# Movement/Combat Design Brief

## Player Experience:

* Fast paced with snappy, quick controls
	+ Turning with have no “lag” to it, you will snap in whatever direction you hit
* Dash Mechanic
	+ Hitting shift allows the player to quickly dash in whatever direction they are facing
	+ You are invulnerable when dashing, but have a very short cooldown between uses
	+ Cannot attack enemies during the dash
* You will be be able to swing your scythe in any direction, regardless of what direction you’re moving

## Player Emotions:

* “Wow! This feels really responsive!” (Pleasure, happiness)
* “I can’t believe I dodged that! I’ve really mastered the controls” (Self-worth, pride)
* “Swinging through hordes of enemies rocks!” (Excitement)

## Critical Questions:

* How quickly can I swing my scythe?
	+ Although there will be a very short cooldown between swings, you will for the most part be able to swing as often as you can click
	+ (Stretch goal) repeatedly swinging your scythe will trigger a simple 3-hit combo
* How long are you invulnerable for after you dash?
	+ There will be a very brief period where you’re invulnerable when dashing, with the option to increase that time at the shop

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# Enemy Design Brief

## Player Experience:

* There will be one enemy, with multiple instances of them spawning in waves
* Each wave of enemies will make more spawn/make them faster
* Simple pathfinding AI, will always head towards the player
* Very low health, easy to swing and kill in few hits

## Player Emotions:

* “Woah they’re swarming me!” (Nervous, fear)
* “I’m mowing through these guys!” (Powertrip)
* “These waves are getting harder and harder!” (Excitement, fear)

## Critical Questions:

* Will there be any variations of the enemies?
	+ No, there will be no variation
		- (Stretch goal) different sizes w/ different health?
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# Shop/Upgrades Design Brief

## Player Experience:

* Goal of the shop: Since the waves of enemies slowly increase in difficulty, the player will have to get stronger somehow.
* In between the rounds, the player can use the money they earned from killing robots to purchase upgrades to make themselves stronger.
* Simple GUI where the player can exchange money for an item / upgrade they want by clicking on it and confirming it.

## Player Emotions:

* \*Phew\* Thank god the wave is over. Now I can go to the shop without any robots attacking me (relief, comfort, control)
* Look at how much MONEY I have, time to spend it all and get way stronger! (satisfaction, instant gratification, makes killing enemies worth it)
* That upgrade will make me unstoppable, better save up for it. (anticipation, excitement)

## Critical Questions:

* I’m confused, is it an upgrade system, or is it a shop?
	+ As of now, we can’t be entirely sure. To keep the game simple in early prototyping, we want to keep this as an upgrade system to the player’s main abilities. Essentially, you spend money to boost an already existing stats of the player, such as weapon damage or movement speed. If possible, however, items could perhaps be bought here as well.
* Do these upgrades go on forever?
	+ No, they cap out at a certain point.
* If we were able, what kind of items would there be in the store?
	+ Perhaps a bomb item, an item that allows the scythe to be thrown, a new movement abiity, healing items, and so on… Items like this can be added if development time allows for it and if we feel that it would improve the flow of the game.

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# *EXAMPLE:*

Project Ball Barrage:

Multiplayer dodgeball battle arena.

# Movement Design Brief

## Player Experience:

* Fast paced run and gun with dodgeballs and quick dodges are the hallmark of our movement system
	+ Player dash along their movement path to dodge incoming attacks.
* Double jump and in air control of the character lets the player feel like a parkour god, hopping between platforms and pulling off maneuvers impossible in the real world.
	+ Player can control their character mid air in defiance of physics.
	+ Dash can also be performed mid air
	+ Conversely, player can jump mid dash for an extra boost
* Bounce pads are placable on any flat surface, letting the environment be part of the action.
* The player has a fast-paced base movement speed with the ability to perform a dash in the direction they are moving to dodge.
* The player can double-jump to be able to ensure they land where they want to or to get a better angle on their opponent.
	+ The double-jump can be used to change the direction the player is currently jumping towards. With this, they can dodge incoming balls or correct a misjump. \*Apex Legends Octane jump pad.
* The player can jump out of a dash in order to fling themselves far in that direction.
* The player can use bounce pads on the floor and walls to fling themselves off into any direction

## Player Emotions:

* “Here I go!” - player double jumps into the air. (Adrenaline rush, hype, **excited**)
* “Woah look at everything flying around me” - player watching the enemies throw balls (Surreal, **astonishment**)
* “I gotta rush to that area fast!” - player planning how to position themselves - (panic)
* “Incoming!!! Gotta dodge quickly!” - (fear)

## Critical Questions:

* Will the player be able to sprint?
	+ The player will be able to dash. It’s intended to be more of a mechanic to go from cover to cover or to avoid incoming fire. Think of the Tracer dash from Overwatch. There would be a cooldown after its use, which would last around 5-10 seconds.
* Can the player double jump?
	+ The player will be able to double jump. This double jump will be more for allowing the player greater inair control, rather than covering distances.
* Can the player throw while in the air?
	+ Yes.