Design Document for Myco Game

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*Game Concept:* Arcadey arena battler with sensor management, various abilities, and dynamic levels. Featuring playable fungi supported–and menaced–by other denizens of the forest floor, Myco is a fun and moderate-paced romp through the understory.



*Genre Connections:*”Vehicular combat”, “Third-person Shooter”, “MOBA”

*Mechanics:*

* “Sensor” Control
  + Nearby passive detection radius
  + Active sensors
    - Select from the options at spawn
    - Toggle with E-key
  + Mycellium pulse
* Abilities
  + Activated with SPACEBAR
  + Cycle through abilities with R-key
  + “Blink”
    - Short range teleport
    - Instant cast, cooldown
  + “Submerge”
    - Temporary underground movement
    - Toggle, with a finite meter that refills over time
  + “Shell”
    - Immobilize self temporarily
    - Short term invulnerability
* “Riders” (Weapons)
  + Select different riders with #Keys 1-5
  + Fire with Left Mouse Button [LMB], Alt-fire option with Right Mouse Button [RMB]
  + Infinite ammo, with various cooldowns
  + Locust
    - Long range missile launched with LMB / Waypoint setting with RMB
  + Ant
    - Spreads mycellium along its path of travel launch with LMB / zigzag movement with RMB?
  + Gnat
    - Interceptor missiles, launched with LMB / toggle 1,2, or 3 gnats with RMB
  + Slug
    - Slow moving and high damage torpedo, launched with LMB / seeker toggle with RMB?
  + Spore
    - Close range point defense mode -OR- Medium range ‘gun’ mode. Fire with LMB / Toggle modes with RMB
* Movement