Animal Strikers Design Document

Game Tags: Cute, Multiplayer, Online, Action, Casual, Humorous

Number of Players: 4 - 8 players

Platforms: Mobile (iOS/Android), PC (for demonstration purposes only)

Engine: Unity

Expected Playtime: 10-20 minutes per match; 5-8 minutes for the demo

Game Overview:

Animal Strikers is a 3D top-down casual brawling game. Players will take on the roles of various "cute" animals and use different weapons to defeat other players. Players will slowly gather power along the way, able to awaken their inner strength and use unique abilities with them. The battlefield will be filled with various chaotic weapons and items, and players must utilize their advantages and cooperate to achieve victory!

Animal Strikers is benchmarked against Brawl Stars; unlike Brawl Stars where characters are bound to specific weapons and skills, Animal Strikers features a separate character and weapon system, with goofy weapon and character designs, offering a more chaotic and fast-paced gaming experience with less competitive elements.

Terminology

- **Environment Objects**: Interactive or carryable items that randomly spawn on the map that can be interacted to trigger unique effects or carried around, such as gas canisters.
- **Weapons**: Holdable objects that randomly spawn on the map. Upon interaction, the player's character will equip the corresponding weapon, allowing the player to perform actions such as attacking or throwing.
- **Consumables**: Interactive items that grant special effects or buffs upon interaction, and will disappear afterwards.

Narrative Background

The story takes place in a parallel dimension where one day, an animal accidentally consumes a special berry, leading to the discovery that these berries have a humanizing effect on them. The humanized animals quickly plunged into war over these berries.

Eventually, animals from different factions came together to end the war. After the chaos subsided, to prevent future conflicts over the berries, the heroes of the war decided to hold an annual combat festival using the berries. This event not only commemorates the past battles but also gives rise to new stars on the stage.

For a comprehensive narrative, including the storyline, world-building, and character development, please refer to the "Story Script Design" document.

Queue and Lobby

Players can freely choose the character they want to play and compete in different modes. Playing different characters accumulates experience points, which can unlock cosmetic items such as outfits but will not directly affect the player's strength. In the lobby, players can customize each character's appearance, including weapon skins, awakening skills, outfits, and effects when knocked out. After completing all preparations, players can join or create teams to play with friends. They can then enter a random queue for the chosen game mode or join or create custom player match rooms. Before entering the queue, players must select the character they will use and the accompanying awakening skill.

Design Philosophy (Queue and Lobby)

The purpose of this design is to clearly distinguish between in-game and post-game time for players. Once the game starts, players won't need to worry about appearance settings and can fully focus on and enjoy the gameplay. The queue system is designed with the functionality of forming teams with friends, providing a convenient system for players to team up easily and create all-friend matches. This design also aims to maximize the use of our Game Cloud's matchmaking and social features.

Characters

In Animal Strikers, characters have no statistical differences, only visual ones. Each character can carry or select any skill, ensuring that all skills are available to every character. The player characters are not bound to weapon stats, but they do have health and an awakening gauge:

- **Health**: This represents a player's character's vitality. If a character's health reaches zero, they are considered downed. The location or time of respawn depends on the game mode. Players will be able to see a real-time health bar with precise numbers, as well as the damage number applied to them when hit. Upon respawning, players will have a brief invincibility period. All characters have a default health value of 850.
- **Awakening Gauge**: This gauge fills up as players fight. For a detailed explanation, see the "Awaken" section below.

This system ensures that gameplay is balanced and fair, focusing on player skill and strategy rather than character stats.

Awakening System

Awakening is a special mechanic in Animal Strikers that allows the player to enter the awakened state, granting a temporary power boost and the opportunity to use skills by consuming energy.

The awakening gauge fills up passively, and fills faster when in combat, such as successful attacks, taking damage, or interacting with berries, etc. Once the gauge is full, players can press the awakening button to temporarily enter the awakened state, which grants the following benefits:

- Increases character size by 50%
- Increases maximum health to 1000 and restores 300 health
- Increases movement speed by 30%
- Increases weapon attack power by 30%

The default maximum value of the awakening gauge is 100 points. The ways to increase the awakening gauge are:

- **Weapon Attacks**: Each weapon attack that deals damage (regardless of the number of hits or targets, it adds awakening value only once per attack)
- **Taking Damage**: Each instance of taking damage increases the awakening gauge by 10 (can only trigger once every 1.5 seconds)

From the moment the awakening is activated, 2 awakening points are consumed every second from the gauge(which means if no abilities are casted, the player can enter the awakened state for 50 seconds). Additionally, players can use awakening points to activate skills during this state. The awakened state lasts until the awakening gauge is depleted, during which the gauge cannot be replenished. If a player has ongoing buffs from skills, these buffs persist even after the awakened state ends. While using awakening skills, players are in a super armor state, which cannot be interrupted by other players.

If the current awakening points are insufficient to activate a skill, the awakened state will end when the skill is used. For example, if a character has 10 awakening points left but the skill requires 20 points, the character will use up the remaining 10 points to successfully cast the skill, then exit the awakened state.

Awakening skills must be chosen by the player before entering the game and cannot be changed during the match.

Playable Characters

Players can choose from the following characters, which only affect appearance and have no impact on skills or other effects:

- Cat
- Chicken (Large)
- Elephant
- Duck
- Buffalo
- Rhino
- Chicken (Small)
- Frog
- Rabbit
- Pig
- Bear

Design Philosophy (Character System)

The inclusion of health points is to provide players with a clear downed state, unlike traditional co-op games that often rely on map mechanics (such as throwing players off the map in games like Gang Beasts). Furthermore, to prevent knockdowns or deaths from being overly frustrating, the respawn time will be relatively short. The intention is to give players a brief respite rather than a continuous yet exhausting brawl for the entire match.

The Awakening system is designed to add strategic value. For example, players can choose to awaken during a brawl to withstand enemy attacks or to counter an opponent's awakening. At the same time, players will also need to think about whether it's more beneficial to spend points on skills for special effects or damage bursts, or make the awakened buff last longer.

Knockback and Knockup System

Certain weapons or skills in Animal Strikers have knockback or knockup effects. Both effects cause the target to lose control of their character's actions.

- **Knockback**: Causes the target to move a short distance and has a shorter duration.
- **Knockup**: Causes the target to move a greater distance and results in a longer stun duration, with clear visual indication.

While a character is being knocked back or knocked up, they cannot be affected by another knockback or knock up but can still take damage.

Actions that will be interrupted or canceled by Knockback/Knockup:

- Weapon attacks
- Weapon skills (if interrupted, the skill will enter cooldown)
- Movement
- Carrying objects (the object will drop to the ground, triggering its effect or disappearing based on the object type)

Actions Not Interrupted or Canceled by Knockback/Knockup:

- Awakening trigger animation
- Character awakening skills

Character Controls

Players in Animal Strikers have the following basic controls:

- **Movement**: Allows the character to move around the map.
- **Roll**: Provides a short period of invincibility.
- **Weapon Attack**: Performs a basic attack with the equipped weapon.
- **Weapon Skill**: Executes a special skill associated with the weapon.
- **Throw Weapon**: If carrying a weapon, pressing the interaction key again throws the object.
- **Awakening**: Activates the character's awakening state for enhanced abilities.
- **Interact with Objects**: Pressing the interaction key allows the character to interact with intractable objects (see "interatable" section). Pressing the interaction key while carrying an object throws it. Pressing the interaction key near a weapon picks it up, and pressing it near consumables will consume the item immediately.

Additional interactions include:

- If using a weapon attack or throwing a weapon while carrying an object, the carried object will drop to the ground.
- If a player character is carrying an item or object, they cannot interact with weapons on the ground, and must throw their carrying object first.
- Rolling provides a brief period of invincibility.

Game Camera Perspective

In Animal Strikers, the camera perspective is locked onto the player character. The camera continuously follows the player character's movement, ensuring that the character remains centered on the screen. When the player character moves quickly over a short distance or experiences significant involuntary movement like being knocked up, the camera

will quickly adjust to follow the player's position, making sure that the character remains at the center of the screen.

Player Movement

In Animal Strikers, players primarily use the left joystick (defaulting to the left side unless there's an accessibility setting to reverse controls) for movement. Movement also determines the direction the player character faces: after inputting a movement command, the player character turns to face that direction before moving.

If a player is affected by crowd control effects like knockups, their facing direction defaults to their original position. For example, if a character attacks a gas canister to their right, causing it to explode and knock them up; upon landing or regaining control, The character will face towards their original position, which in this case would be to the right.

This ensures consistency and intuitive control for players throughout gameplay scenarios.

Rolling

In Animal Strikers, characters can perform a rolling movement action in addition to regular movement. Rolling has a cooldown and allows a character to quickly move a certain distance in the direction they are facing. During this movement, the character is immune to damage.

Weapon Attack/Skills

In Animal Strikers, weapons are used by pressing the attack or skill button. Player character will always perform both actions in the direction it is facing, and it's allowed to move while attacking. Depending on the attack speed of the weapon(altered by animation), the timing of when the player actually executes the attack varies.

For example, with fast attack speed weapons like "Bare Hands" or "Brass Knuckles", the attack is executed immediately upon pressing the attack button, without slowing down the players. On the other hand, slower weapons like "Large Shield" or "Traffic Sign", which have longer wind-up times, determine the attack direction at the moment the attack is actually executed, allowing players to still move for a little bit after pressing the button, but will almost completely stops the player from moving when the attack is launched. Players will have a window between pressing the attack button and the actual attack execution to perform actions such as turning or moving. In this case, the direction of the attack is determined at the moment the attack is executed, not when the attack button is pressed.

This design allows for dynamic combat gameplay where timing and positioning are critical factors in melee combat engagements.

Design Philosophy (Player Control)

The design philosophy of player control in Animal Strikers focuses on encouraging players to engage with environmental objects and regularly switch between weapons, creating the chaotic and entertaining atmosphere of typical party games.

Due to the varying attack speeds and skills of different weapons, players must decide their distance from other players based on the weapon currently equipped and adjust their attack strategy accordingly. As players become familiar with the rhythm of attacking and rolling to dodge, they can feel a noticeable sense of progression.

This design approach not only promotes strategic thinking and adaptability but also enhances the overall enjoyment and replayability of the game, ensuring that each session feels dynamic and engaging for all players involved.

Game Modes

The game features two main modes: Deathmatch and Team modes, with the demo potentially showcasing both modes simultaneously depending on the schedule. In Deathmatch mode, players compete against each other within a limited time, aiming to achieve the highest number of takedowns to win. Players who are taken down in Deathmatch mode respawn at random locations, with a much quicker respawn time compared to Team mode. When time runs out, the system calculates each player's takedown count and determines the final victor. Additionally, random targets such as wooden stakes or sandbags appear on the field, offering extra points when taken down.

In Team mode, there are more players per team and the game provides a map with two to three strategic points to capture. Players are randomly divided into two teams, aiming to hang their team's flag at capture points and take down enemy players to earn points. The first team to reach 100 points wins. Generally, capturing points yields more points than taking down players. Hanging a flag requires a brief chanting period, which can be interrupted by damage from opposing players. If a player hanging a flag for their team is hit with a knockback effect, it also interrupts the flag hanging process.

Respawn Point Design

In Deathmatch mode, respawn points are designated with specific coordinates. When a player respawns, they randomly select from all respawn points that haven't been recently used by another player. Once a player respawns at a particular point, that respawn point enters a 15-second cooldown period during which no other player can respawn there.

In Domination mode, respawn points are also designated with specific coordinates, but players respawn in fixed positions relative to their team's flag. Each map is roughly divided into two halves, and players respawn around their own flag's vicinity.

Players respawn with the same value of Awakening gauge they had at the time of death in both modes.

Design Philosophy (Game Modes)

The two primary modes, Deathmatch and Domination, in Animal Strikers serve to distinguish between the game's two core inspiring playstyles: party brawling and strategic skirmishing(such as Mordhau). From a design perspective, Animal Strikers aims to cater to both types of players simultaneously, offering them the opportunity to switch between flavors and providing those with specific preferences a consistent mode to enjoy. Moreover, the competitive nature of each mode differs significantly, ensuring that the game accommodates both competitive and casual players without conflicting opinions that could impact the overall gaming experience.

Game Interface

Animal Strikers will not feature a scoreboard where players can check scores during gameplay, but displaying the total stats at the end of each game. In Deathmatch mode, the player with the highest takedown will constantly be displayed on the screen, while other players' scores will remain hidden. In Domination mode, the game will show both team's total score instead.   Players will also not see the health values of other characters except their own, although specific damage numbers will be visible when dealing damage.

Through these designs, Animal Strikers aims to reduce the game's competitive atmosphere, allowing players to focus on their own performance and enjoy the gameplay rather than being overly concerned with scores. Moreover, not displaying the remaining total health encourages players to interpret other players' actions more and even use feints to deceive opponents about their actual remaining health, adding some psychological gameplay depth to the combat system.
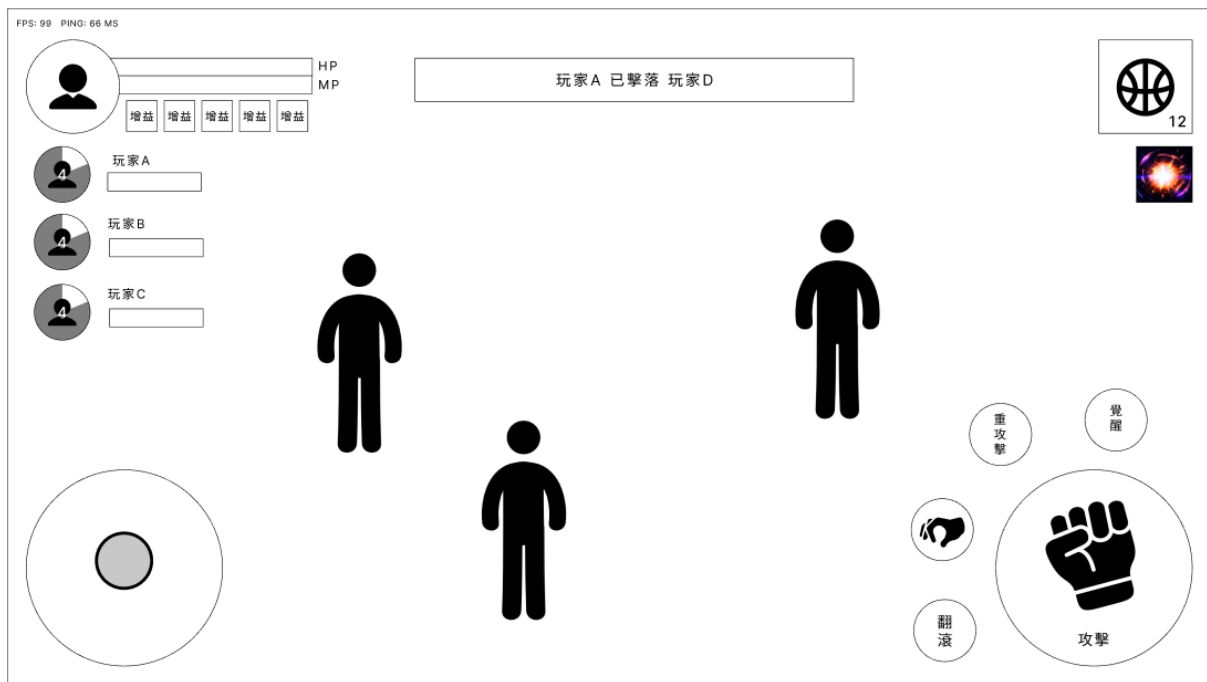
Environment Objects

     In Animal Strikers' maps, there will be many environment objects scattered around. They can be interacted with by players to perform various actions, and they break after taking enough damage. Non-carriable environment objects despawn upon being interacted and respawn on the map after a certain period. Each object has its own respawn cooldown timer and a maximum limit of how many can exist at the same time. If the number of objects is below the maximum limit when the cooldown ends, a random number of corresponding objects will respawn below the maximum. Each respawn generates a different quantity and type of objects.

     Environment objects respawn every 20 seconds, with each respawn generating a random quantity between 3 to 8 objects.

List of Environment Objects:

- Teleporters:

     These teleporters can be interacted with or carried. Teleporters appear in pairs on the map, interacting with one will transport the user to the location of its paired teleporter. Players can also carry a teleporter up and move it around the map, creating unique strategic advantages with surprising teleportations. Teleporters have their own health bars and can be damaged; though two teleporters share different health bars, when one is fully damaged the other one will despawn as well. Each teleporter has a cooldown for use, displayed numerically above the teleporter, which

may lead to situations where teleporting to a destination does not guarantee an immediate return.

(Respawn Cooldown: 30, Max Count: 2, health: 300)

- Oven:

    Oven can be interacted with and carried. Upon interaction, the oven has a chance to provide and drop out 1-3 cookies or donuts (healing items, see "consumables" section. The odds for each dropped item is : 20% for Strawberry Donut, 10% for Chocolate Donut, and 70% for Cookies), and the exact number of items inside each oven varies (4-10 items). When an oven is thrown, it will deal 100 damage to all contacts units and despawn afterwards. If the oven is thrown while still containing food, all remaining items will drop at the landing location.

    (Respawn Cooldown: 45, Max Count: 2, health: 250)

- Cannon:

    Can be interacted with and carried. Upon interaction, the user enters the cannon and aims themselves, where they can see a trajectory preview and get to freely choose the direction to launch. By pressing the interaction key one more time in this state, the user will launch themselves from the cannon and deal 500 damage to all targets around the landing area(the user themselves will not take damage in this case). The cannon despawns after use, and if the cannon is attacked when a user is already inside the cannon, it cannot be damaged but can still be carried. If the cannon is not fired within 6 seconds, the user within will take 500 damage and be ejected and drop at their current position.

    (Respawn Cooldown: 60, Max Count: 1, health: 350)

- Freezer:

    Can be interacted and carried. Upon interaction, the freezer tilts and spills ice, creating an ice path in the direction it tilts within 2 seconds; all units standing on the ice path will be slowed by 40%. After the ice path is created, penguins will slide out from the freezer in a short delay, causing contacted units to be knocked back and take 250 damage. The ice path disappears after 5 seconds. The same effect is triggered if the freezer is thrown out.

    (Respawn Cooldown: 45, Max Count: 1, health: 400)

- Gas Canister:

    Cannot be interacted directly, but can be carried instead. When carried, pressing the interaction key again will throw the gas canister. Pressing the attack key will drop the canister at the carrier's current location. If the carrier is knocked back while carrying the canister, the canister will be knocked back along with them. In any case, whether damaged or released from carrying, the canister will explode upon contact with the ground or other units, dealing 300 damage to all units within its landing radius.

    (Respawn Cooldown: 30, Max Count: 4, health: N/A)

- Boulder:

    Can be interacted and carried. Upon interaction, being directly attacked, or thrown while carrying, will cause the Boulder to roll forward until it collides with terrain. While rolling, the stone deals 275 damage and knocks back all units in its path. If attacked or if the attack key is pressed while carrying the stone, it will drop at its current location without causing it to roll.

    (Respawn Cooldown: 40, Max Count: 3, health: N/A)

- Biogas Tank:

    Cannot be interacted directly, but can be carried instead. Behave just like the gas canister when carried. When it explodes by being damaged or thrown , it will emit toxic gas upon contact with the ground, enveloping a certain area and dealing 100 damage per second to all units inside for 4 seconds.

    (Spawn cooldown: 40, max number: 3, health: N/A)

Design Philosophy (Environment Objects)

The design goal of environment objects is to provide sufficient diversity on the battlefield, offering players opportunities to find and utilize various unique objects located in different positions. This approach prevents players from fighting at the same locations on the map and encourages them to explore around for powerful objects. This also prevents the game stuck in the same cycle of just different weapons, allowing the player to have more options when planning out their gameplay strategy. At the same time, the existence of objects such as teleporters and freezers further enhances the potential depth of gameplay. Players can strategize by controlling two teleporters for an advantage or stepping into one to be transported to any possible location.

Moreover, the environment object system can perfectly utilize Game Cloud's item structure, as objects will have consistent behavior and properties, which can be easily traced and logged from the server's end.

Movement and Rolling System

All movement speed variables are expressed as percentages (e.g., +30% additional movement speed, -40% slow). The formula for movement speed is (base value × (1 + additional%) × (1 - slow%)). Acceleration effects are calculated first, followed by deceleration effects. If multiple deceleration effects affect a unit simultaneously, the highest deceleration effect remains unchanged, while the others are reduced by 70%.

The time it takes to roll is not affected by speed; regardless of a player's movement speed, the time taken to roll remains constant. Movement speed affects rolling distance; the faster the speed, the farther the roll distance, and vice versa. The calculation for both is proportionally increased or decreased based on the final movement speed. For example, at

a baseline movement speed of 300, rolling a default distance of 500 is assumed; thus, at a movement speed of 230, the roll distance would be approximately 383.

(Below are scrapped contents that needs to be further discussed)

Additionally, the final calculated movement speed is subject to soft upper and lower limits. If the final value exceeds 420, it is further calculated as (speed × 0.8 + 84). If the value is below 220, it is calculated as (110 + speed × 0.5). The resulting value after these calculations represents the actual affected speed. (I will adjust the proportions once exact values are determined, but essentially, there will be an upper and lower limit of approximately ±100.)

Damage Calculation

In any mode, sources that indiscriminately damage "all units" (such as Gas Canister explosions) will only inflict 40% of the original damage to teammates of the same faction, including themselves. The priority of this reduction calculation takes precedence over other sources of damage reduction.

Since Animal Strikers does not have a defensive value system, damage is directly represented in fixed numerical form. However, to prevent a player from being controlled and ganged up on to death, damage received within 1.5 seconds will be reduced by 10% (resetting the timer after each instance of damage), and this reduction effect can accumulate (being reset by knockbacks after damage is received). Ultimately, this can reduce damage to a minimum of 10% (90% reduction), regardless of the source of the damage.

For example, if a character is attacked five times consecutively, with each attack occurring within 1.5 seconds: if each attack deals 100 damage, the final damage calculation would be 100 + 90 + 80 + 70 + 60 = 410. If this character is knocked back by the third attack, the final damage calculation would be 100 + 90 + 80 + 100 + 90 = 470.

Skill List

The numbers in parentheses represent the amount of Awakening Points consumed by the skills for each single use. The skill icons below are AI-generated, and are only used for demonstration and placeholder purposes.

- **Ejection Jump(15)**: Leaps backwards, causing an explosion at the original position. Enemies within the explosion radius will take 180 damage, and have their weapon damage dealt reduced by 30%.

Required parameters: backward jump distance/speed (constant), jump animation displacement range (curved), explosion damage (constant), effectiveness of weapon damage reduction debuff (constant), duration of weapon damage reduction debuff (constant).

- **Lava Burst(15)**: Kick forcefully and launches a series of lava explosions. If there are enemies near the casting position, the lava explosion will track down the nearest one and move across the field at 120% to 140% of the player's base movement speed(the further it is from the target, the faster it moves), lasting for 8 seconds. If there are no enemies within the radius around the casting position, the lava remains stationary until an enemy enters the area. Enemies in contact with the lava explosion take 175 damage.

  Required parameters: lava trigger follow radius (constant), explosion damage (constant), follow duration (constant), follow speed (curved).

- **Dust Orb(20)** : Stomp on the spot, releasing five dust orbs in random directions. The dust orbs move in a straight line at a speed 130% player's base movement speed and bounce off walls upon contact. The dust orbs last for 20 seconds. Upon hitting enemies, the dust orbs explode, dealing 220 damage and covering the player's screen with sand, partially obstructing vision for 5 seconds.

  Required parameters: dust orb movement speed (constant), dust orb duration (constant), duration of vision obstruction effect (constant).
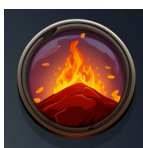
- **Flame Horizon(20)** : Create a flame ground around oneself that inflicts 80 damage every 0.5 seconds to any characters other than oneself who enter it. The flame ground lasts for 5 seconds. Multiple flame grounds can exist simultaneously, but stacking them does not increase the damage.

  Required parameters: duration of ground effect (constant), flame damage (constant).

- 極地步伐/ **Frosted Steps(25)**: For the next 12 seconds, while moving, leave a trail of icy ground behind oneself. The icy ground is assessed every 2 seconds; any ground that was laid down 5 seconds ago will melt and disappear. Enemies

stepping on this ground will take 80 damage per second and have their movement speed reduced by 35%.

Required parameters: duration of the buff (constant), melting time of the ground (constant), ground damage (constant), ground slowing effect (constant).
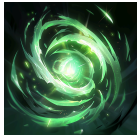
- **Force of Galewind(15):** For the next 10 seconds, using a ranged weapon will fire wind bullets that deal an additional 80% damage. Each hit on an enemy extends the skill's duration by 1 second. After this skill has been active for 15 seconds, each hit on an enemy will extend the duration by 0.5 seconds instead.

Required parameters: duration of the buff (constant), additional damage multiplier (constant), duration extension amount (constant), extension effect fall off time (constant), duration extension amount after fell off (constant).
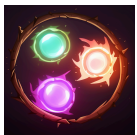
- **Ring of Elements(20):** Summon three elemental orbs to orbit around oneself, which can be shot out during their duration. The orbs will continue orbiting for 15 seconds, dealing 20 damage upon collision with enemies, and do not deplete the orb count. When shot out, each orb travels in a straight line trajectory and explodes upon hitting an enemy, dealing 150 damage. There must be a 1-second interval between each orb launch. Each time an orb hits an enemy, the damage from subsequent collisions and launches increases by 150%.
  Required parameters: orb orbit speed (constant), orbit trajectory radius (constant), orb launch speed/launch distance (constant), orb trajectory (curve), orb collision damage (constant), orb duration (constant), launched orb damage (constant), launch time cooldown (constant), subsequent launch damage increase multiplier (constant).

- **Night Pact(15):** For the next 15 seconds, slowly drain 50% of current health over time. However, each attack (from any source) during this period restores 20% of maximum health and increases weapon damage dealt by 150%.

Required parameters: duration of the buff (constant), health deduction rate (constant), health restored per attack (constant).
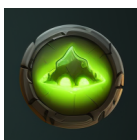
- 劇毒詭雷/**Venom Mine(20):** Each use will deploy a cloaked mine at the current position of the character, visible only to themselves, lasting for 15 seconds. When enemies enter the mine's radius, it triggers a toxic gas explosion, dealing an immediate 100 damage and an additional 200 damage over the next 5 seconds.

   Required parameters: mine duration (constant), initial toxic gas explosion damage (constant), ongoing damage (constant).
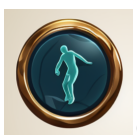
- **Ghastly Footwork(20):** For the next 10 seconds, enter a state of invisibility where you cannot be targeted or collided with by characters (though you cannot pass through map objects or terrain). While invisible, attacking will end the invisibility and deal additional damage equal to (150 + (weapon attack damage * 3)).

   Required parameters: duration of invisibility (constant), base value of invisible attack damage (constant), multiplier for weapon attack damage during invisibility (constant).

- **Enmity Prison(15):** After using the skill, the next weapon attack will imprison the target at their current position for 15 seconds. During this time, the imprisoned target can be attacked but cannot move, attack, or be knocked back/knocked up. Each time the imprisoned player is attacked, the imprisonment duration is reduced by 2 seconds.

   Required parameters: duration of imprisonment (constant), reduction rate of imprisonment duration (constant).
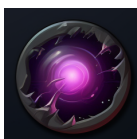
- **Starforge Collapse(25):** After using the skill, the next thrown object or weapon will cause an explosion at its landing point. Within 2 seconds, it will attract all units within range to the center before exploding, triggering environmental objects effects located at the center and dealing 200 damage.

   Required parameters: attraction delay time (constant), explosion damage (constant).
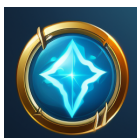
- 導雷防護/ **Thunder Barrier(25)**: Release a shield composed of electrical energy, lasting for 5 seconds. During this time, each time you receive weapon

damage from enemies, reduce that instance of damage by 30% and retaliate against the attacker with damage equal to 250% of the damage received. Additionally, the attacker is immobilized for 1 second. Each enemy can only be damaged by the retaliation once per 3 second.

Required parameters: shield duration (constant), damage reduction percentage (constant), retaliation damage multiplier (constant), immobilization duration (constant), cooldown period for retaliation damage (constant).

- **Holy Reincarnation(20)**: Summon a halo at the current position, lasting for 10 seconds. Enemies within the halo will take 100 damage per second, and the caster will regenerate 50% of the total damage caused by this skill per second.

  Required parameters: halo duration (constant), halo damage (constant), halo radius (constant), regeneration rate (constant).

- Dimension of Wrath (20): Over the next 15 seconds, summon a thunderous field at the current location that continuously strikes lightning randomly within its area. Lightning strikes deal 125 damage to enemies hit and immobilize them for 0.5 seconds. This effect has a 1-second cooldown, but enemies struck by multiple lightning bolts will still take full damage. The field can be repeatedly cast and stacked, but each additional field increases the Awakening point cost for the next cast by 150%.

  Required parameters: duration of the field (constant), lightning damage (constant), duration of immobilization from lightning strikes (constant), multiple cast multiplier(constant).

- Spiritual Bombardement(15): Trigger a ring of soul explosions around oneself (explosions occur in stages, starting from 12 o'clock and proceeding clockwise around the circle, completing in approximately 1.5 seconds), dealing 120 damage and knocking back enemies within the radius centered on oneself. If the player moves during the casting, untriggered explosions will follow the player, while already triggered explosions will remain in place.

  Required parameters: damage (constant), explosion duration (constant, seconds), knockback distance (constant) / knockback force (constant).

- Flame Thrower (5/sec): Toggle skill, can be activated or turned off during Awakening by pressing the skill button again. When activated, it consumes Awakening points per second to emit flames forward from oneself, dealing 85 damage per second. During this time, weapon attacks cannot be used. The size of the flames gradually increases over time while the skill is active, and resets to its base size when deactivated.

Required parameters: damage (constant), flame size X-axis growth rate (constant, scale increase per second), flame size Z-axis growth rate (constant, scale increase per second).

- Magic Missile (20): Launches three rapidly flying missiles forward at angles of 30, 90, and 120 degrees relative to the direction the character is facing. Each hit with a missile returns 5 Awakening points. The missiles deal 150 damage each and briefly hover in place before flying out.

    Required parameters: damage (constant), flight speed (curve), Awakening points returned per hit (constant).

- Fruit Toss (15): Throws a fruit forward. Upon hitting an enemy, it splits and launches more fruit towards all enemies within a certain range, up to a maximum of two splits. There are three types of fruits: tangerine, green apple, and grape, which deal 90, 130, and 180 damage respectively. Each toss and subsequent split randomly selects one of these fruits with probabilities of 30%, 45%, and 25%.

    Required parameters: Damage for each type of fruit (three constant values),flight speed (constant), flight distance (constant), probability of each type of fruit appearing (three percentages, constant values).

- Torrent Blast(20): Around oneself, cause 5 random water burst explosions within a specific range. Each explosion will have a subtle water splash indication 0.5 seconds before occurring. The explosions deal 180 damage and reduce the movement speed of those hit by 35% for 3 seconds.

    Required parameters: Range size (radius, constant value), damage (constant value), number of explosions (constant value), water splash indication time (constant value, seconds), movement speed reduction multiplier (constant value).

- Ice Nova (25): Casts three frost novas around oneself, with each cast interval being 0.75 seconds. Caster is allowed to move upon casting. The skill cannot be used again until all novas have been fully cast. Each successive nova has a larger radius than the previous one. Enemies within the nova radius take damage, with those at the edge receiving 50% increased damage (indicated primarily by visual effects). Additionally, enemies at the edge are slowed by 50% for 2 seconds. Each nova deals damage as follows: 80, 130, and 200 respectively.

    Required parameters: damage for each nova (three constant values), slow multiplier (percentage, constant value, slow duration (constant value), radius scaling multiplier(constant).

Design Philosophy (Skills)

The goal of the skill system is to create a diverse play style for players to choose from, which is mainly accomplished by skills that widely differ from one another. Since skills are pre-equipped before entering the game, players are encouraged to establish their game plan

based on the skill they choose, as well as adapting to other players' chosen skill in the lobby. Overall, skills will really impact one's playstyle, including preferable weapons(as some of the skills are interacted with weapon actions), positioning, as well as the decision making mentioned earlier on whether to spend awaken points on using skills, or making the awakened buff last longer.

Weapon List

Weapons are divided into five types: One-Handed Melee, Two-Handed Melee, One-Handed Ranged, Two-Handed Ranged, and Consumables. All weapons can be thrown, with throw distance and damage is fixed to each individual weapon. Heavy-appearance weapons will have shorter throw distances but deal higher damage and cause more physical effects.

Players start and respawn empty-handed, with other weapons randomly spawning on the map. Weapon skills have no conditions for use other than cooldown times, which decrease with successful weapon hits, decreasing ratio is determined by each weapon's attack speed type. Different weapon types have unique attack actions, each accumulating awakening values differently. Players can select the most suitable weapon based on their play style and equipped skills. Each weapon has its own attack speed, calculated as the time between "click attack to damage actualization".

Consumables appear as one-time interactive objects on the map and disappear after interaction. When surrounded by multiple items like weapons, players prioritize interacting with consumables.

Each weapon deteriorates after a certain number of uses, becoming unusable for attacks or skills, represented by durability points. As a weapon's durability decreases, its appearance turns increasingly red. Weapons with 0 durability disappear automatically when thrown. Players can only ascertain a weapon's remaining durability by picking it up.

Each weapon imposes a different movement speed reduction while moving and allows attacking simultaneously. Weapons with the same attack animation but different attack speeds are represented with animations at different speeds.

The ratio of weapon attack speed to cool down time reduction upon hitting is as shown in the table below.

Weapon Attack Speed	Cooldown refunded
Melee (Extremely fast)	1
Melee (Fast)	2
Melee (Moderate)	3
Melee (Slow)	4

Ranged (Extremely fast)	1
Ranged(Fast)	2
Ranged (Moderate)	4
Ranged (Slow)	5
Ranged (Extremely Slow)	8

Design Philosophy (Weapon system)

The design ideology of the weapon system is to create a varied yet unique weapon set, while maintaining the goofiness style with individual weapon choices. Each weapon will have unique movesets or interesting abilities that further set them apart from one another. The goal for this is to make the players feel excited when obtaining any weapon, as they know that all weapons can shine when used in the right hand. At the same time, making weapons with higher rarity having unique moveset instead of just pure statistical advantage also makes them more interesting and chasable for the players.

Players are encouraged to constantly participate in combat, through the design of a refreshable weapon skill system, in which fighting as an action itself is already rewardable. The durability system encourages players to frequently change weapons, even making throwing weapons a regular attack strategy. These settings ensure a fast-paced gameplay style that is both fun and intense, avoiding prolonged stalemates.

Additionally, the consumables system encourages players to compete for resources on the map and provides a consistent means of recovery. Some consumables can provide temporary buffs, influencing the course of the game based on the enhanced player's actions, adding more unpredictability and enhancing the uniqueness and freshness of each game.

Melee One-Handed

- Empty Hand: Basic state when not wielding any weapon.
    - Durability: None
    - Awakening Generation: 4
    - Attack Speed: Very Fast
    - Weapon Attack: Punch forward, dealing 35 damage.
    - Weapon Skills: None.

- Bass, Electric Guitar(Rarity: 4, 6)

    - Durability: 20

    - Awakening Points Generation: 10, no additional Awakening generated if both skill and attack hit.

- ○ Attack Speed: Moderate

- ○ Weapon Attack: Play music and emit a burst of sound waves, increasing your own movement speed by 30% and dealing 60, 80 damage to nearby enemies.

- ○ Weapon Skill: Summon an amplifier with 250, 400 health at the current location. During weapon attacks, emit sound waves at the amplifier, dealing 100, 140 damage. Only one amplifier can exist at a time; summoning a new one will cause the old one to disappear. Destroying the amplifier forces it into cooldown; if already cooled down, the countdown resets. (cooldown: 15 seconds)

- Brick (brick_001)
  - ○ Rarity: 2
  - ○ Durability: 30
  - ○ Awakening Points Generation: 6
  - ○ Attack Speed: Very Fast
  - ○ Weapon Attack: Punch forward, dealing 55 damage.
  - ○ Weapon Skill: Perform a Rising Dragon Fist, dealing 150 damage and knocking enemies in front of you into the air for 1 second. (cooldown: 8 seconds)
- Hammer, Spanner, Pickaxe
  - ○ Rarity: 1, 3, 6
  - ○ Durability: 20
  - ○ Awakening Points Generation: 8
  - ○ Attack Speed: Fast
  - ○ Weapon Attack: Raise the weapon in air and strike down, dealing 55, 70, 90 damage respectively.
  - ○ Weapon Skill: Dash forward a distance, immune to crowd control effects during the dash duration and takes no damage. (cooldown: 13 seconds)
- Baseball Bat, Tennis Racket
  - ○ Rarity: 2, 6
  - ○ Durability: 15
  - ○ Awakening Generation: 8
  - ○ Attack Speed: Fast
  - ○ Weapon Attack: Swing left and right, dealing 70, 85 damage respectively.
  - ○ Weapon Skill: Quickly launch a ball forward, dealing 90, 110 damage to the first enemy hit by the ball. (cooldown: 13 seconds)
- Oar, Golf Club, Katana
  - ○ Rarity: 1, 2, 7
  - ○ Durability: 28 (Katana durability is 15)
  - ○ Awakening Points Generation: 7
  - ○ Attack Speed: Fast

- - Weapon Attack: Swing left and right, dealing 40, 60, 100 damage respectively.
    - Weapon Skill: Leap forward and chop, dealing 80, 120, 180 damage. The next weapon attack deals 30 additional damage and knocks back enemies for 1 second. (Cooldown: 15 seconds)
- Keyboard
  - Rarity: 8
  - Durability: 15
  - Awakening Points Generation: 8
  - Attack Speed: Fast
  - Weapon Attack: Swing left and right, dealing 65 damage.
  - Weapon Skill: Enter typing mode, standing in place and continuously launching insult shockwaves forward. In this mode, a row of random directional keys (4-6 keys) will appear on the player's screen. The player must input the corresponding directional commands to complete the QTE in order to launch a shockwave. Each skill cast will generate a maximum of 5 QTE events consecutively if the player successfully finishes the previous section, resulting in a maximum of 5 shockwaves. Each shockwave deals 150 damage and knocks back enemies upon impact, lasting 0.5 seconds. Failing to input commands correctly or pressing the weapon skill button again ends the skill prematurely. (Cooldown: 20 seconds)
- Chainsaw
  - Rarity: 7
  - Durability: 15
  - Awakening Points Generation: 12
  - Attack Speed: Moderate
  - Weapon Attack: Swing forward, dealing 90 damage.
  - Weapon Skill: Swing in place three times, each swing dealing 80, 120, 160 damage respectively. Each hit on enemies restores 50 health. (Cooldown: 15 seconds)
- Single-handed Dumbbell
  - Rarity: 6
  - Durability: 20
  - Awakening Points Generation: 10
  - Attack Speed: Moderate
  - Weapon Attack: Smash fiercely forward, dealing 90 damage.
  - Weapon Skill: Perform a flying knee strike followed by a swing forward, the knee strike deals 150 damage, and the swing deals 80 damage to enemies hit. The flying knee strike also knocks back enemies for 0.5 seconds. (cooldown: 16 seconds)

Melee Two-Handed

- Crutch, Hayfork
  - Rarity: 1, 5
  - Durability: 20
  - Awakening Points Generation: 10
  - Attack Speed: Moderate
  - Weapon Attack: Thrust forward, dealing 70, 85 damage.
  - Weapon Skill: Quickly thrust forward and then sweep horizontally. The thrust deals 90, 120 damage, while the sweep deals 95, 130 damage. (Cooldown: 20 seconds)
- Great Hammer, Mailbox
  - Rarity: 3, 5
  - Durability: 10
  - Awakening Points Generation: 15
  - Attack Speed: Slow
  - Weapon Attack: Swing forward, dealing 100, 150 damage.
  - Weapon Skill: Shout in place, become immune to crowd control for the next 5 seconds. The next three weapon attacks will be sweeping attacks in a 360-degree arc, dealing 130, 180 damage. (Cooldown: 18 seconds)
- Mop , Poker
  - Rarity: 2, 4
  - Durability: 15
  - Awakening Points Generation: 12
  - Attack Speed: Moderate
  - Weapon Attack: Thrust forward, dealing 80, 100 damage.
  - Weapon Skill: Passive: Throwing actions with this weapon are faster, dealing an additional 250 damage and causing knockback for 1 second upon hitting a target.
- Traffic Sign, Shovel, Traffic Light
  - Rarity: 3, 5, 8
  - Durability: 9
  - Awakening Points Generation: 16
  - Attack Speed: Slow
  - Weapon Attack: Swing, dealing 130, 150, 200 damage.
  - Weapon Skill: Perform three consecutive swings forward. Units hit by the final swing are knocked up for 1.5 seconds. Each swing deals damage multiplied by 0.8, 1.1, 1.25 of the weapon attack damage. If enemies knocked up collide with terrain, they receive an additional 200, 225, 250 damage respectively.
- Beach Ball, Trash Can, Tire
  - Rarity: 9

- Barbell
  - Rarity: 9
  - Durability: 10
  - Awakening Points Generation: 18
  - Attack Speed: Slow
  - Weapon Attack: Swing forward, dealing 200 damage with a longer recovery time.
  - Weapon Skill: Dash for a short distance and grab an enemy in front, preventing them from moving freely during the skill duration. If no enemy is touched, the skill ends. If successfully grabbing an enemy, slam them towards the ground and deal 250 damage to them. During this time, both sides are immune to damage from other players. (Cooldown: 15 seconds)
- Great Shield
  - Rarity: 4
  - Durability: 15
  - Awakening Generation: 15
  - Attack Speed: Moderate
  - Weapon Attack: Shield bash, dealing 80 damage and knocking back for 0.5 seconds.
  - Weapon Skill: Raise the shield to defend. Become immune to damage from the front for 2 seconds. After 2 seconds, throw the shield forward in a straight line, dealing 100 damage to the first enemy in contact. If damage is taken while raising the shield, it instead deals (110 + damage taken during the raise x 1.5) damage. (Cooldown: 16 seconds)
- Polearm Chainsaw Blade
  - Rarity: 8
  - Durability: 10
  - Awakening Generation: 12
  - Attack Speed: Slow

- Weapon Attack: Swing upwards, dealing 100 damage and knocking up enemies for 1 second.
- Weapon Skill: Passive: Enemies hit by this weapon's attack are marked. They receive an additional 80% weapon damage from any source within 3 seconds.

Ranged One-Handed

After using a skill with a ranged weapon, the next attack will be replaced with the weapon skill. The attack that triggers the skill will not count towards durability usage.

- Pistol
  - Rarity: 1
  - Durability: 25
  - Attack Speed: Fast
  - Weapon Attack: Shoot forward once, dealing 50 damage.
  - Weapon Skill: Reload ammunition. The next weapon attack will fire six bullets in rapid succession. (Cooldown: 20 seconds)
  - The effects are the same as normal attacks, with parameters set for firing intervals.

- Broken Bottle

  - Rarity: 1 Durability: 40

  - Attack Speed: extremely Fast

  - Weapon Attack: Throw the bottle forward, dealing 35 damage.

  - Weapon Skill: Gain a 30% movement speed boost for 5 seconds. (Cooldown: 20 seconds)

- Gambler's Gun
  - Rarity: 6
  - Durability: 30
  - Attack Speed: Moderate
  - Weapon Attack: Similar to a pistol, but with a 30% chance per attack to fire a blank round (no damage, only sparks and firing animation, without bullets being actually fired).
  - Weapon Skill: Load special ammunition with a chance to fire:
    - Regular bullet (15%)
    - Grenade that damages all units within a certain radius (25%)
    - Healing bullet that restores health to all units within a certain radius (25%)

- ■ Penetrating bullet that can pass through walls regardless of thickness (25%)
- ■ Jackpot bullet that instantly kills the targeted enemy (10%). (Cooldown: 13 seconds)
- ● Storm Laser
  - ○ Gun Rarity: 6
  - ○ Durability: 15
  - ○ Attack Speed: Moderate
  - ○ Weapon Attack: Shoots a high-damage laser beam in a random direction, dealing 100 damage.
  - ○ Weapon Skill: Throws the laser gun, causing it to bounce around randomly and shoot 5-9 bullets in random directions, dealing 130 damage each. Bullets will be fired within the time span of 5 seconds, and can also damage the user. The weapon will despawn after all the bullets are fired. (The weapon flies out and becomes a non-interactable object, and the weapon model's XYZ axis rotates randomly while shooting a random number of bullets in random directions.)
- ● Delicious Banana
  - ○ Rarity: 7
  - ○ Durability: 5
  - ○ Attack Speed: Slow
  - ○ Weapon Attack: Throws a banana peel forward, dealing 120 damage to enemies hit.
  - ○ Weapon Skill: Throws a bunch of bananas, attracting a group of hungry monkeys to rush and fight over it. If bananas hit a unit, the monkeys will follow that unit for 5 seconds. If the bananas miss, the monkeys will linger at the landing spot for 5 seconds. The monkeys deal 130 damage per second to nearby enemies. (Cooldown: 16 seconds)
- ● Boomerang Rarity: 3
  - ○ Durability: 20
  - ○ Attack Speed: Fast
  - ○ Weapon Attack: Throws a boomerang forward that returns upon reaching its maximum range or colliding with any object, dealing 60 damage.
  - ○ Weapon Skill: Throws a special boomerang that spins in place in circles, dealing 80 damage to enemies it hits. Each enemy hit increases the damage by 10, but decreases the flight speed. Lasts for 10 seconds or until the flight speed drops to 0. (Cooldown: 15 seconds)

Ranged Two-Handed

- ● Fire Extinguisher

- ○ Rarity: 2
- ○ Durability: 15
- ○ Attack Speed: Slow
- ○ Weapon Attack: Charges up and releases dust for 3 seconds, consuming durability with each shot. Deals 80 damage every 0.5 seconds during the shooting process.
- ○ Weapon Skill: Charges up and releases a stronger shot, dealing 200 damage and knocking back enemies in front. (Cooldown: 12 seconds)
- ● Toilet Plunger
  - ○ Rarity: 3
  - ○ Durability: 10
  - ○ Attack Speed: Slow
  - ○ Weapon Attack: Charges up and throws a toilet plunger with limited flight distance. Upon hitting, it sticks to the target, dealing 120 damage and slowing down enemies hit by 25%.
  - ○ Weapon Skill: Fires three giant plungers at angles of 60°, 90°, and 120°, dealing 150 damage. Afterwards, the plunger will stick onto the victim for 3 seconds, dealing an extra 80 damage if the enemy is hit in the duration. (Cooldown: 15 seconds)
- ● Single-shot Shotgun
  - ○ Rarity: 4
  - ○ Durability: 10
  - ○ Attack Speed: Slow
  - ○ Weapon Attack: Fires a pre-loaded shotgun shell, dealing 120 damage and knocking back enemies within range. Requires 1 second to reload after each shot.
  - ○ Weapon Skill: Drops a smoke bomb at the current location, shrouding all objects within the smoke, blocking all players' sight including the user. (Cooldown: 10 seconds)
- ● Tranquilizer Gun
  - ○ Rarity: 6
  - ○ Durability: 6
  - ○ Attack Speed: Very slow
  - ○ Weapon Attack: Fires a tranquilizer dart, dealing 200 damage and slowing down all action speed of the target by 20% (including attacks, rolls, etc., but the invincibility time during rolls remains unchanged).
  - ○ Weapon Skill: Fires a hallucination dart that randomly disrupts all action inputs of the target (e.g., rolling instead of jumping, attacking instead of walking) for 4 seconds. (Cooldown: 16 seconds)
- ● Plasma Launcher
  - ○ Rarity: 9

- - Durability: 8
  - Attack Speed: Slow
  - Weapon Attack: Briefly charges and shoots a plasma laser forward, dealing 80 damage per second to enemies along its path, lasting 3 seconds. The user will be rooted within the duration.
  - Weapon Skill: Upgrades the plasma barrel to quickly fire five slow-moving plasma bolts after charging. These bolts bounce off terrain upon impact and can bounce up to three times. Each bolt deals 250 damage upon hitting an enemy. The projectile from this skill does not pierce. (Cooldown: 12 seconds)

- Rocket Launcher

  - Rarity: 10

  - Durability: 5

  - Attack Speed: Slow

  - Weapon Attack: Fires a rocket that travels in a straight line at high speed until it collides with the first unit or reaches a certain distance. The rocket deals 300 damage upon impact.

  - Weapon Skill: Launches a series of tracking missiles that bombard a specific area in front, dealing 600 damage evenly distributed among all units within the area. (Cooldown: 10 seconds) (Calculations involve placing a zone effect in front of the player, and one second later, launching a number of missiles corresponding to the number of enemies detected within the zone. Missiles track enemies until they hit, and if no enemies are present in the zone, the skill goes on cooldown without doing anything.)

Consumables

- Cookies, Strawberry Donut, Chocolate Donut
  - Rarity: 2, 3, 5
  - Effect: Consuming restores health based on the type of food consumed:
    - Cookies: Restore 30% of lost health.
    - Strawberry Donut: Restore 50% of lost health.
    - Chocolate Donut: Restore 70% of lost health.

- Berries

  - Rarity: 3

  - Effect: When consumed, restores 30% of the maximum awakening gauge.

- Chili

    - Rarity: 4

    - Effect: Sets the player character's rear on fire for 3 seconds, temporarily boosting movement speed by 50%. The effect diminishes over time.

- Toxic Mushroom
    - Rarity: 4
    - Effect: For 5 seconds, the player's vision becomes blurred, but all damage dealt is increased by 25%.
- Popsticle
    - Rarity: 6
    - Effect: Upon interaction, enters a frozen state for 2.5 seconds, during which movement is disabled. While in the frozen state, the player will gradually recover 40% lost health and become immune to all damage.
- Hamburger,
    - Rarity: 7
    - Effect: Become really stuffed for 5 seconds, during which the player cannot be affected by any crowd control effects.

Weapon and Consumables Respawn system

Weapons and consumables will respawn within a certain pre-assigned respawn area in each map, but the exact respawn location remains random within. The respawn calculation will adhere to the following conditions:

Each respawn cycle will generate between 1 to 5 consumables and 3 to 6 weapons. It is possible to generate duplicate types of weapons or consumables within the same respawn cycle.

When spawning weapons, the system will consider the ratio between ranged and melee weapons at the current moment, and prioritize generating fewer of the two types. If the ratio is approximately equal, the type generated will be chosen randomly.

The rarity level of items will affect their generation. Each weapon and consumable has an inherent rarity value ranging from 0 (most common) to 10 (rarest). More common items have a higher probability of being generated and are more likely to appear near areas where players are concentrated.

The frequency of weapon generation will be influenced by the current number of weapons on the field. If the number of weapons is 10 or more, the next weapon generation will occur 40 seconds later. If it is less than or equal to 10, the interval will be 30 seconds,

and if less than or equal to 5, it will be 15 seconds. Consumables, however, will refresh at a fixed rate of once every 30 seconds and are not affected by this rule.

User Interface example

Player info

      Player's personal information can be viewed from the main menu -> profile page. The player interface will display the following information: player name (modifiable), player title (earned through gameplay or achievements), player level (level and experience gained naturally through gameplay, similar to Overwatch's system; rewards system undetermined), career overview (total playtime with each character, win rates, etc.), guild affiliation, personal bio (allows players to write a few hundred words about themselves), player avatar (similar to Apex Legends' personal panel, providing customizable options), and profile thumbnail (no customization options, chosen from existing options).