Design Analysis

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Lens of Time

What is it that determines the length of gameplay activities?:
- For each match, there is a set game time of 15 minutes. During the match the players are expected to capture the flags (sword fragments) that are scattered around the map and also in the enemies castle. Depending on how long a team takes to capture these objectives and return them to the base, the game could take the full 15 minutes or it could end quickly with good team work

Are players frustrated because the game ends too early, or bored because it's too long?
- As a team we found that the 15 minutes of gameplay is the perfect amount of time for this style of game. In this game you have the choice of how you would like to play, do you want to stay back and protect the castle?, or do you want to be in the front lines of the battle, engaging in every fight?, that choice is yours. This gives the player a freedom of playstyle that they are comfortable with so that the game stays exciting throughout the whole match.

Setting a time limit can make gameplay more exciting. Is it a good idea for this game?
- In this game it would be best to have a time limit due to the possibility of a never ending game. Teams can go back and forth in capturing each other's flags and if a team doesn't have the required amount of flag captured, then the game won't end. Instead, if the match is a fierce back and forth battle, then the team with the most flags in their base wins. If there's a situation where both teams have the same amount of flags and the timer ends, then the match is a draw.

Would a hierarchy of time structures help this game?
- In Vincere, players who have been killed must wait a current amount of time to respawn back into the game. This time is determined based on the current game time, if the game time is less than 3 minutes then the respawn timer is 5 seconds. If the time is greater than 3 minutes, but less than 5 minutes, the respawn timer is 10 seconds. If the time is greater than 5 minutes but less than 8 minutes then the respawn timer is 15 seconds. Finally, if the game time is greater than 8 minutes, then the respawn timer is 25 seconds.

Lens of Skill

What skills does the game require?
- Due to the game being heavily inspired by MOBAS, a lot of decision making is required. Decisions such as, when to try and go for the final push to win, when to go for an objective, where to go as a team, and where we should be on the map. While decision making is important, teamwork and coordination is one of the most important things required when playing against opponents of similar skill as playing solo will almost never work for a team based game.
- Also as the game has shooter mechanics some other skills that are needed would be reaction time, precision, and efficient movement. Precise movement is essential to effective gameplay as it will let you get to certain flanks first to set up and get to certain objectives first.

Are there types of skill that this game is missing?
- An economic aspect is missing from the game, due to there not being any sort of gold system involved. Although weapons will have unlimited ammo the only real resource management would come from health and mana.

Are some players better at these skills than others? Is this unfair?
- Some players will obviously have better mechanics than others but aspects like mechanics come from practice and time. Also when considering skills like decision making these types of skills come from knowledge and experience. When considering fairness, both these types of skills can be achieved by anybody.

Does this game demand the right level of skill?
- We plan to have some sort of skill based matchmaking or even a ranking system to try and match players against opponents of equal skill level. This makes the game more fair for everyone and tries to match your skill level so the amount demanded is hopefully the amount you have if matchmaking works. There is little to no randomness involved in the game so the player's skill is the main demand.

Can players improve their skill with practice?
- As with most games, mechanics come with practice and time, the more you play the better you will get. Macro based aspects of the game also come with practice, things such as objective timers play an important role in the game and knowing when objectives spawn are crucial to winning. These macro based aspects are taught to a player just through playing the game more and more. A player that first starts the game may not know when an objective spawns but over time they will start to notice and pay attention.

Lens of Essential Experience
What experience do I want the player to have?
- The players should feel when they win/lose that the game was in their control and was not left to chance or unfairness. As match time progresses the player should feel like kills

and objectives have more and more impact on the game, the longer the game goes on the more reward/consequences for your actions there is. Also due to there being mechanics such as objective buffs games should always feel winnable. Finally the player should feel like everything in the game could take place in some sort of medieval era and be immersed in the gameplay.

What is essential to the experience?
- Intensity as the game progresses is essential to the experience, as games get more and more intense, players should get excited and more on edge. Also objectives should feel epic and have a large impact on the game, the buffs gained from these should feel like a large power up and must feel like it was worth it to get.

How can this game capture that essence?
- For a player to feel like they are in a medieval era many things should also have some sort of medieval feel, including things such as sound effects when scoring a point, or even the UI of the game having that medieval/fantasy feel. For objectives to feel epic such as the dragon, it should have some sort of global spawning sound and the dragon should be large and menacing so it feels like an actual threat and challenge. For a player to feel immersed we would want to eliminate bugs and have some sort of fantasy realism (obviously magic is not real but if a mage is being used we would want to make that mage feel like it would fit into the setting of the game). We would want the game to feel as realistic as possible but with fantasy elements.

Lens of Character
Is there anything strange in this game that players talk about excitedly?
- In Vincere, we are able to add different emotes and voice lines to characters that could add a certain uniqueness to each character. The players can purchase or unlock certain voice lines (which activate after a kill), emotes that the player can activate on command, and character skins unique to each character. All of these are purely visual and don't give any advantage in the game.
- There is a dragon in the center of the map that if defeated, can give a buff to your team for a certain amount of time. Where did this dragon come from?

Does this game have any strange qualities that make it unique?
- Vincere is heavy on team work to capture each objective, so the different styles of each character is what makes this game unique. In the game you have characters like Alaunus who is able to heal other players on your team, Paragon a tank character who is able to deal lots of damage and take less damage then other characters, Ruvaen who is a long range archer, and finally black blade, a fast moving assassin who can engage into battles and leave very quickly. All these characters blend to create a unique style of gameplay.

Does this game have flaws that players actually like?

- Some aspects in the game that some players may consider as a flaw are the funny and strange emotes players can add to their character. These characters can jump around and dance in the middle of the battlefield which can be quite strange.
- Some characters might have unrealistic physics like lunging attacks and quick movement.

Lens of Punishment

What are the punishments in this game?
- When a player dies there are clear punishments, a player is forced to wait until the respawn timer is over, buffs are lost, the team is outnumbered. When a team is taking objectives and the enemy does nothing to counter this, the enemy is punished by being temporarily weaker than the opposing team. Objectives such as dragons should feel difficult so players should feel weaker.

Why am I punishing the player? What do I hope to achieve by it?
- These sorts of punishments are crucial to the game and is what makes the game feel like you played better and you won fairly. When you get killed the player should feel like they were outplayed or the enemy was just better. This gives a sense of consequence and will give players a chance to try and get better. This also gives the person on the opposite end the satisfaction and reward. Deaths/kills should feel impactful. The player being weaker than the dragon would make the dragon seem more epic and large, but when a team finally slays the dragon they should be satisfied that they did it.

Are the punishments fair?
- Respawn timers are global and correspond to in-game time, all players share the same respawn timer so all punishments are distributed equally. When a player is at the wrong place at the wrong time this should be punished due to the game being very team based and macro based. Proper coordination and communication should be prominent in every game.

Is there a way to turn punishments into rewards and get the same, or a better effect?
- Weaker characters can be punished if they are taking lots of damage from the dragon and aren't careful of how they are attacking. Instead, the tank or archer maybe a better option to defeat dragon because the tank can absorb more damage and the archer can hit the dragon from long range without taking damage

Are strong punishments balanced against strong rewards?
- Strong punishments are balanced due to the fact that you need more than one person to take out the dragon and receive the buff. If the tank is the only one attacking the dragon, he will absorb more damage but will die before he gets to defeat it. You will need to work as a team to destroy the dragon, but if you take too long to kill the dragon, you are leaving yourself vulnerable to the other team from taking your flag in your base.