)
* 2h
  + Novice: Sweep, Smash
  + Adept: Home Run, Stun
  + Master: Bulldoze, Dispatch (AOE)
* Archery
  + Novice: Basic shot, Full draw
  + Adept: Quick shot, Rapid fire
  + Master: Cripple, Run and Gun (AOE)

#### Magic Skills

Training a magic skill provides bonuses to damage and hit chances for magic of that type. It also reduces the energy cost for using magical abilities of that type. Magical abilities can only be used with a wand, staff, or other magical conduit equipped.

* Combat
  + Novice: Bolts
  + Adept: Traps, streams
  + Master: AoE
* Vital
  + Novice: Self
  + Adept: Other
  + Master: AoE
* Support
  + Novice: Buffs
  + Adept: Debuffs
  + Master: AoE buffs/debuffs
* Utility
  + Novice: Self
  + Adept: Other
  + Master: AoE

#### Defensive Skills

Training a defensive skill improves the character’s ability to defend themselves using that skill. It also reduces the energy cost for defending against attacks. Defensive skills are channeled (active against current target). The efficacy of a defensive skill also depends on the ability being defended against (some are unblockable, unparryable, etc). – (AOE for master?)

* Dodge (avoid damage)
* Block (reduce/eliminate damage but get staggered)
* Parry (avoid damage and gain advantage)
* Harden (reduce damage)

## Equipment

Characters’ equipment is customizable and can be saved in slots for future use.

### Weapons

Characters will be able to equip two weapon sets:

* Weapon sets can include two one-handed weapons or one two-handed weapon
* Characters can carry up to three weapons
* Characters can only carry one shield
* Characters can only carry one bow

Weapons can be customized:

* Edge – governs damage type
* Grip – governs primary bonuses
* Enchantment – governs secondary bonuses
* Skin – governs appearance

### Armor

Characters are able to equip and customize a suit of armor:

* Material – governs protection levels and attribute bonuses/penalties
* Lining – governs primary bonuses
* Enchantment – governs secondary bonuses
* Skin – governs appearance

### Consumable

Characters can carry a consumable item that could have a variety of effects:

* [Effects]

## Damage types

* Slashing
* Piercing
* Bludgeoning
* Heat
* Cold
* Poison

## Development Outline

Core game mechanics

1. ~~Set up character health~~
2. ~~Take damage~~
3. ~~Heal~~
4. ~~Respawn at Soul Stone~~
5. Lose condition (team dead with no soul stone)

Basic combat mechanics

1. ~~Spend energy~~
2. ~~Recover energy~~
3. ~~Targeting system~~
   1. ~~Onbuttondown enable targeting~~
   2. ~~Onbuttonup use ability on target~~
   3. ~~Disable Respawn button~~
4. ~~Basic character controller~~
5. ~~Win condition (eliminate all enemy players)~~

Character stat system

1. ~~Attributes~~
2. ~~Skills~~
3. ~~Abilities~~
4. ~~Create UI for customizing character stats~~
   1. ~~Navigation Bar~~
   2. ~~Stats~~
   3. ~~Skills~~
   4. ~~Equipment~~
   5. ~~Abilities~~
5. ~~Save system for character info~~
6. Cross-reference/limit skills, equipment, and abilities

Match Initialization

1. ~~Establish team size and number of teams~~
2. ~~Pass game mode from title screen to define sizes of teams~~
3. ~~Assign players to teams~~
4. ~~Create X teams of Y size~~
5. ~~Assign each team an ID~~
6. ~~Create a Soul Stone for each team~~
7. ~~Spawn players/bots at their team’s soul stone~~
8. ~~Load customized characters~~
9. ~~Start gameplay~~

Advanced combat mechanics

1. Hit chances
2. Offensive skill modifiers (damage, hit chance, energy cost of abilities)
3. Defensive skill modifiers (damage, hit chance)
4. Implement ability ranges
5. Vulnerability/resistance?
6. Toggle target lock and cycling?
7. Change characters during match?

Equipment system

1. ~~Equipment slots on character~~
2. Equipment modifies stats
3. Create equipment crafting system
4. Save slots for custom equipment
   1. Save/load equipment based on components
      1. Type, edge, grip, material, etc.

Create MOAR abilities

* Unarmed
* One-handed
* Two-handed
* Archery
* Combat magic
* Vital magic
* Support magic
* Utility magic

Rigging/Animation



Multiplayer

1. Create teams in lobby -> carry over into game

## Notes

* In Character Creator: restrict abilities to weapon types AND skill level
  + Ability inventory filters for abilities that match weapon type AND skill level
  + On skill change, drop mismatched abilities
  + On weapon change, drop mismatched abilities
* Continue with advanced combat mechanics
  + Change player controller inputs to be “generic”
  + Tweak formula for armor-based damage reduction
* Fix respawn to check if area is clear, if so, shift the spawn point