PURIFICATAS

(DE LAS PINATAS)

Game Design Document

La Purificación de las piñatas

DURING PRESENTATION

| 1 min	3 min	4 min	4.15 min	4.45 min	5.30 min	6.30 min	10 min
Camera Mouvement	**City**	**Enemy**	**Secondary passage**	**Panorama**	**Nomad Merchant**	**Infiltration**	**Boss**
Just after the introductory cinematics shows the region/city	An NPC shows us the direction to get there. There are merchants and NPCs in the city.	Fight against a small group of enemies → victorious	The player is exploring and finds new paths by solving a micro puzzle	Camera movement to see the landscape with a last focus on the boss.	Merchant close to the panorama, it gives rise to an item that has a bonus against the boss.	Fight too hard, infiltration into the enemy base to be able to cross it and continue on its way. The player notices a protected chest	Fight in 4 phases and resulting in a scriptured loot

EXPLORATION

SPECS

Type : Look At

Default position : Behind the character, in 7 M, 0.5 M above hit pivot point.

Control : Total.

FOV : 75

Comportement reference : Mario + Rabbids Kingdom Battle.
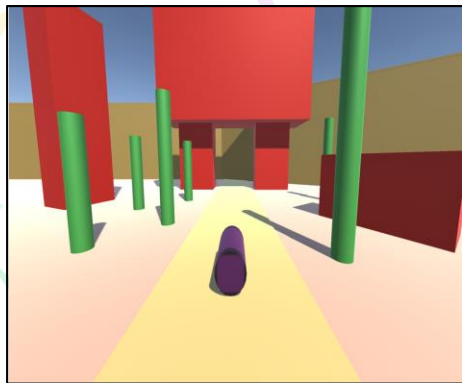
Variable name	Effect	Value
Rotation speed Z	speed rotation in x axe when player moves the camera	180° /s
Rotation Speed X	speed rotation in Y axe when player moves the camera	180° /s
Auto-rotation speed	Speed rotation around the player	x
Move speed Max	Max move speed when the camera dodge an obstacle	1 M/S
Angle Max X	Max angle in X axe for the camera	30°
Angle Min X	Minimal angle in X axe for the camera	50°
Distance Min	Minimal distance for the dead zone	6
Distance Max	Max distance for the dead zone	8
Default Height	Default height of the camera when the game start	0,5

BEHAVIOUR

Player control
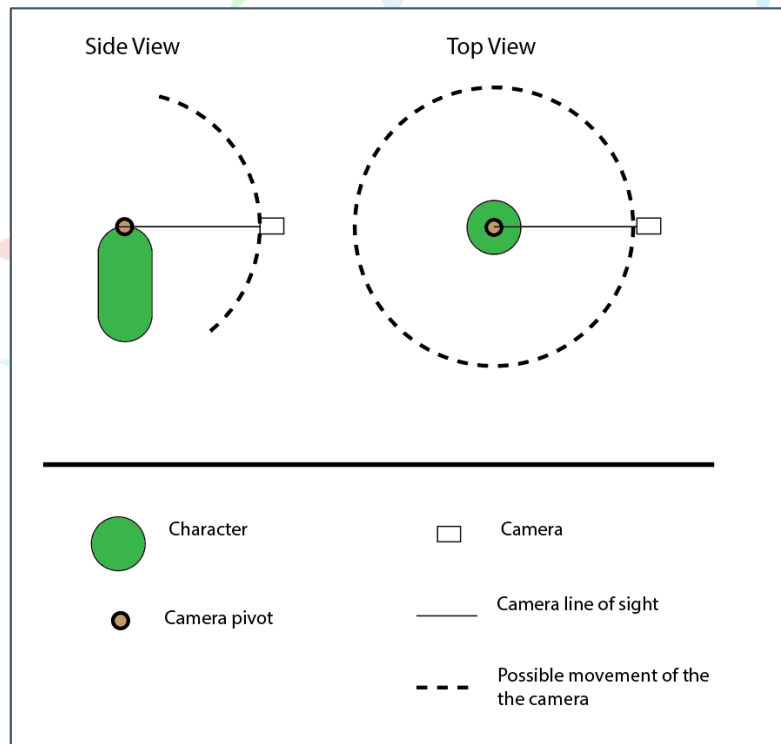Player can **rotate** the camera in X and Z axes.

X's rotation are **limited**

Z's rotation are **unlimited**

Pivot Point and glance

Camera's pivot point is the center of the character.

Camera looks all time his pivot point.

Side View   Top View

	Character		Camera
	Camera pivot		Camera line of sight
			Possible movement of the the camera

CONTROL

Pause menu

R2 = speed max

Switch set

Move character

Interaction

Inventory

Move camera

SPECS

Collider : Capsule

Height : 1.5 M

Diameter : 0.7 M

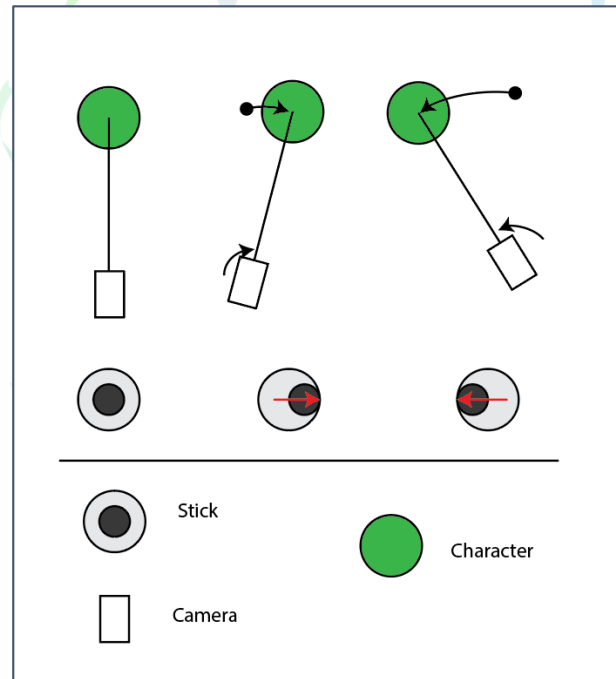| Variable Name	Effect	Value
Walk speed	Walk speed in M/S	5
Rotation Speed	Character rotation on himself in ° /S	180
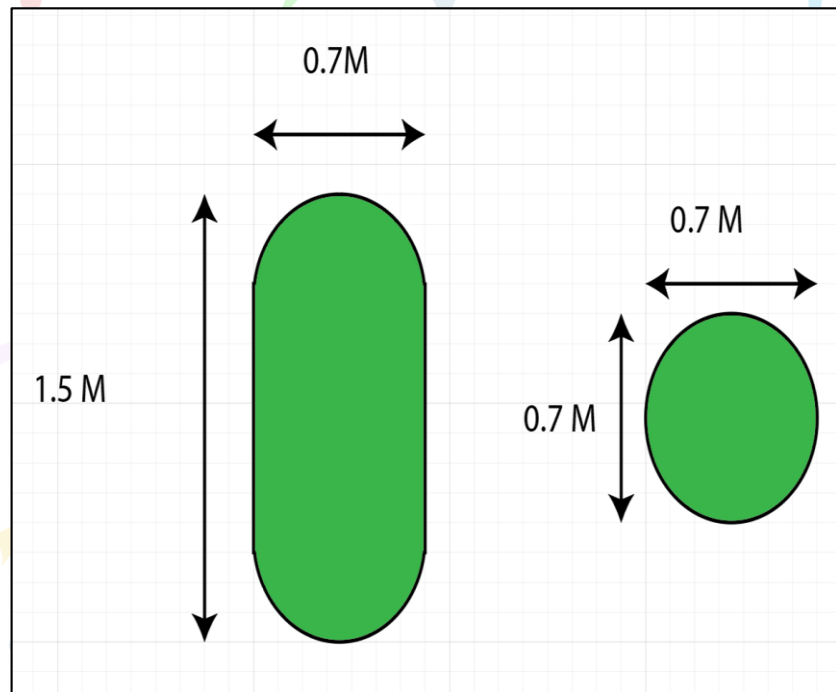
MOVEMENT

Direction:

The character moves in the direction indicated by the stick in respect to the camera.

If the stick goes to the right, the player will go to the right.

INTERACTION

Active :
The character can interact with certain elements in an active way.

If the character is close enough to the element and the player presses the action button, he starts the interaction.

The elements which the player can actively interact with are:

- The NPC (shop).

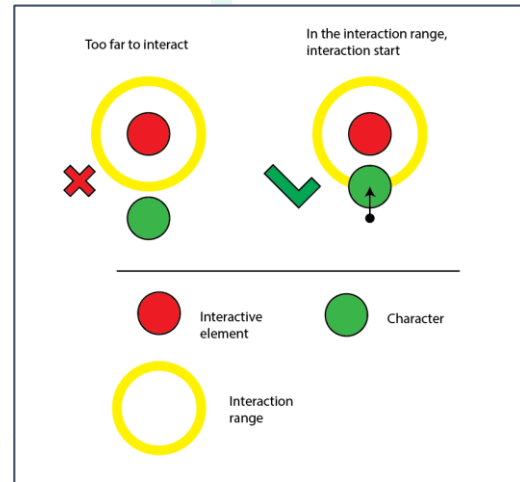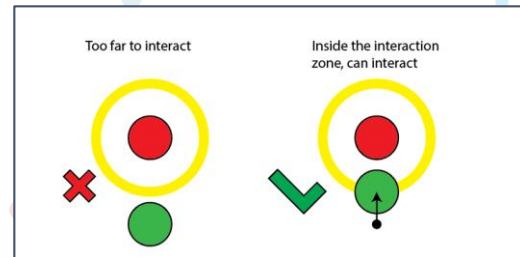The control will be shown on the screen when an active interaction is available.

Passive:
The character can interact with certain elements in a passive way.

When the character enters the trigger zone of an element with which it can passively interact, the interaction starts.

The elements with which the player can passively interact are:

- The ennemis (the fight begins).

- The collectible (they are collected).

- The panoramas

Too far to interact — Inside the interaction zone, can interact

Too far to interact — In the interaction range, interaction start

Interactive element — Character

Interaction range

OVERVIEW

Each region of the map is governed by a capital sin and with its own identity, subdivided into zones. You unlock access to some zones thanks to your equipment. Each region has a Capital: kind of a hub with PNJ and merchants.

In the exploration, the player will have fun by the physics and the controls (as a sandbox). The player can gain rewards by using game physics (on LD bricks) to solve puzzles/enigma.

You can also find currency by walking around (as a Mario 3D game) .

You can't lose HP in exploration mode: you can't fall, take damage,…. If the player want to heal a small amount of their teammates' HP, he needs to use health consumable in his inventory. To fully restore all the HP of his team, he must go to a checkpoint or a special place in a town
The player can't use energy's consummables

We can't be defeat/victorious on the exploration mode.
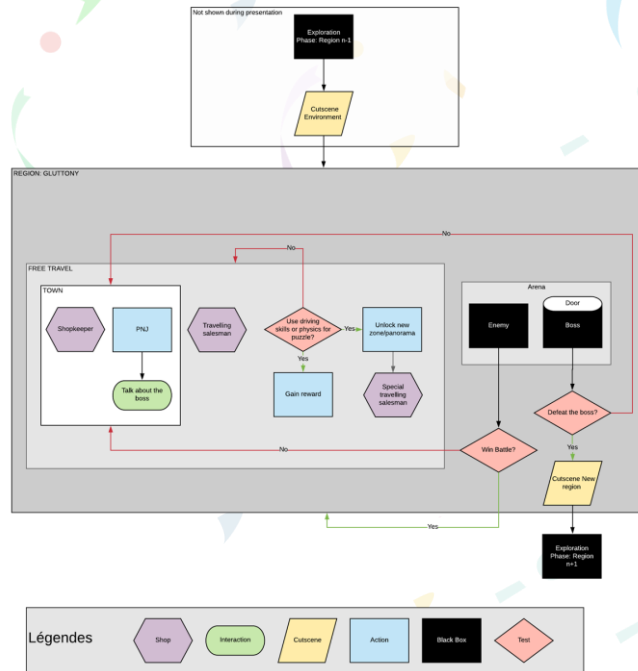
EXPLORATION

NARRATIVE OVERVIEW

Panorama

A panorama is a high zone where the player can see the whole zone.

When the player discover a new panorama, he find a specific merchant too. This merchant sells just one item. This item help the player to fight the boss of the region.

Nice to have : A zoom out of the cam or a specific camera like in *Assassin's creed* starts when the player press a specific button in the panorama.

Special:

Icon/text when entering a city or a panorama.

Maps:

Non available for the demo but it is present in the menu (with a WIP on it). If it will be implemented: the player would have a compass on the exploration's HUD with the objectives set on it. In the map, he could select an icon as an objectives or fast travel to a city or an altal checkpoint.

TALKING WITH A NPC

NPC have a bubble text near them when they are on idle. It's for a narrative immersion. If the player is far away from them, he see nothing; in a mid range an cion bubble with 3 dots points and near them, he sees their catch phrase.

The player can interact with some NPC by the button A. It will be see near the NPC with a text that indicates what the button do. When he interacts with, all his controls are blocks and a comic book bubble appears above the NPC with the dialog of the NPC.

NPC can give indication, quest or just blabbering nonsense. The ones with a "quest" should have a catch phrase to intriguate the player.

Player can use Button A to progress in the dialogue.

When the NPC has nothing more to say, the dialogs is automatically close and the player's controls are unlock.

→ excel of NPC talked

QUESTS

A NPC doesn't really give a quest. He gives an indication about something he wants.

For example, the NPC name Mathiphañas tells the player he really likes to eat tumbleweed.
At this moment, the player has just an indication about Mathiphañas wanting a Tumbleweed.
If the player finds a Tumbleweed and pushes it to Mathiphanãs (in a large area around the NPC), the quest is completed.

When the player complete a quest a dialog with the NPC (who gives the indication quest) starts automatically. At the end of the dialog a chest appears with currency, equipement or both when the player open it. A pop-up appears to show to the player what he wins.

Quest loot : https://docs.google.com/spreadsheets/d/1g_wHDm2CwnXascxCBEpCmgj6uO9j0VlcxN09Kfpih10/edit#gid=735264791

ARENAS

There are not random fight; all the enemies are visible from the beginning of the fight in the exploring mode (scenery/environments).

When the player wins a fight, the enemies respawn when the player leaves the arena.

The boss battle would last about 5 min and those for arenas containing simple enemies about 2 min max.

Simple arenas can have a hidden chest: you have to kill all the enemies in the arena to unlock it *(like in BOTW with the mogoblin's bandit camp)*

There are no waves of enemies in it.

LD:

The arena's floor is flat, no slope.

Each arena will have a different shape: square, round, …. But not a triangle: the angle is too little.

CURRENCY

The currency in the game is symbolised by confetti.
Player can only use it in the shop.

Player picks currency in different way :

- After a Battle
- When he explores the area: they are floating above the ground
- When he sells items (merchants only)

If the player wants to buy an equipment or consumable but hasn't enough money, an overlay appears and a sound shall play to prevent him that he is poor.

SHOP OVERVIEW

There are itinerant merchants: merchants who can be fixed in specific places

When the player starts a dialogue with a merchant, he can buy or sell items. All this action is on an specific screen..
All transactions are made using by confetti (*see next slide for more details*). .
- Merchant can sells :
    - Consumables
    - Equipments

    - Surprise Equipment
- Player can sells :
    - Equipements
    - Consumables

For switch between buying and selling screens, the player need to use the Button Y.

Surprise equipment:
Some of merchant can sells Surprise Equipment.
When the player buys a surprise equipment he knows just the type and the level of rarity of it.
Exemple :
Merchant sells a Legendary surprise equipment for the head —> Player buys this item —> When the player buys the item, an item is generated randomly according to the specifications of the surprise item

WIREFRAME

WIREFRAME

ITEMS LIST

When the player enters in the store he is directly on the screen to buy items. He can use his currency to buy ones. When he selects an item to buy, a pop-up appears to ask the player to validate his action (or it can be a button hold to validate the action). The pop-up appears when the player buy a lootbox: it indicates what the player loots.

List: https://docs.google.com/spreadsheets/d/1pR5tPhOfg9PLUvHCG8CKZ4nmjsx4IYK4wYvNq3NRgUs/edit#gid=0

BUY

CONSUMABLES		
ITEM NAME	RARITY	PRICE
Health potion	Commun	50
Energy potion	Commun	75

EQUIPMENT		
CATEGORY	RARITY	PRICE
Head	Commun	350
Head	Rare	700
Head	Legendary	1250
Chest	Commun	350
Chest	Rare	700
Chest	Legendary	1250
Leg	Commun	350
Leg	Rare	700
Leg	Legendary	1250

LOOTBOXES		
ITEM NAME	RARITY	PRICE
Surprise Equipement	Commun	250
Surprise Equipement	Rare	550
Surprise Equipement	Legendary	1000

SELL

CONSUMABLES		
ITEM NAME	RARITY	PRICE
Health potion	Commun	25
Energy potion	Commun	50

EQUIPMENT		
CATEGORY	RARITY	PRICE
Head	Commun	175
Head	Rare	350
Head	Legendary	625
Chest	Commun	175
Chest	Rare	350
Chest	Legendary	625
Leg	Commun	175
Leg	Rare	350
Leg	Legendary	625

MAP - OVERVIEW

Present in the menu.

A cursor help to navigate on it. The player can create a marker if he selects a point thanks to his cursor.

He can zoom in or out to see the region he is in or the other regions he navigates through. He can't see the regions he never go in.
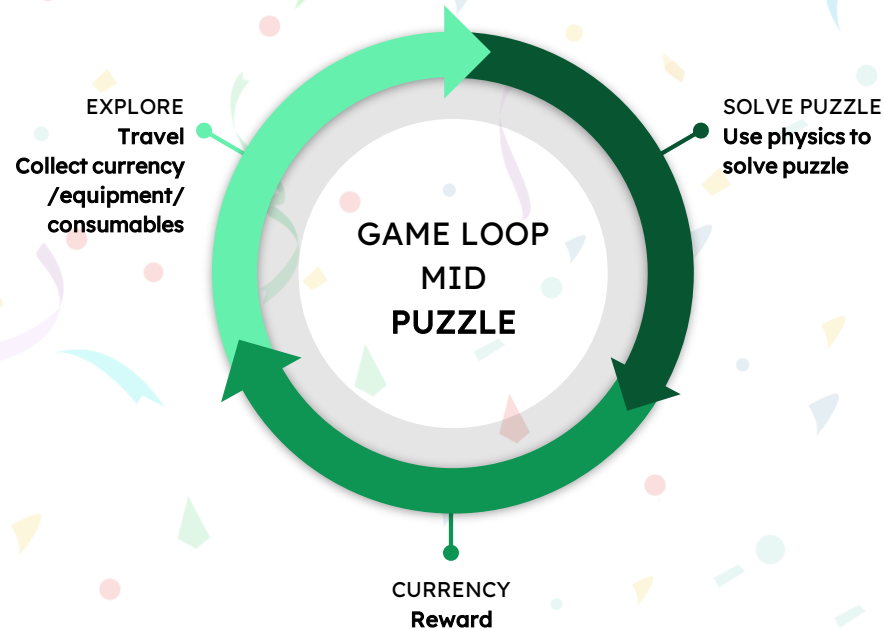
On the exploration phase:

The HUD has a compass at the middle-top . It indicates the point of interest nearby: town, enemy camp,.... And the objectives the player set.

MID - EXPLORATION

EXPLORE
**Travel
Collect currency
/equipment/
consumables**

FIND PANORAMA

GAME LOOP
MID
**EXPLORATIO
N**

PANORAMA/PATH
Traveller (shop)

EXPLORE
**Travel
Collect currency
/equipment/
consumables**

SOLVE PUZZLE
**Use physics to
solve puzzle**

GAME LOOP
MID
PUZZLE

CURRENCY
Reward
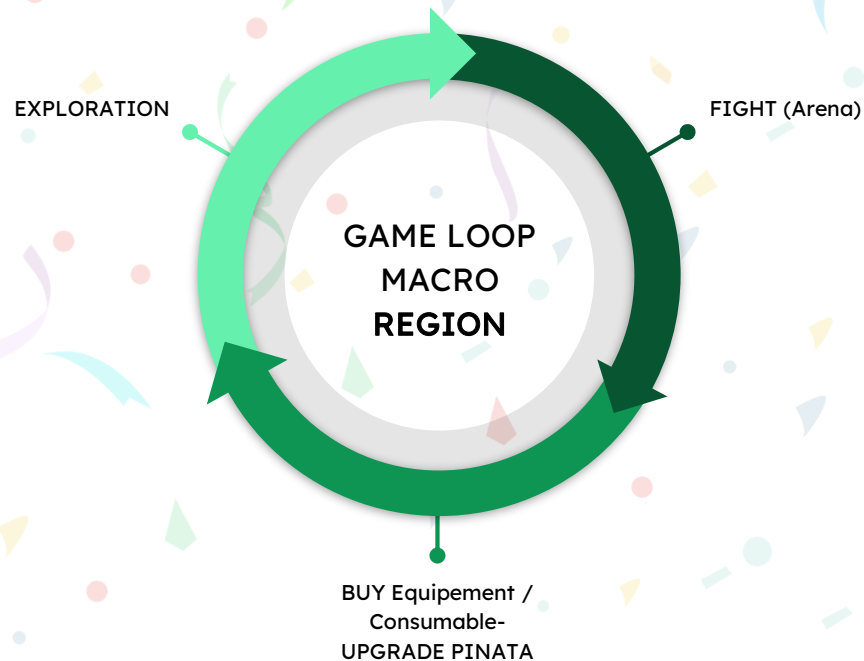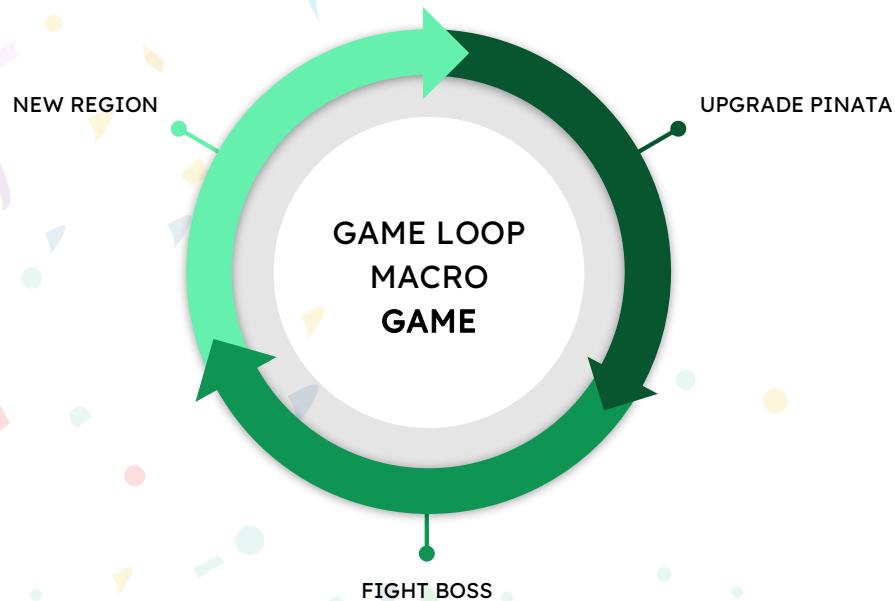
FIRST DRAFT

Pour avoir une meilleure cohérence, une zone plus homogène et mieux polish, le nombre de zones à été réduit aux **4 suivantes** :

- ❖ Montepiña
- ❖ Ancienne Montepiña (Ruines)
- ❖ Falaises (rassemblant le Campement bloqué, et la Frontière qui sont rework)
- ❖ La Grande Route

Un premier **blocking** est fait :
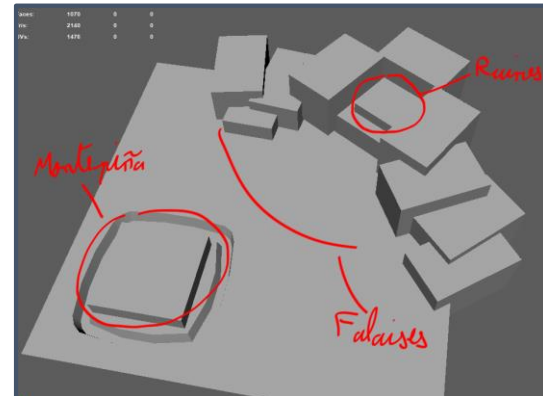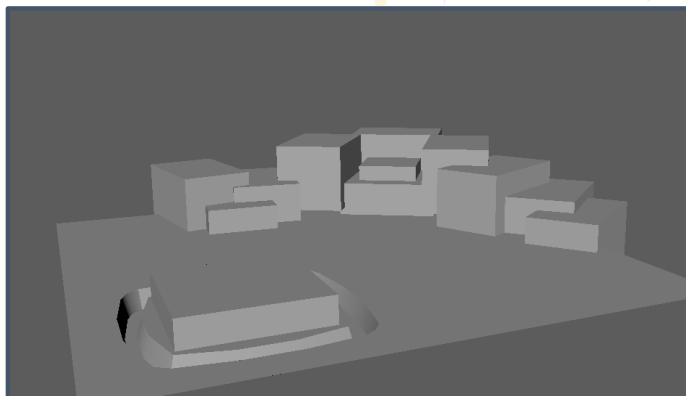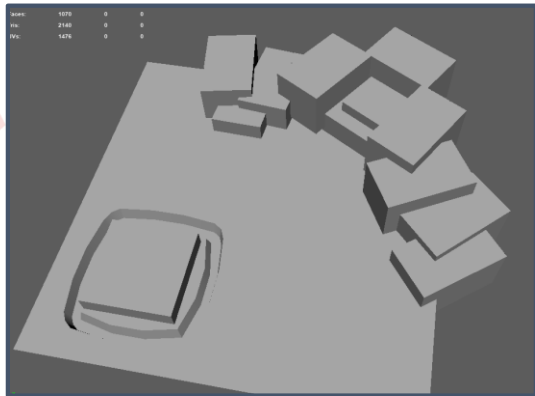
Le Campement Bloqué
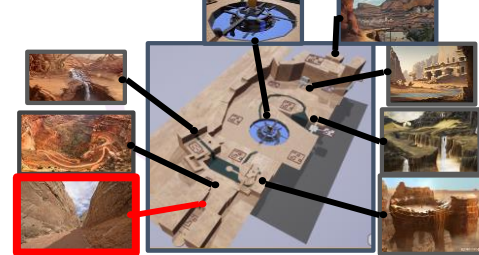
Ambiance :

Retranchés dans un chemin escarpé, un groupe de piñatas s'est retrouvé coincé, incapable d'atteindre la capitale. Une troupe d'ennemis les empêche d'avancer, et ils ont dû installer leur stand en dehors de la ville à leur grande déception.

PNJ :

- ❖ 1 Marchand
- ❖ 1 Piñata déçue
- ❖ 1 Piñata apeurée

Contenu :

- ❖ 1 Arène
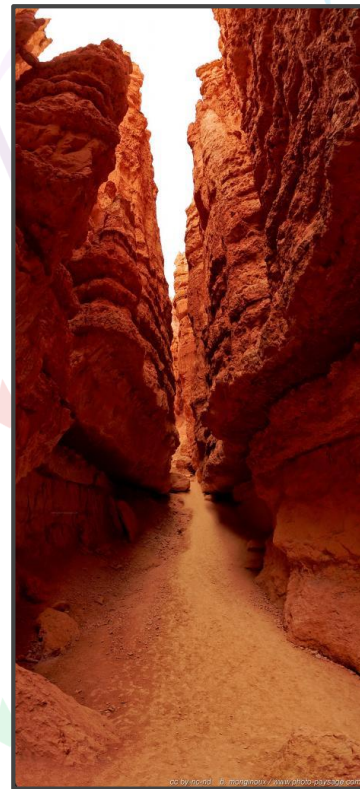
La Grande Route

NON PURIFIÉE

Ambiance :

En sortant du campement escarpé, le joueur arrive dans une zone spacieuse. Cette vallée, territoire d'El Degustador, est reconnaissable par sa Grande Route qui mène en contrebas à Montepiña : la capitale de la région à proximité d'une rivière.
La topologie est instable, et offre peu de terrains plats. Il est néanmoins facile de s'éloigner de la route pour explorer d'autres zones de la région.
Le terrain offre un beau mélange entre falaise, fleuve et dunes.

PNJ :

❖ 1 Piñata près des pancartes

Contenu :

❖ 7 Arènes
❖ 1 Panorama
❖ 1 Poteau (près de 2 pancartes indiquant Montepiña et le Grand Canyon)
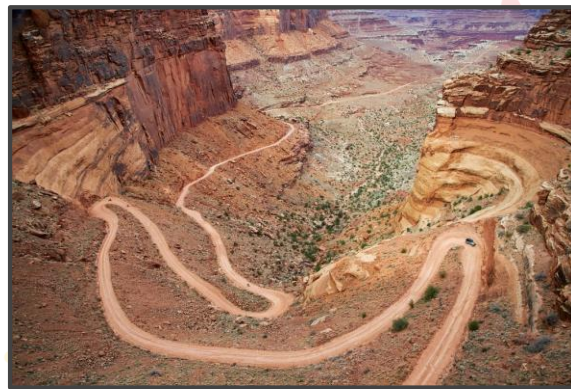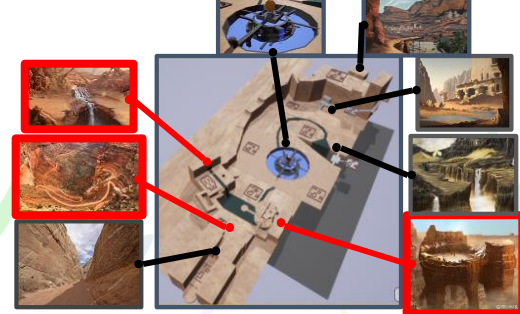
MONTEPINA

History: Built a long time ago in the heart of the cliffs, El Degustador's attack forced the Piñatas to migrate to the valley, leaving the ancient Capital abandoned.

Function: capital of Gluttony, Gastronomic city & spa town (oasis)

Key events: dios de los muertos (night): a lot of yellow flowers, fireflies, fireworks → party

Geography: The city is built in the middle of an oasis.
The ceremonial part is the level above with the Statue of the Great Heroes. The bottom of the city is the main part: it has all the houses and the stands are near the water. Boats are floating around with flowers in.

People: lot of pinatas who loves eating and have beautiful mustaches!

Point of interest: the port, Statue of the GReat Heroes, the skull at the entrance.

Architecture: mix of Aztec temple (ritual) and Mexico modern culture. The houses are very colorful and tinsels are all over the houses. The player can't enter in a house.
A part of the town is under construction: a construction sign will be on place and a pinata with a construction worker's helmet will told the player that he can't pass through.
A statue of the Great Heroes throned at the center of the town. By interacting with it, the player heals all his pinatas. A shaman pinata nearby told him to do it.

A stand with a coconut shy is there.

WORLD DESIGN
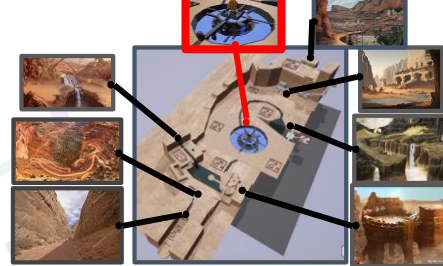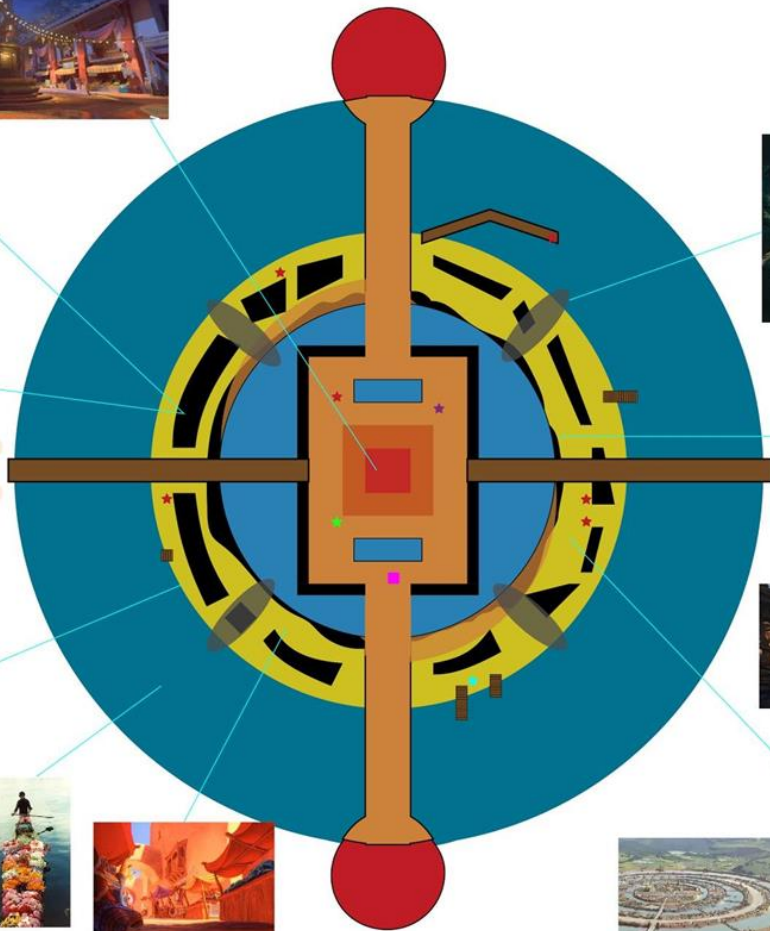
1m

■ Player

⭐ 1 Marchand
⭐ 1 Piñata qui veut une tumbleweed
⭐ 1 Piñata chef du village et ancien gardien
⭐ 5 Piñatas divers

■ Oasis water
■ Oasis sand
■ Floor
■ House/non walkable place (in transparent for the one above)
■ Water above
■ Calavera Door entrance/exit

L'Ancienne Montepiña

WORLD DESIGN

Ambiance :

Montepiña était avant bien plus prospère qu'elle ne l'est aujourd'hui. Située sur le sommet du mont symbolique de la région, elle était un lieu de rassemblement prisé par les piñatas.

Mais depuis l'attaque d'El Degustador, les restes de la ville ont perdu drastiquement de leur splendeur. Pire, El Degustador a dévoré toute une partie des bâtisses, et l'Ancienne Montepiña est maintenant mise en quarantaine grâce à un sort de l'ancien gardien et chef du village, et personne ne peut y accéder. Une grande crevasse sépare les ruines du village, dans laquelle le fleuve se jette.

PNJ :

Contenu :

❖ Arène d'El Degustador
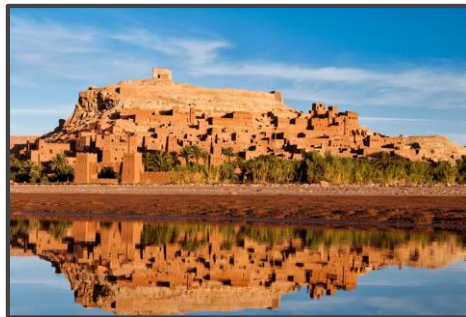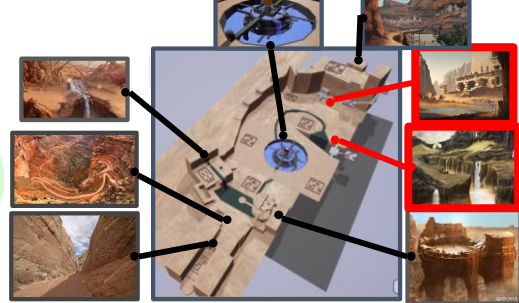
La Frontière

Ambiance :

Au delà de Montepiña les Falaises mènent à un pont qui met fin à la région d'El Degustador. Mais les piñatas de la région frontalière ont connaissance du fléau qui règne, et ont leur propres problèmes. Ils ont alors détruit ce passage et opté pour une politique protectionniste, ne laissant passer personne d'un côté comme de l'autre, tant qu'El Degustador représente une menace.
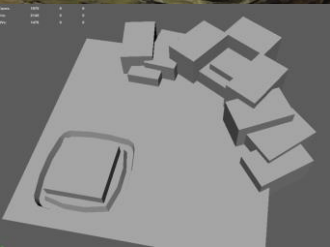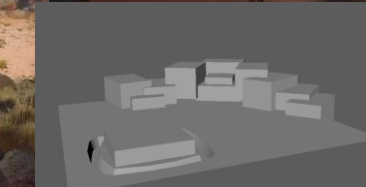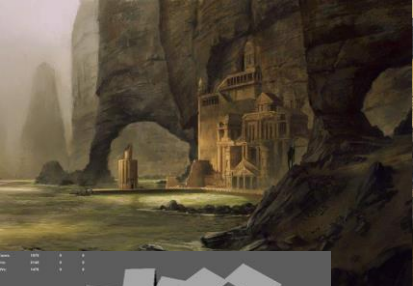
PNJ :

- ❖ 2 Piñatas garde
- ❖ 1 Piñata qui renforce le barrage et se plaint de ne pas avoir assez de bois et qui à la flemme de voyager jusqu'à Montepiña pour en acheter.
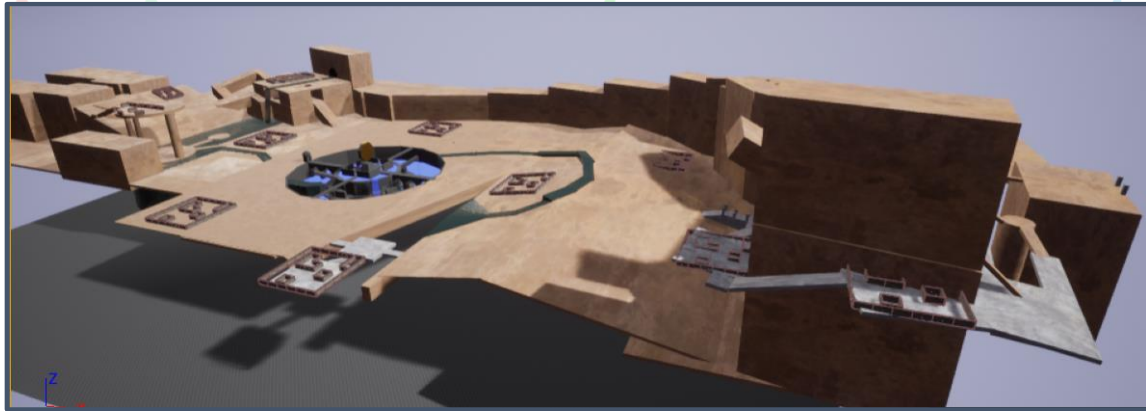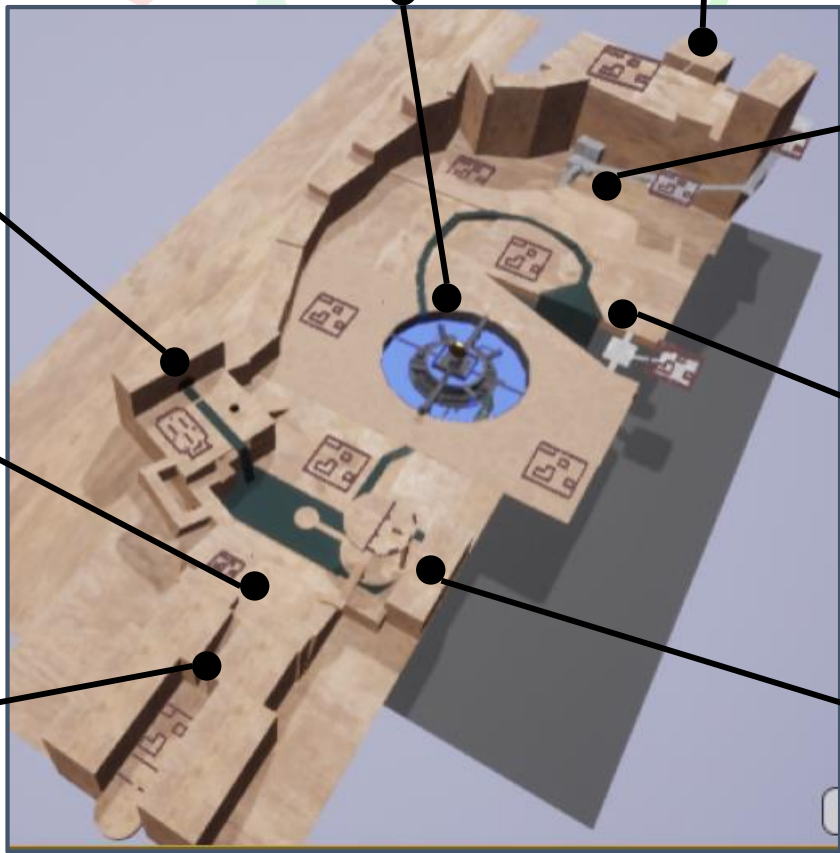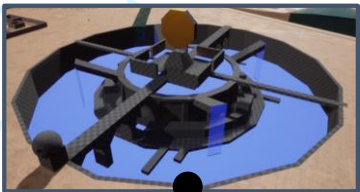
Contenu :

WORLD DESIGN
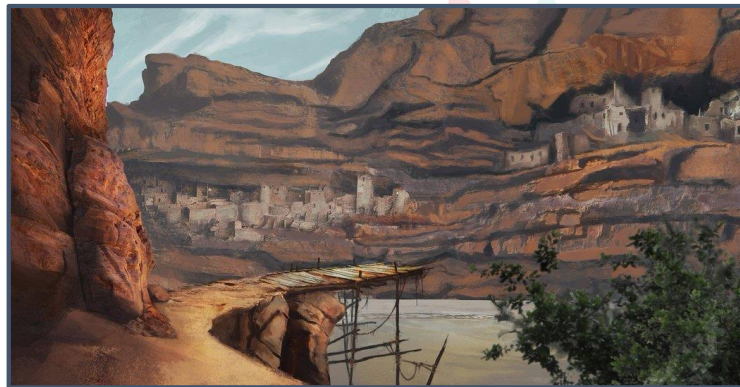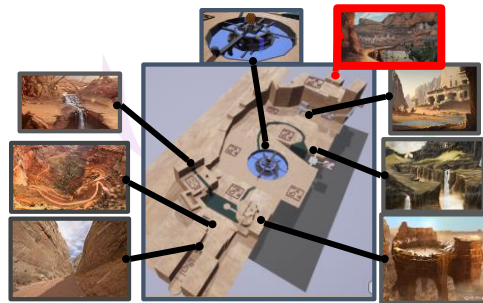
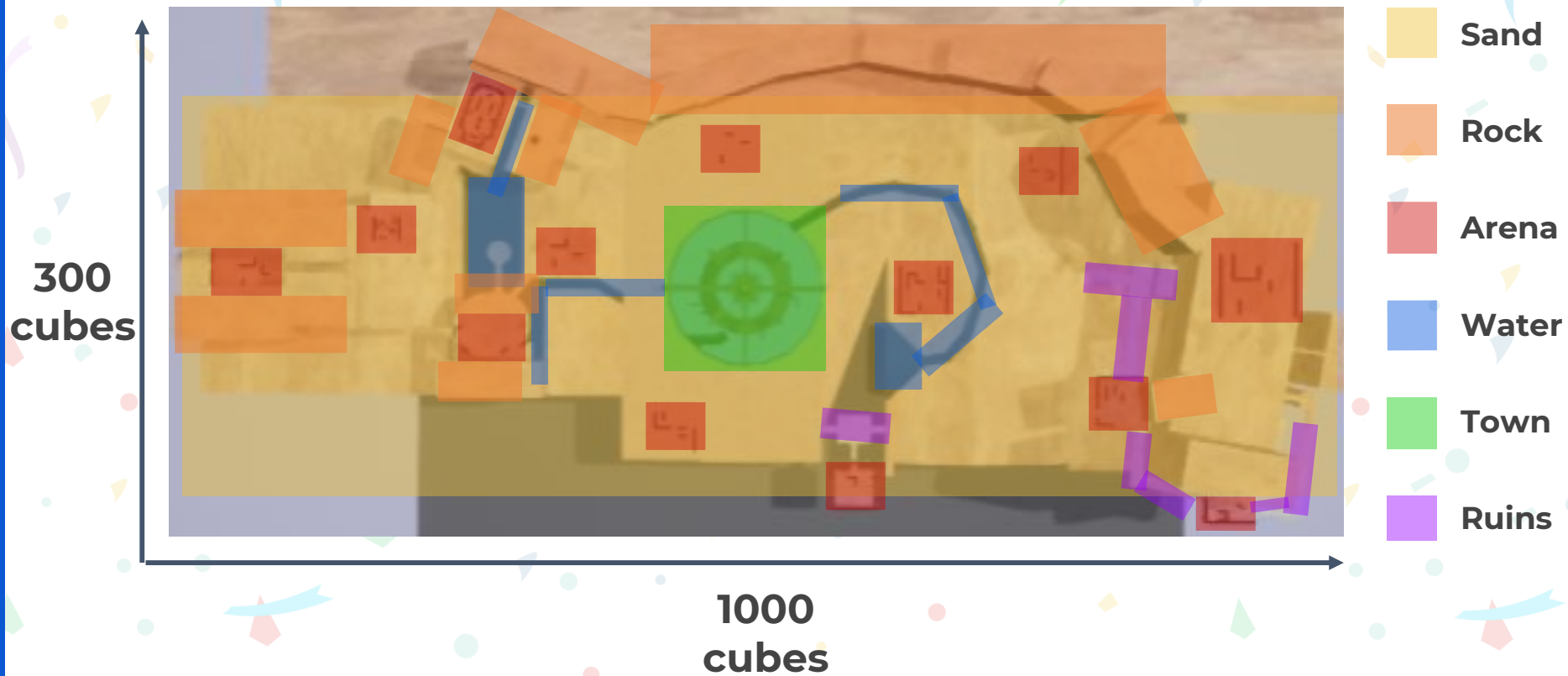# World Map - Blocking

World Map - Inspirations

World Map - Layers

WORLD DESIGN

300 cubes

1000 cubes

Sand
Rock
Arena
Water
Town
Ruins

World Map - Navigation
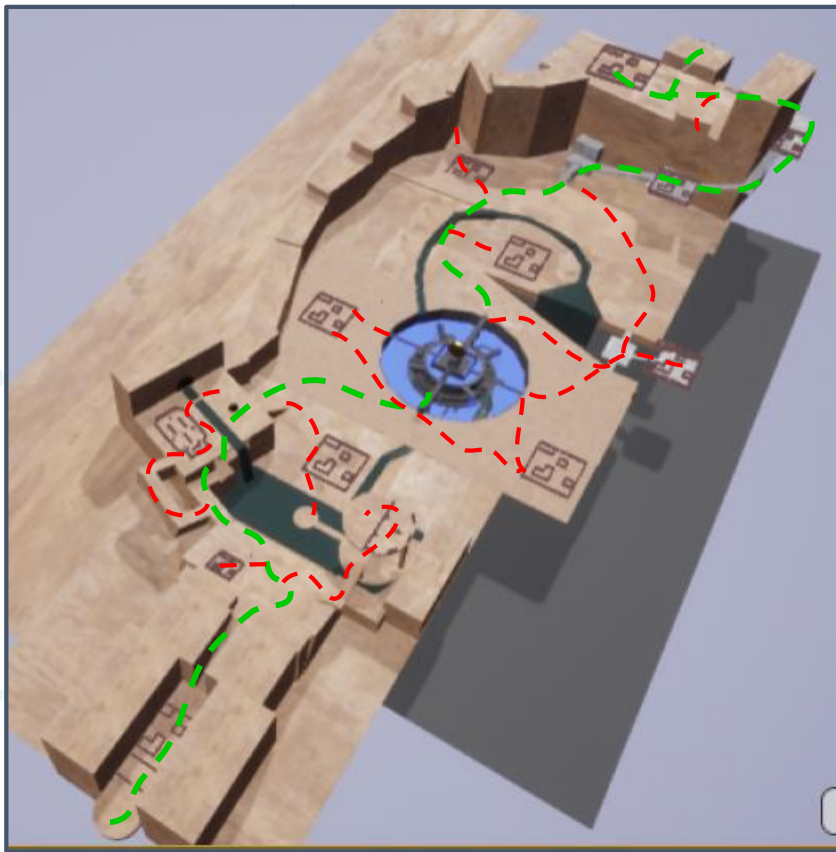
Main path

Secondary path

WORLD DESIGN

OVERVIEW

The LD bricks are different depending on the phase of play in which the player is playing.

The bricks are therefore classified into **categories**:

- **The character's bricks**
  - Equipment
    - Overview
    - Legs
    - Chest & head
  - Spell
    - Trail
    - AOE
    - Distance

- **The LD bricks of the exploration phases.**

- **The LD bricks of the battle phases**
  - Environment
  - Enemy
  - Boss

Mécaniques

Lors des **phases d'exploration**, le joueur peut ramasser des **confettis**, accéder à des **panoramas**, et **déplacer** plusieurs objets de l'environnement.

Il peut également rencontrer des **marchands**, et des **PNJ** étoffant l'univers du jeu. Dans certains rares cas, des PNJ demandent au joueur d'effectuer une **tâche** pour progresser, ou pour obtenir une **récompense**..

Liste d'objets manipulable

- Tumbleweed
- Crânes
- Manivelles
- Blocs de pierre

PUZZLE

During the exploration phase, the player can find some puzzles.
They all works the same way.
To solve them, the player must move an object to a specific point.
When a puzzle is solved, the player gains currency or equipments.
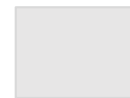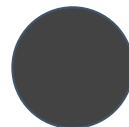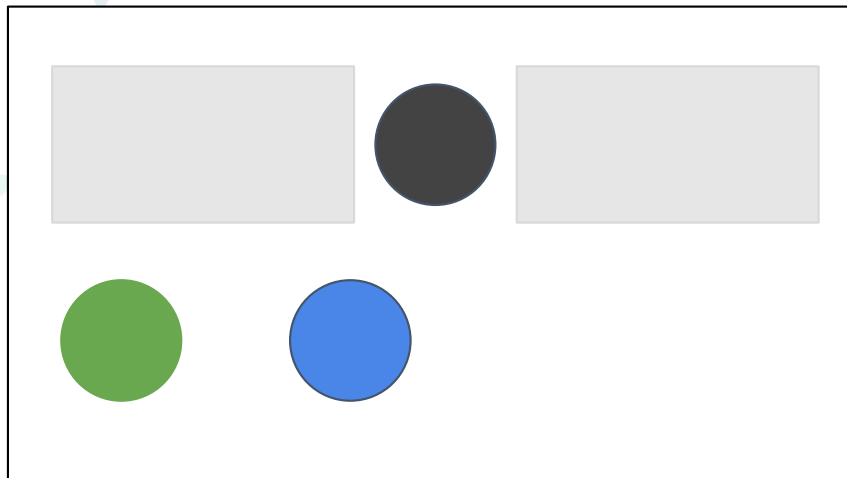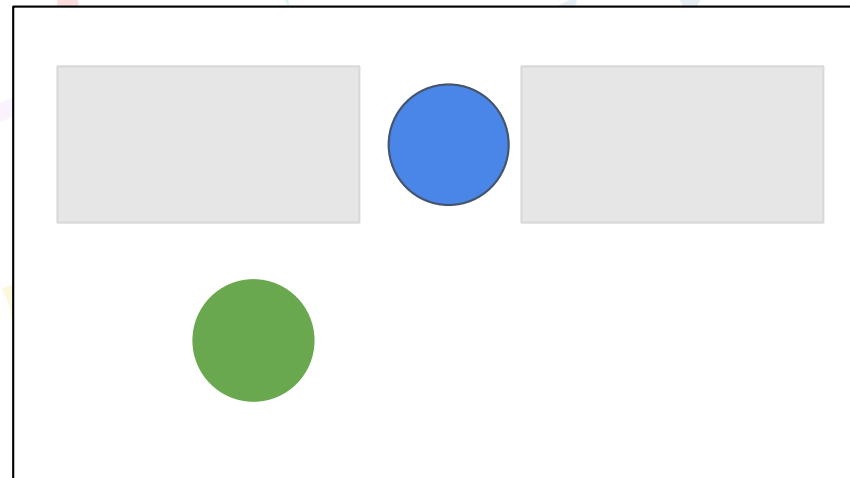

Elevated area   Player   Object to move   Solution

Puzzle not solved

Puzzle solved

EXPLORATION BRICKS

| Name	Description	Type	Weight
Tumbleweed	Tumbleweed can be move by the player to complete a quest	Target	Very Light
Skull	Skull can be move by the player to open path or solve puzzle	Target	Light / Medium / Heavy
Crank	Crank rotate when the player enter in collision with.	Help to resolve puzzle	Light / Medium / Heavy
Stone's Block	Stone's block can be move by the player to open path or solve puzzle	Target	Very Heavy

LD BRICKS OPEN WORLD

SKULL

Effect :

When the player touch a skull, he pushed him.

If the skull is moved in a certain place, he can open a path or solve a path.

It roles when it is moved.

Elevated area	Player	Skull	Movement
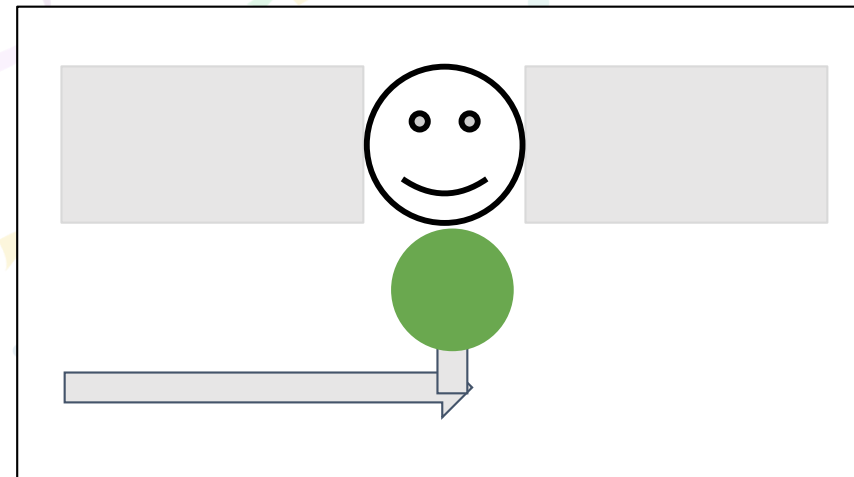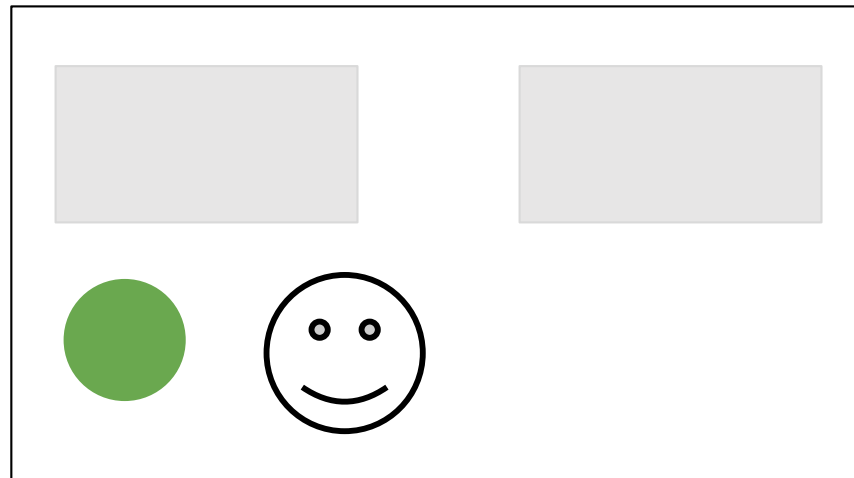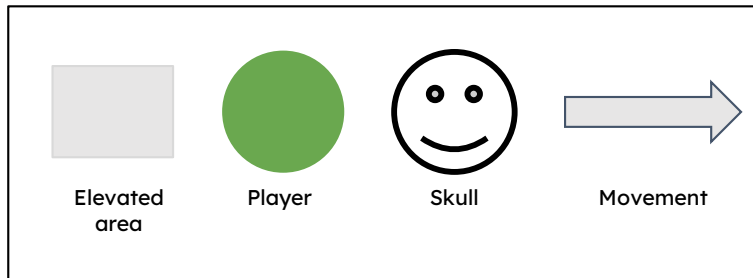
TUMBLEWEED

Effect :

Tumbleweed can be pushed by the player to complete a quest.

It roles when it is move.

Tumbleweed's quest is complete when the player push it to a specific PNJ.
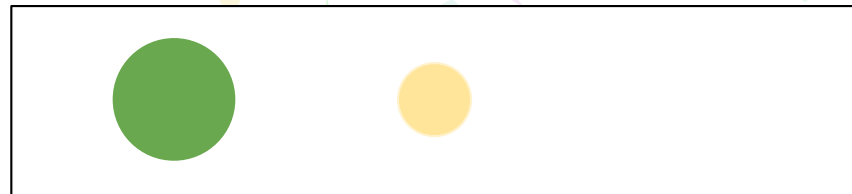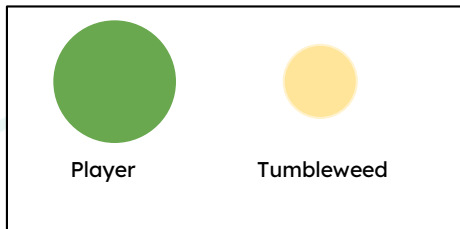
Player   Tumbleweed

Player show a tumbleweed
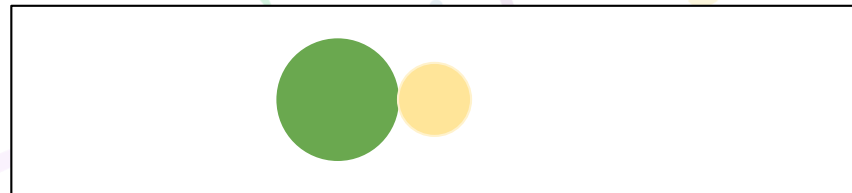
Player collision the tumbleweed
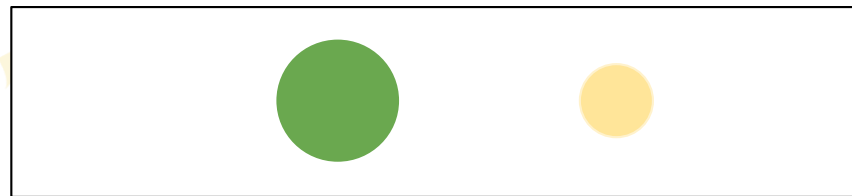
Tumbleweed is push

CRANK

Effect :

Crank is the most specific brick in exploration.
When the player use a Crank, it turns on himself.

Crank allows you to retrieve unobtainable object.

Wall   Object   Crank   Player

STONE'S BLOCK

Effect :

When the player touch a Stone's Block, he pushed him.

If the Stone's Block is moved in a certain place, he can open a path or solve a path.

Stone's Block can go to 4 directions (depend of the player direction) :
- Left
- Right
- Up
- Down

Player   Stone's Rock
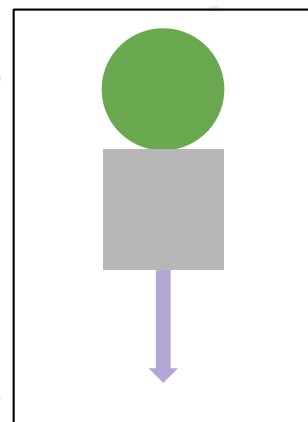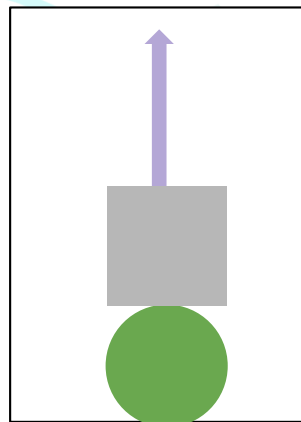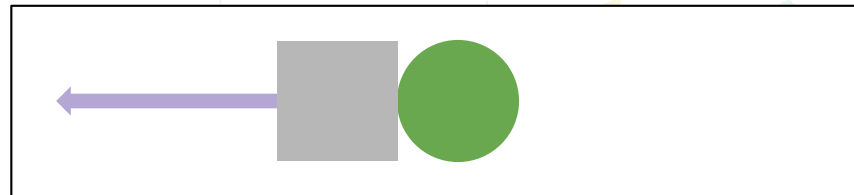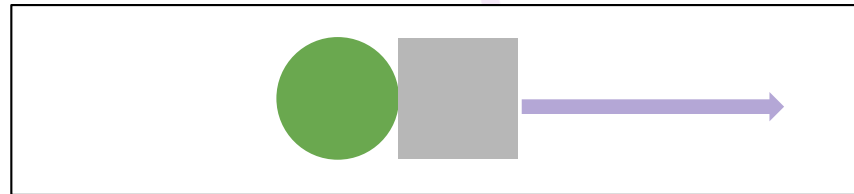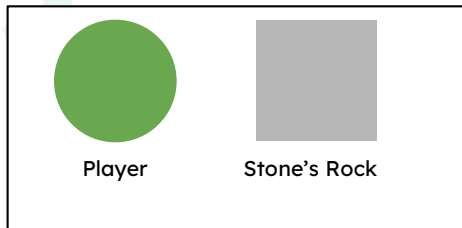
INVENTORY - MENU

Player can open the inventory with select button.

In the inventory player can managed is equipement. He can changed his head, his chest and his legs.

when he goes to the part equipped with his choice, a toggle menu appears where all is relevant equipments loot are. By going on his loot equipement he can equip them or just abandoned them.

The stats and specificity of equipment are showed when the player has his curseur on it.

Player can't selected an equipement equips

The inventory works like in Destiny : https://youtu.be/uwQww_vIhRI?t=263

INVENTORY - FLOWCHART
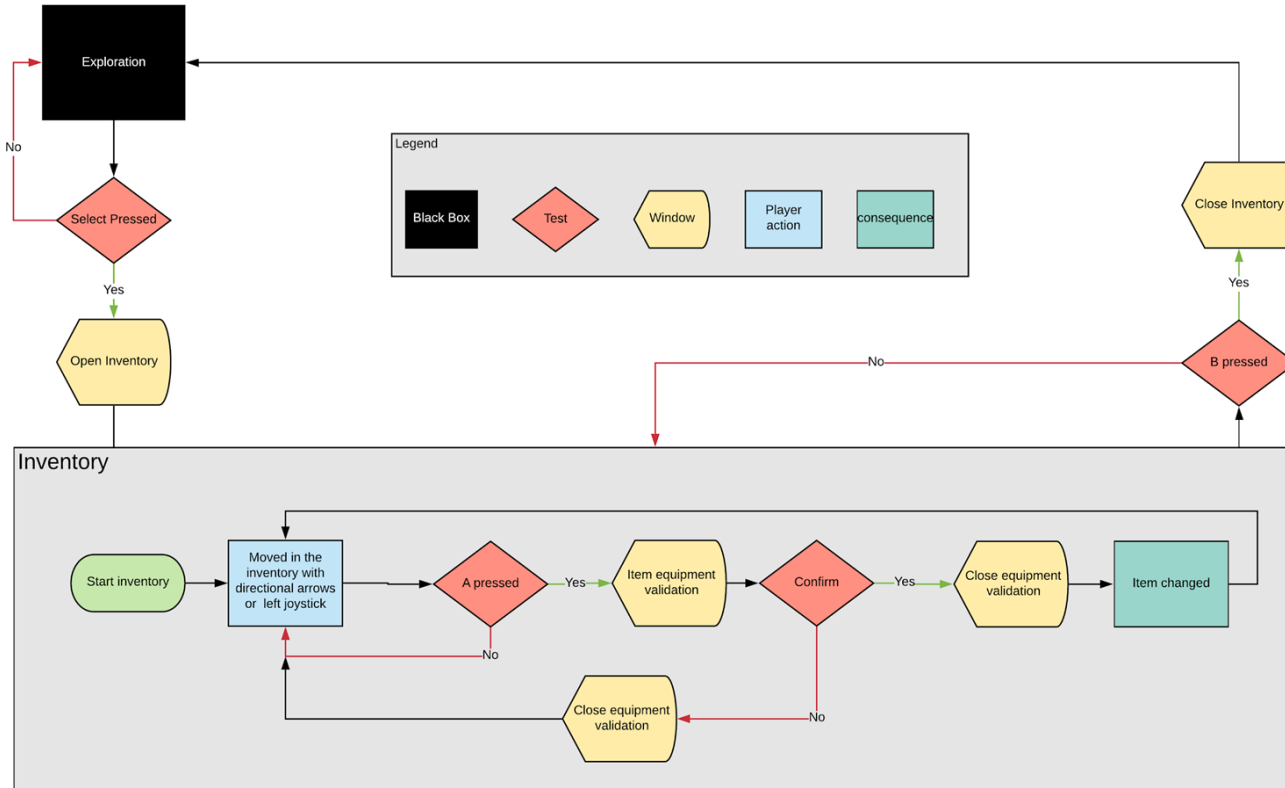
BATTLE

SPECS

Type : Top down.

Position Défaut : 10 m above ground in the center of the FOV.

Inclinaison : ~70°

Control : movable during all the fight mode (with the player at it center) and can be switch in "free mode" after the launch when the player wants to see where the enemies are. Unmovable during cinematic. Dynamic Camera

FOW: 75

Pivot: The point pivot of the camera is above the top of the character.

Special : When the player casts an AoE spell, the camera zoom out to see all the effect range of the spell. Once this behaviour is over, it resumes its normal behaviour.
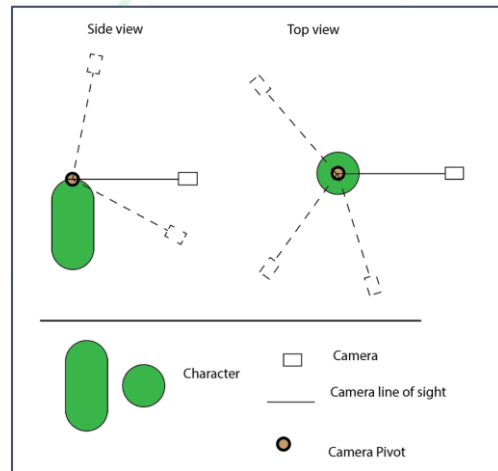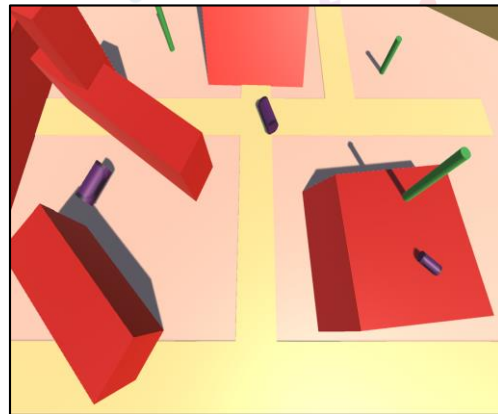
BEHAVIOUR

The camera is 30m above the ground who is in the middle of FOV

The camera switch smoothly one to another unit when the unit turns end to the next turn.

The camera follow units which is its turn. It has the same behaviour for the allies and for the enemies.

Player control:
- *In the default mode* (R3): the camera rotate around the player
- *In the Free mode* (Press R3): the camera navigate around the arena

	Camera		Ennemy		Direction
	Line of sight		Ground		

Top View

	Camera Movement		Camera Field of view
	Stick		Camera Field of view center
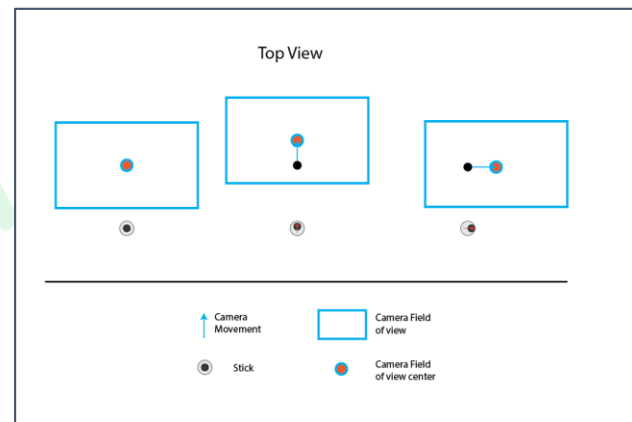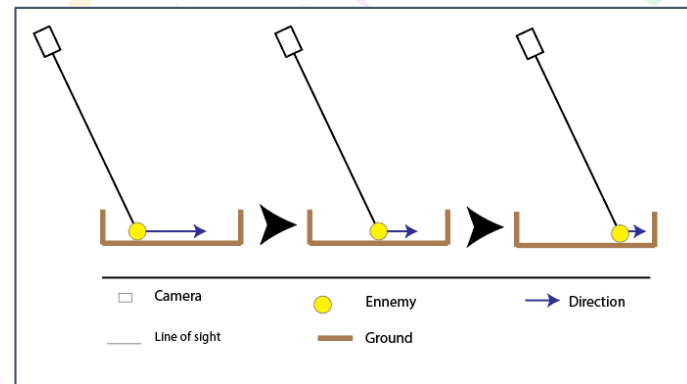
Caption: The camera free mode

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CONTROL

Use Spell

Options /Pause

Decrease impulse

Zoom Out Camera

Increase impulse

Zoom In Camera

Choice Direction

(hold) Switch Set

(Hold) Skip Turn (Defense Mode)

Hold (use Consumables)

Confirm movement

Camera move around player. Press = camera free
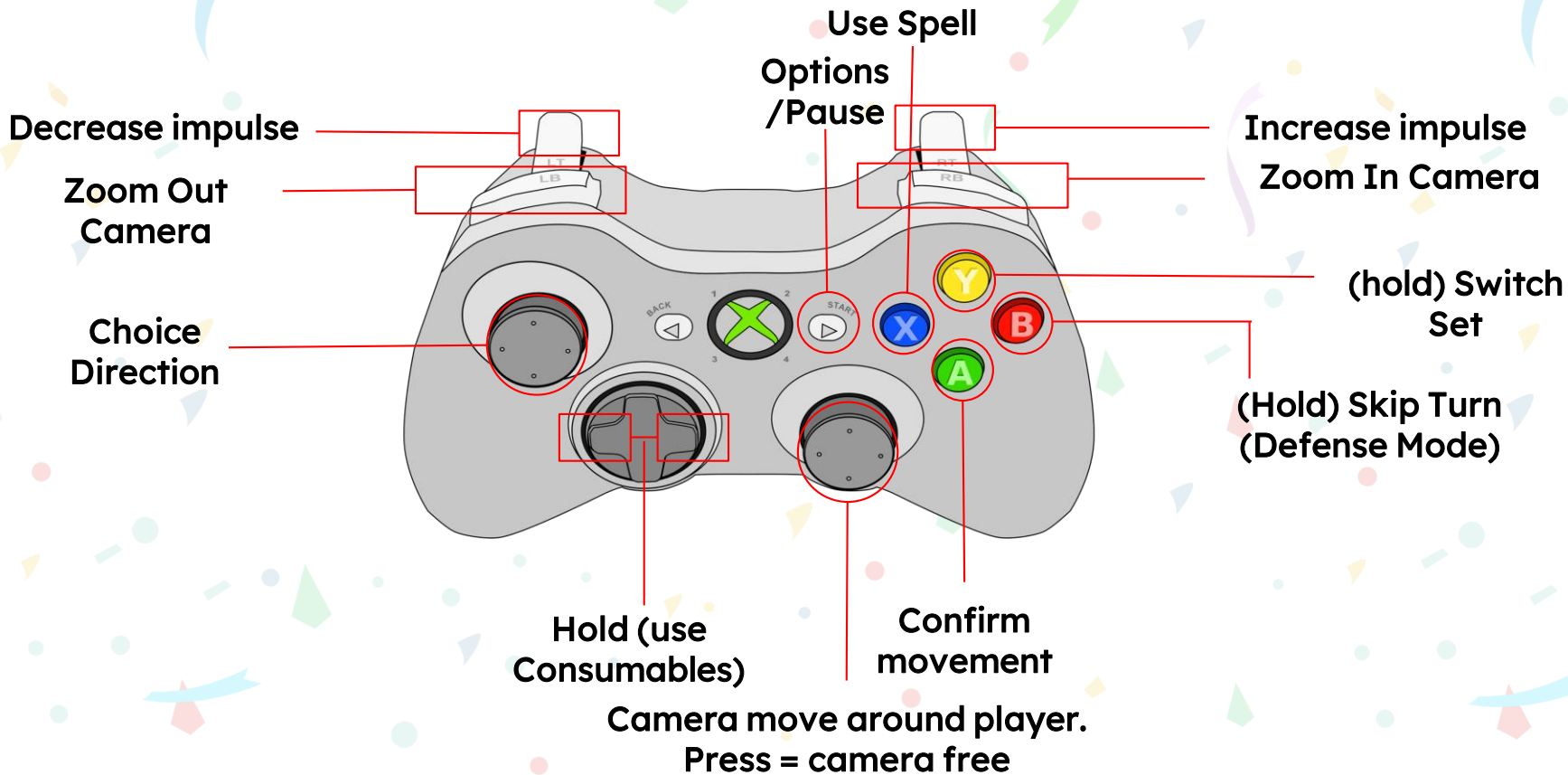
CONTROL - CAMERA FREE

After pressing to R3, The player can move around the battle's camera without having the character at the center of it. It moves freely.

The angle's camera is more top down than before.

The player can navigates through the whole battle map and see the HP and energy the enemies and his allies have.

If the player press again R3 he go back to the previous camera view.

One of the possible reference is Mario and the rabbids kingdom → tacticam

SPECS

It's the same specs as the exploration (**Height** (1.5 M), **Diameter :** 0.7 M)

Piñatas have 7 stats:
- Non impacted by an equipment:
  - **Health** : set as 100 points

- be impacted by an equipment:
  - **Weight**
  - **Defense**
  - **Energy**
  - **Power**
  - **Tenacity**
  - **Initiative**

—> **Excel link**

Special:
- Initiative can be impacted at the beginning of the turn: +50% / -50% —> see Slides Battle.

Stats	Base Value	Max Value	Effect With Max Value	Description
Weight	50	350	More or less 75% Damage & more projection effect/resistance	Distance de projection / Resistance à la projection / Facteur de dégâts physique
Defense	0	300	75 % Damage Reduction	Absorption des dégâts physique
Energy	50	350	More or less 40% Damage & 300% potential distance	Quantité de ressource dépensable pour les déplacements et les sorts
Power	0	300	30 More Effect Value (damage, heal or projection) & 3 Cooldown Reduction	Augmente les dégâts des sorts
Tenacity	0	300	100 % Field Resistance	Influe la résistance aux malus de la boue sur le terrain (malus de quantité d'energy et d'energy a dépenser pour parcourir x distance)
Initiative	50	350	Add 350 to the initiative jauge at the end of a turn	Influe la fréquence à laquelle l'unité joue son tour
HP	100	n/a	Player has 100 Life Point	Life of player

ACTIONS PLAYER'S TURN

Every turn, all units can (in the limit of their energy) :
- Moving
- Cast spell
- Switch set (stop turn)
- Guard Mode (stop turn)
- Use consumables: can revive his allies when using a potion?

When the unit turn starts, she gains 50% of energy. (only if its energy isn't full)
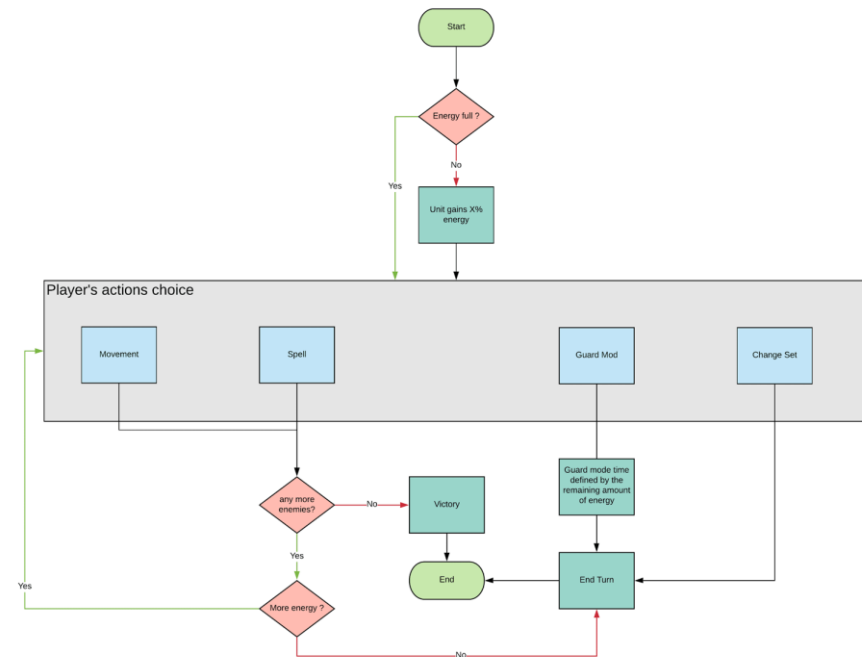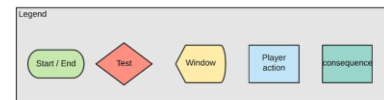
EQUIPMENT PARTICULARITY

The player can create 2 set of equipment for each Piñatas and switch any time with Y in exploration mode and in battle mode, it cost one turn to switch.

Piñatas have **3 equipments emplacement :**

- **The head:** Gives a [passive effect]

- **The chest :** Gives a [spell] → can be used during the movement (by a slow motion)

- **The legs :** Gives a [type of movement]

—> for more details go to Equipment slides

Variables : EXCEL LINK

PANOPLIE POUET (REBOND)   PANOPLIE HEAL

TRAÎNÉE   DISTANCE   AOE   fin de heal (mercy overwatch)

PANOPLIE DÉGÂTS   masque qui cache la flamme

Chest: Spell

Head: Passive

Legs: Player's direction

55
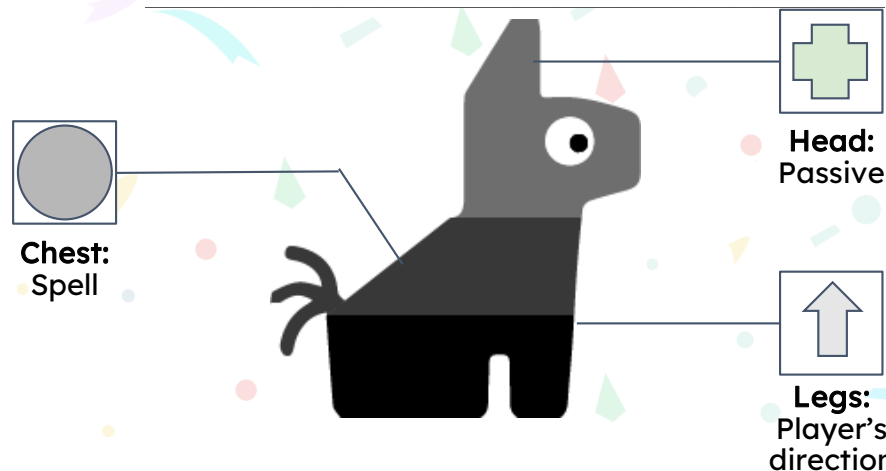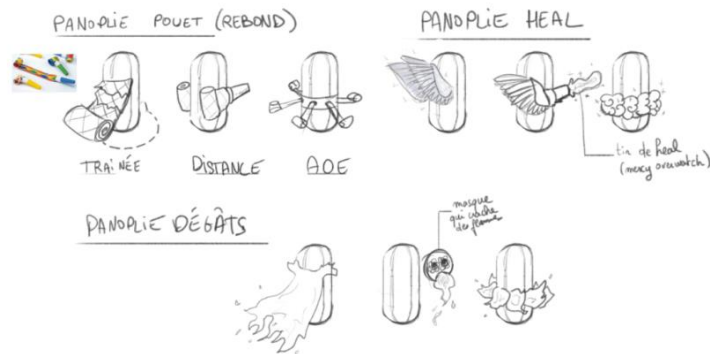
MOVEMENT: Impulse

Feedback:
Units move thanks to a propulsion. It moves them in the direction the unit is. The curve keeps in "mind" the original distance and redistribute it when all its impulse come to an end.

They loose speed depending on the ground where they move.

When the player choose its direction on battle, an arrow appears to help him. It grows up according to the energy uses for the impulsion. The more the impulsion is used the bigger the arrow is.

With the right trigger (ZR) the player can estimate his impulsion. When the player is satisfied, he can confirm his action with A.

Encounter Obstacle:
If the arrow meets a wall, it shows the rebound direction. It conserves his height. If they meet a wall during their propulsion, they bounce at the impact.

Player Base Energy :
600

5% energy use   50% energy use   100% energy use

0m

5m

Player Base Energy :
600

5% energy use   50% energy use   100% energy use

0m

5m
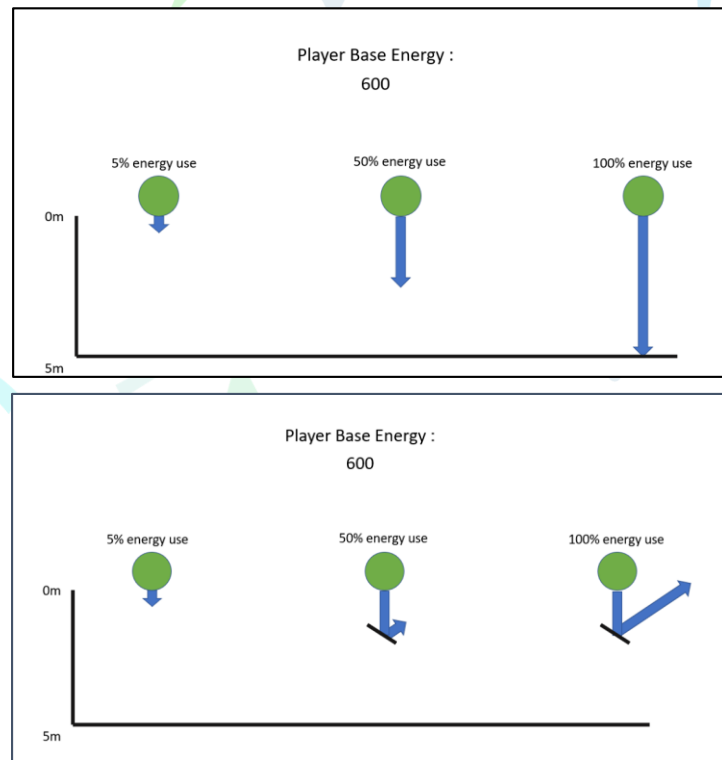
MOVEMENT TYPE

The trajectory follow by the piñata when it moves is determined by the **legs** equipment.

Three trajectory exist :

- **Straight line:** unit go on straight line
- **Curved line :** Unit follow a curved
- **Spinning top:** The unit rotates on itself. If the player use A during the movement of the units, she changes his direction for going where she looks.

When the player impact an enemy, it is propulsed by it. The player transfer all his energy to the enemy (the player stays at the enemy's place). The player do a bounce only on wall

All the curve can have an active effect unlocked when the player is in the Tier 3. —> go to see Equipment Legs

| Ligne droite | Arc de cercle |
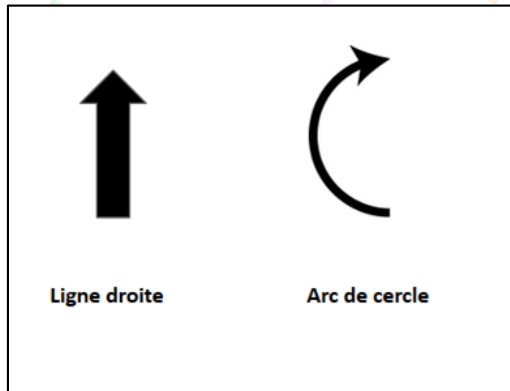
MOVEMENT : CURVE

Unit moves on curve.

Depending on its pulse, a point A is set at X m of the unit in the direction of the pulse. A new point B is taken at mid-distance between A and the unit. The unit will make a half circle around B to join A.

Once the semi-circle is finished, or if the unit collides, the process is repeated. We continue until the unit has no impulse left.

When the player impact an enemy, it is propulsed by it. The player transfer all his energy to the enemy (the player stays at the enemy's place). The player do a bounce only on wall

<u>Active Curve:</u>

10 m /s

7 m /s

15 m /s

Character

Pivot

Target

Trajectory

Direction

Wall

58
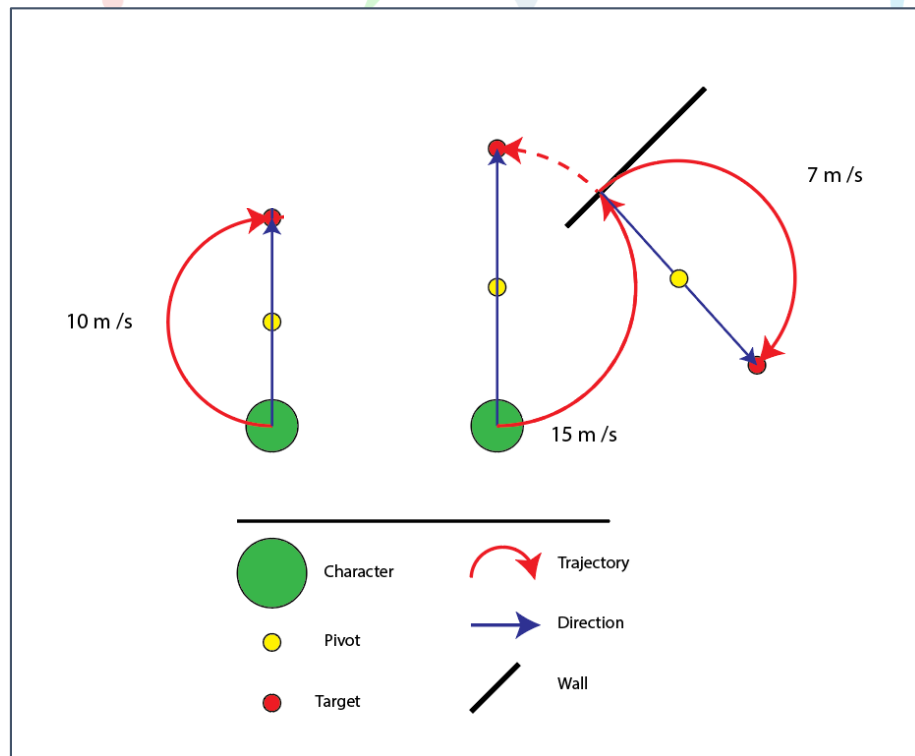
MOVEMENT : SPINNING TOP

The unit move like the straight line.

Unit turn on itself.

Active Curve:
If the player press A, it changes the direction of the piñata. Indeed this one goes to the direction where it actually looks.

Player can press A just one time by movement.

This behaviour can be change with a passive

SPELL OVERVIEW

The player can use spell during a battle when he moves. Each one have a type and an application.

Types:

- **Damage** : Makes damage on enemy and allies unit

- **Projection** : projects enemy and allies

- **Heal** : heals allies and enemy

All spell have three **application** possible :

- **Trail :** makes a trail behind the unit during his movement.

- **AOE :** Spell makes is effect in a specific zone

- **Distance :** The spell is shoot in a specific range. This range can be ignored if the projectile rebound on walls.

Top View

Trail : Let a trail behind the character afte the movement of the character

AoE : Circle around the Unit that cast

Projectile : Throw a projectile with a behavioud similar to the one of the character movement

Character   Range / Direction

Effect Zone   wall
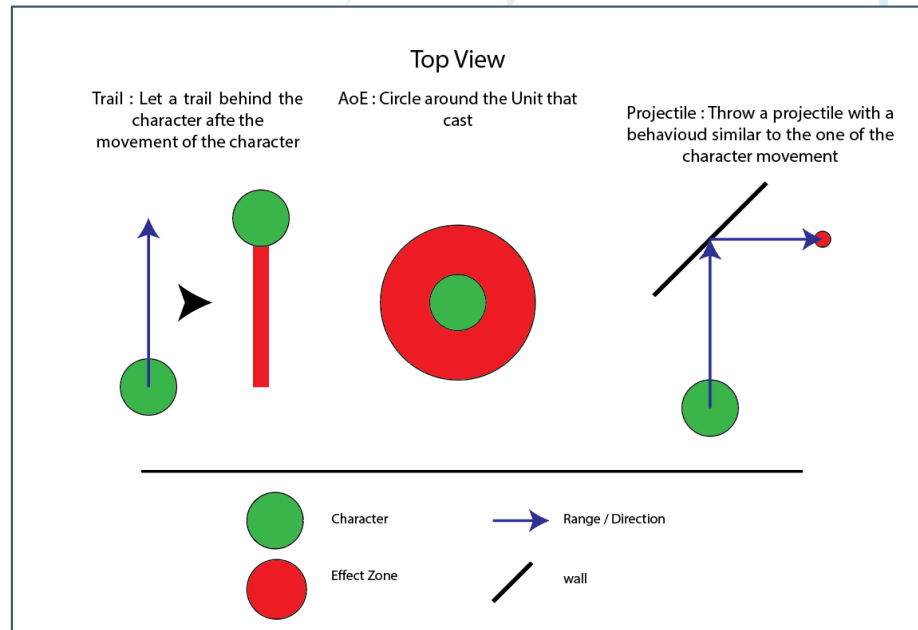
GUARD MODE

During a battle, the player can choose to end his turn. When he made this, guard mode is activate. When he switch to this mode, the unit gain a bonus of life depends on the amount of energy left. If when it's the begin of his turn and it haven't loose all his bonus life, he it looses automatically.

ENERGY LEFT	Health Bonus
[75%;100%]	50
[50%;75%[	35
[25%;50%[	20
[0%;25%[	5

OVERVIEW

They are in a common inventory for all our piñatas. There are only two types of consumables:

Health

Energy

When the player uses one, It gives him a fixed percentage of the total value of the stat involved. For example, my total life is 100 HP, if my healing pack is 25%, I regain 25 health points.

Consumables can be accumulated up to a maximum of 100 each. Otherwise they are not taken and remain in the field.

When an unit uses a consumable it ends her turn automatically and it isn't in guard mode. When its energy is fall to 0, the unit's turn doesn't end automatically (hold skip turn).

FLOWCHART ARENAS

MICRO - ARENA

ANALYSE
BATTLEFIELD

USE HIS "FUEL"
Move
Use a sort

GAME LOOP
MICRO
PLAYER

END TURN
May have a defense bonus
if his Energy left > 25%
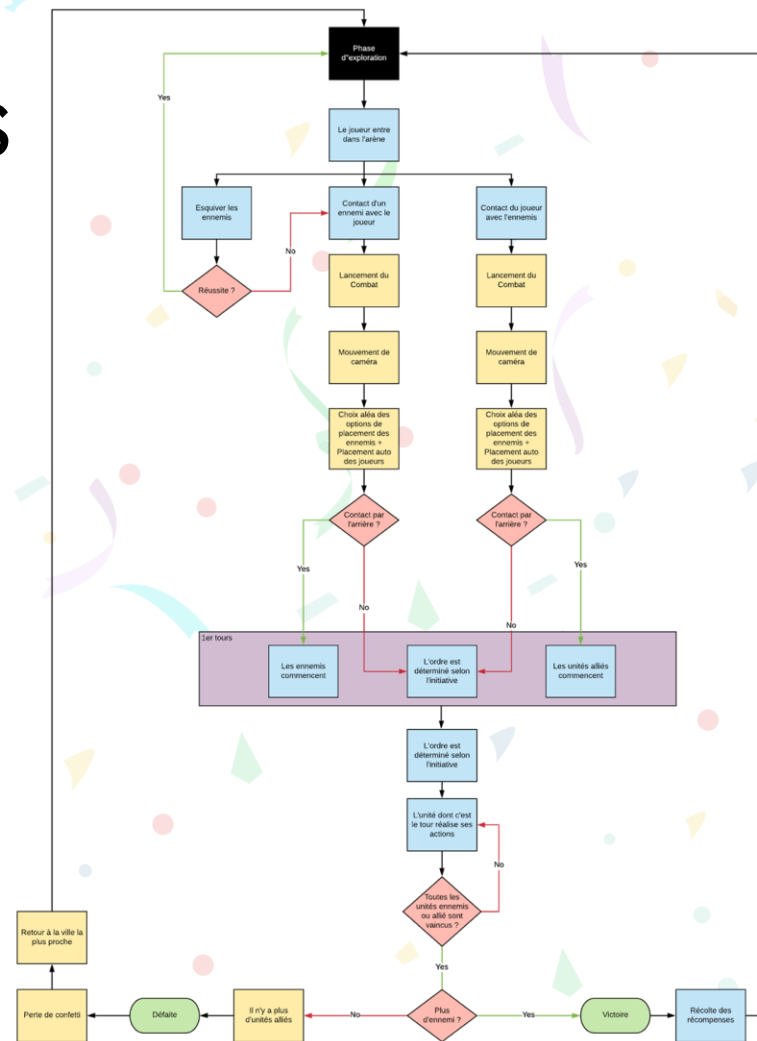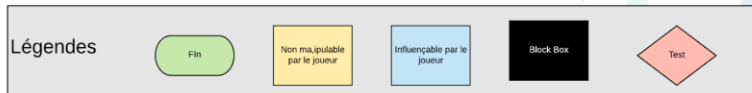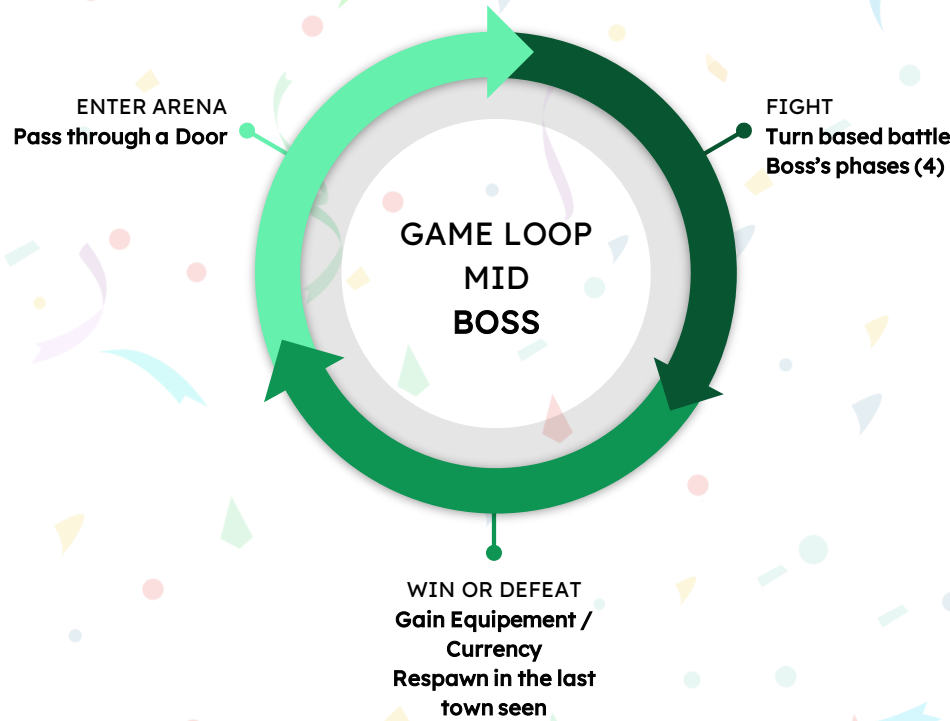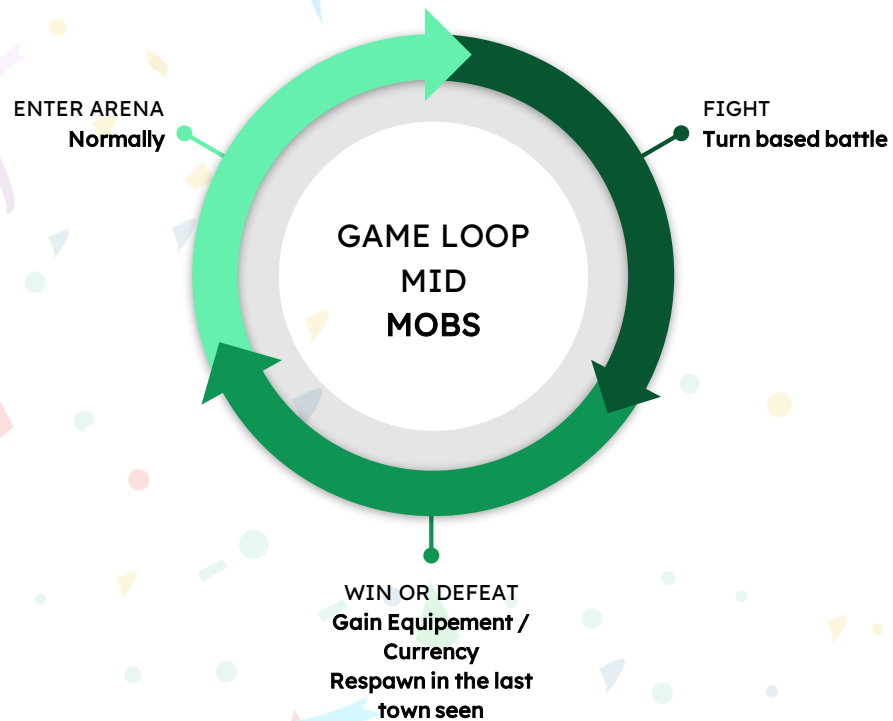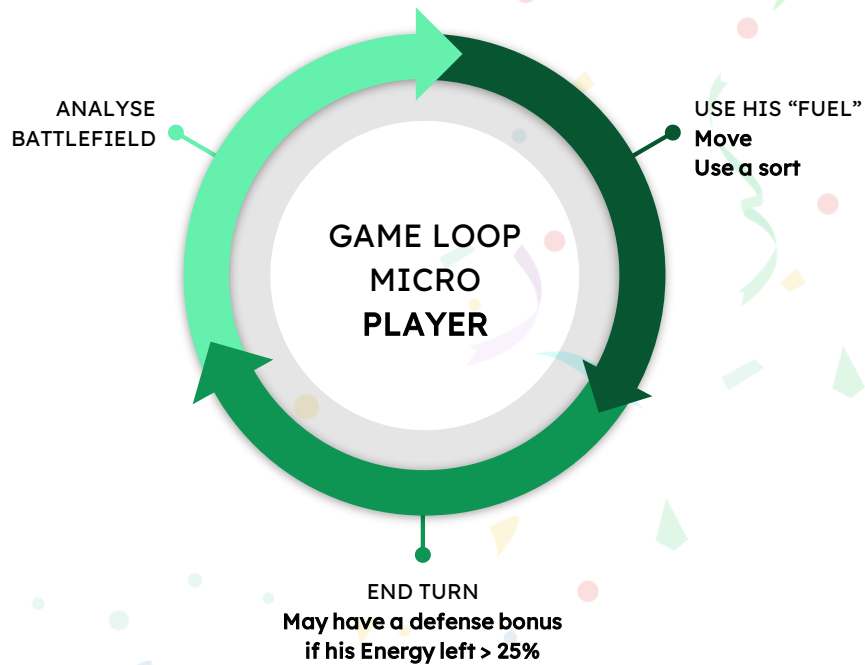
WIREFRAME
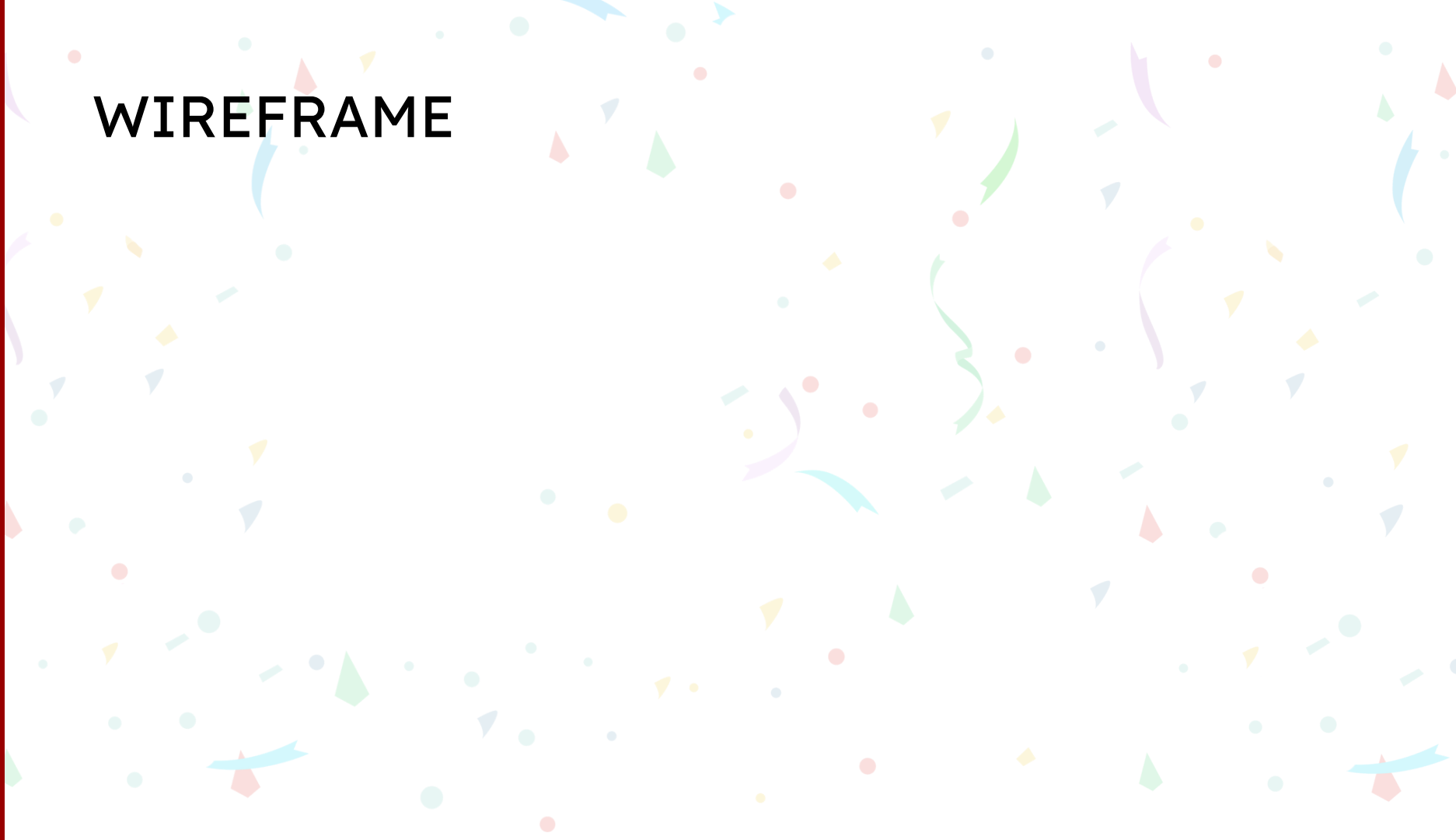
LAUNCHING A FIGHT

When exploring the map, the player finds arenas populated by enemies. He then has 3 possibilities:

- Entering the enemy's field of vision, which automatically starts the fight, the player is at a disadvantage
- Entering the enemy without being noticed launches the fight but the enemies are caught by surprise; the player therefore has the advantage at the beginning of the fight.
- He can avoid the enemies and pass through the arenas without fighting. He can see a hidden chest (lock by the enemies present in the arena)

When the fight begins the ruins of the arena will be completed: the entrances and exits of the arena shut off, cactus are formed between the ruined architecture...)

We enter the battle by a camera movement.

Display / visual transition or camera depending on who it is to play: we move on to the enemy's turn, then to an ally's turn....

TURN ORDER

At the Beginning:

Depending on how the battle starts, Character's (allies and enemies) initiative can be impact during the first turn.

Following a rear-end collision caused by an enemy : All units of the player lose 50% of initiative.

Following a rear-end collision caused by the player : All enemies units lose 50% of initiative

This penalty is just for the first turn.

Initiative Impact:
To determine units' turn order, the statistic of initiative is use. More an unit has initiative, more it can plays early on the game and repeatedly before everyone plays for this turn.

Exemple :
- *Unit A : Initiative = 50*
- *Unit B : Initiative = 20*
- *Unit C : initiative = 35*

The turn order is : A>C>A>B
If C loose Initiative after she changes his set and his initiative is 15, the turn order change —> new turn order is :
A>A>B>C

BATTLE'S END

Victory:

There is no proper victory screen, the victory effect will be directly implement on the HUD and be a transition to the exploration mode. When the last enemy is about to die, the player do a "finish him" to it. The player see his last attack with different camera angle before he kick him out. After that, the player goes back to the exploration mode and sees what currency (confetti) and equipments he has gained visible in a range near him (+ the other effects in HUD (voir AC en ref)).

After the player wins a fight, the enemies will respawn when he will leave the arena.

Defeat:

It will have a screen for it. You stay a little on it and then you will be automatically respawn at the town/checkpoint or save you last activated. You loose nothing.

Health

At the end of a fight, the player's health is not regen automatically, he must go to the town or a checkpoint (altar) to treat his piñatas. If a piñata is dead during the fight, at the end of it, it respawn with only one health's point left. This does not change if the player win or loose.

GAMEPLAY'S BRICKS
(battle)

OVERVIEW

The LD bricks are different depending on the phase of play in which the player is playing.

The bricks are therefore classified into **categories:**
- **The character's bricks**
  - Equipment
    - Overview
    - Legs
    - Chest & head
  - Spell
    - Trail
    - AOE
    - Distance

- **The LD bricks of the exploration phases.**

- **The LD bricks of the battle phases**
  - Environment
  - Enemy
  - Boss

LD BRICKS

OVERVIEW

Equipements are split in differents **categories** :

LEVEL

It represents the global level of the equipment. it is equal to the level of the zone where the player is when he loots it. Level determines the **statistic** present on the item.

For example: Level 1 —> + [1;3] stat point, Level 2 —> +[3;6] ,...

RARITY

It determines how many positive stats the item can offer. It impacts the drop's percent

Common   *Rare*   *Legendary*

When a player loots an equipment, it's generate randomly. When he kills a boss, the loot isn't random. They have an impact on a piñata's stats.

EQUIPMENT'S GENERATION
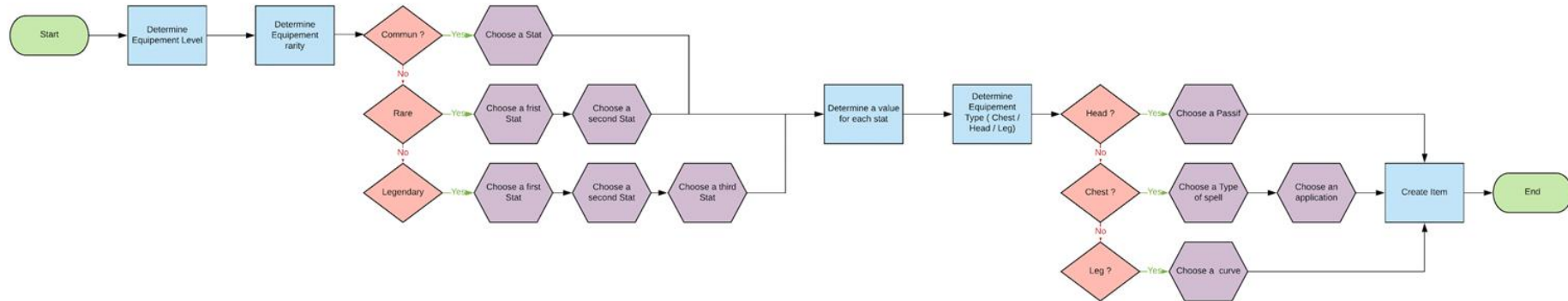
The equipement's Level is determined by the area where the player is when he drops the item.

The Loot rate is on the next slide.

LOOT RATE

Rarity	Commun	Rare	Legendary
Drop Rate	55%	35%	10%

BATTLE LOOT		
Category	Equipement	Currency (confetti)
Range	1 et 4	100 - 200

Number of Equipment looted	1	2	3	4
Chance to loot	15%	50%	30%	5%

OVERVIEW
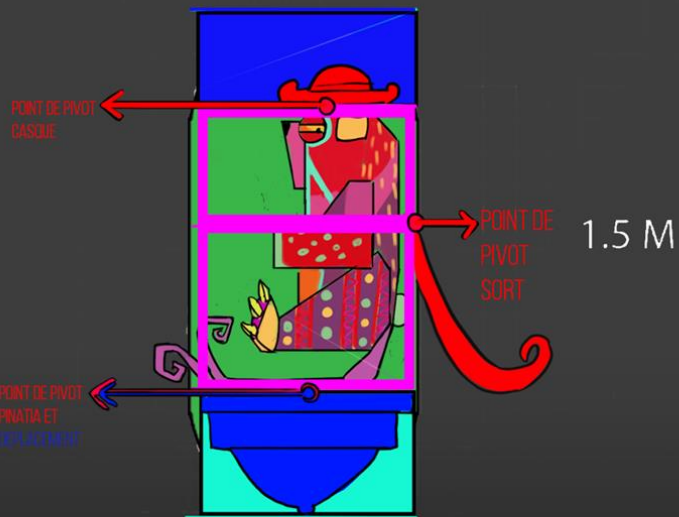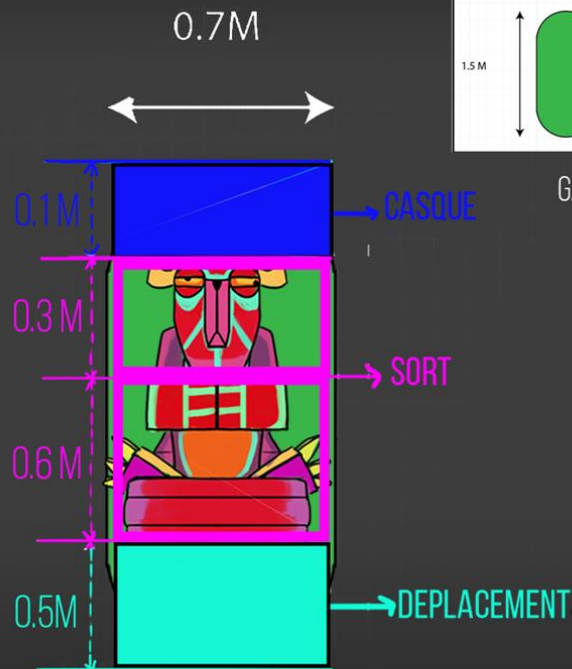
LEGS

Legs determine the **type of movement** uses by the unit. The **level** of the equipement impacts the type of curve that may be present on it and as of tier 3, the curve unlocks its actif (letter A on the chart below).

TIER	Straight	Curve	Spinning top	C4	C5	C6	C7
1	YES	NO	NO	NO	NO	NO	NO
2	YES	YES	NO	NO	NO	NO	NO
3 (A)	YES	YES	YES	NO	NO	NO	NO
4 (A)	YES	YES	YES	YES	NO	NO	NO
5 (A)	YES	YES	YES	YES	YES	NO	NO
6 (A)	YES	YES	YES	YES	YES	YES	NO
7 (A)	YES	YES	YES	YES	YES	YES	YES

Yes	Can appear
Yes	Can appear (Actif unlocked)
No	Can't appear

LEGS
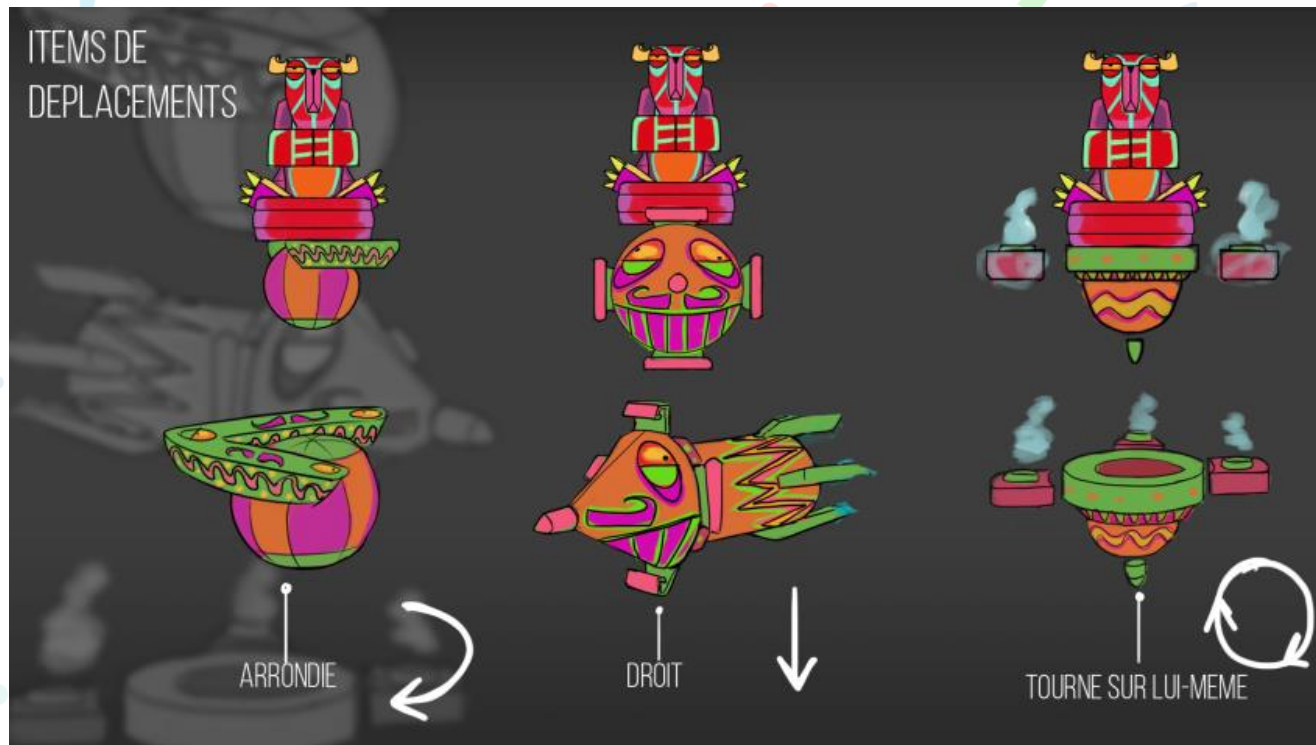
LEGS - Rocket

When a player use a rocket equipement, he can bounce few time but he gain range of deplacement and makes more damage.

Increase base distance and base damage.

LEGS - Balloon

When a player use a rocket equipement, he can bounce many time.

Increase number of bounce before the unit gains no more ditance.

LEGS - Spinning top

When a player use a spinning top equipement, he can bounce on allys and ennemies units.

CHEST & HEAD

Chest:

It determines the spell use by the unit. The level of the equipement impact the effect of the spell. The more the spell on an equipment has a high level, the stronger the damage, heal or propuls will be.

Head

It determines the [passive](#) use by the unit.

Chest:
Spell
(AOE + damage)

Head:
Passive
(Instead of doing damages, you heal)

Legs:
Player's direction
(straight Line)

CHEST

JAVIER EMILIO DE LA SANGRE DE LA MUERTE DE LA PAPA,
MASQUE
ATTAQUE DISTANCE

JAVIER EMILIO DE LA SANGRE DE LA MUERTE DE LA PAPA,
MASQUE DEGAT
ATTAQUE DISTANCE

JAVIER EMILIO DE LA SANGRE DE LA MUERTE DE LA PAPA,
MASQUE HEAL
ATTAQUE DISTANCE
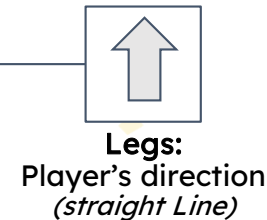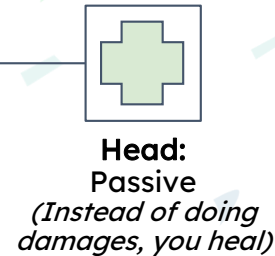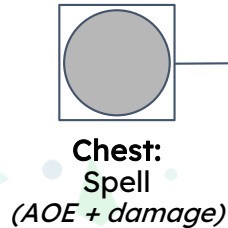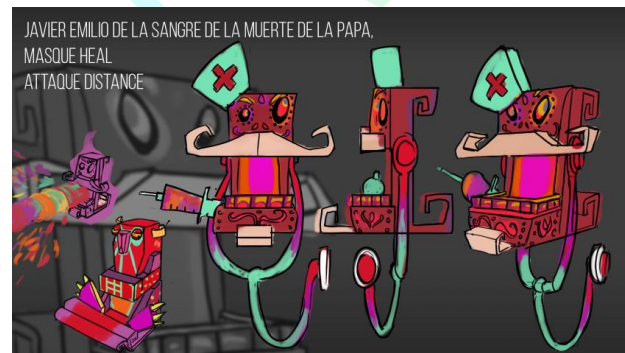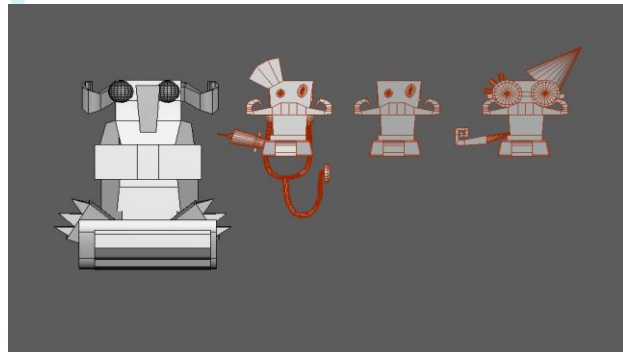
HEAD

IMAGE

PASSIVE (1/2)

The passive is an element of the game that gives specific properties to the unit that is equipped with. It influences the movement, the spell, the life or the statistic of the player.

CATEGORY	NAME	EFFECT
GUARD MODE	Positive destruction	When you destroy an unit, you win all your energy and switch on guard mode.
	the best defense is the attack	If you switch on guard mode and your energy is full. You gains 100% damage for your next turn.
	Spartiatãs	You gains 15 HP more when you switch on guard mode.

PASSIVE (2/2)

CATEGORY	NAME	EFFECT
VISIBILITY	Trail +	Trail gains 5M
	AoE +	AoE's range gaigns 5M
	Shoot +	Shoot's range gaigns 5M
	Snipiñatas	The helping Arrow is biggest.
SPELL	https://www.youtube.com/watch?v=FGBhQbmPwH8	Your spell is cast two time. The second cast is free and just after the first.
	Piñata and Love !	When you hit an unit (ally or enemy) in cac, it is heal instead of taking damage.
	Time to eat !	Your spells applies a dot (damage on time). All units touch by a spell lake X damage at the beginning of his turn during X turn.
	Gosthatas	Cross through the other units by inflicting damage on them

IMAGE

TRAIL

When the player uses a spell with a trail application, a trail appears behind the units in movement (over a distance of X meter). X is determined by the level of the spell and is described. It can be launch during the movement.

Damage : A trail of damage appears on the ground. If an unit enters on collision or crossover with the trail it takes X damages. The trail disappears after Y turn. If an unit is on a trail at the begins of its turn, it takes damage again.

Heal : A trail of heal appears on the ground. If an unit enter on collision or crossover with the trail she takes X heal. The trail disappear after Y turn. If an unit is on a trail at the begins of its turn, it takes heal again.

Dispersion : A trail of dispersion appears on the ground. If an unit enters on collision with her, it's repulse. The trail disappears after Y turn. The trail blocks all units want to cross over.

Trail Spell					
Pallier	Min Value	Max Value	Cost	Cooldown	Distance
1	15	20	15	2	5
2	20	25	20	2	10
3	25	30	25	2	15
4	30	35	30	2	20
5	35	40	40	2	25

IMAGE

AOE

When the player uses a spell with an AOE application, It is applicate in a large zone around the unit. It's effect applies for all units in its zone. The more you are far away, the less the spell is effective however, the more you are close, the stronger the spell is. The camera zoom out when an AOE spell is used (during the time of the spell)

Damage : All units (allies and enemies) in the range of the spell take X damages.

Heal : All units (allies and enemies) in the range of the spell take X heals.

Dispersion : All units (allies and enemies) in the range of the spell are repulse.

AOE Spell				
Stage	Min Value	Max Value	Cost	Cooldown
1	20	25	15	2
2	25	30	20	2
3	35	40	30	2
4	50	60	40	2
5	70	80	50	2

DISTANCE 1/3

With a distance spell, the player can touch an enemy in a long range. For that, he needs to aim. The projectile has a range after which it disappears. But the projectile can go out of this range if it bounces on a wall or a bumper. After X bounces, the spell destroyed if it hadn't met an unit (ally or enemy). If the player uses the spell during a movement a slow motion starts during the aim. This spell is use by a mask which fly around the player; the direction of the player isn't directly the same as the mask *(like in the game Crash Bandicoot).* When the projectil rebound he gains the half distance of the base range .

Damage :Unit (ally and enemy) touches by the projectile takes X damage.

Heal : Unit (ally and enemy) touches by the projectile takes X heal.

Dispersion : Unit (ally and enemy) touches by the projectile is repulse.

When player push X, he can aims with right stick. When he push X again the shot start. He can canceled with B button.

Distance Spell						
Stage	Min Value	Max Value	Cost	Cooldown	Max Rebound	Base Range
1	5	10	20	3	3	X
2	10	15	25	3	3	X
3	15	20	35	3	3	X
4	25	35	50	3	3	X
5	40	50	60	3	3	X

masque
qui vache
des flames

tia de heal
(mercy overwatch)
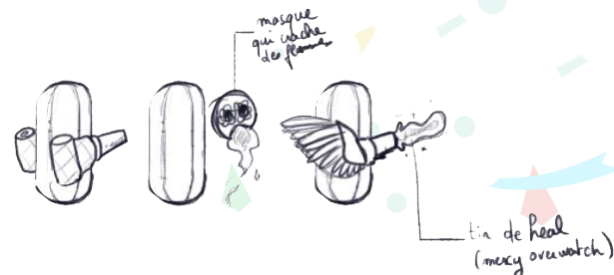
DISTANCE 2/3

Ennemy   Player   Wall   Helps to aim   Range

The player is aiming

The player can the touch ennemi 2
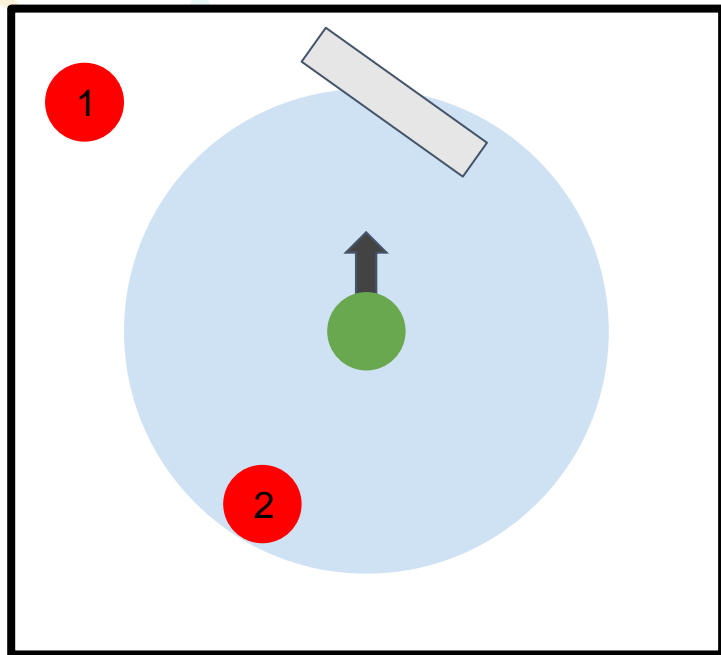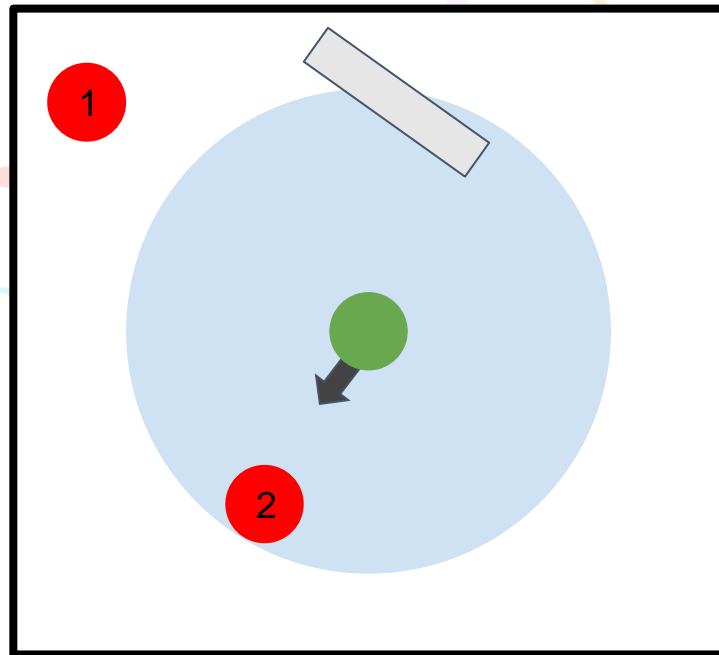
DISTANCE 3/3

1 — Ennemy   Player   Wall   Helps to aim   Range   Projectil
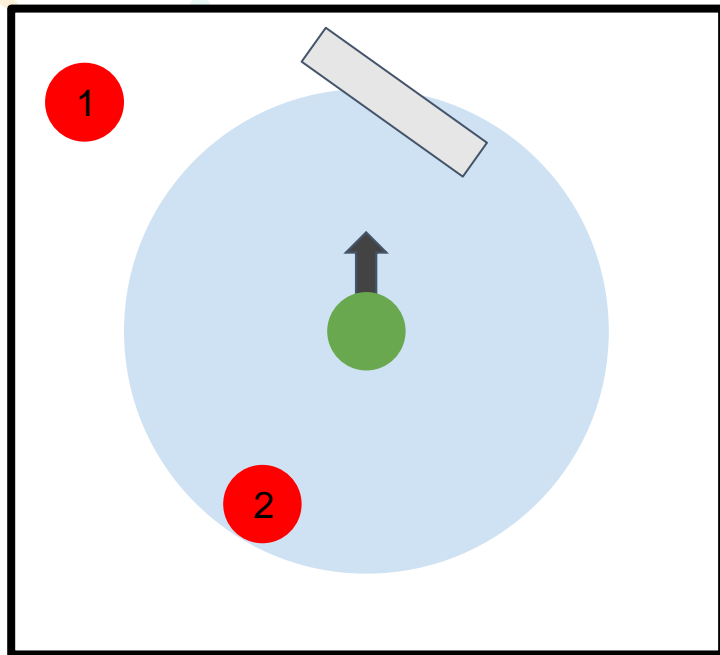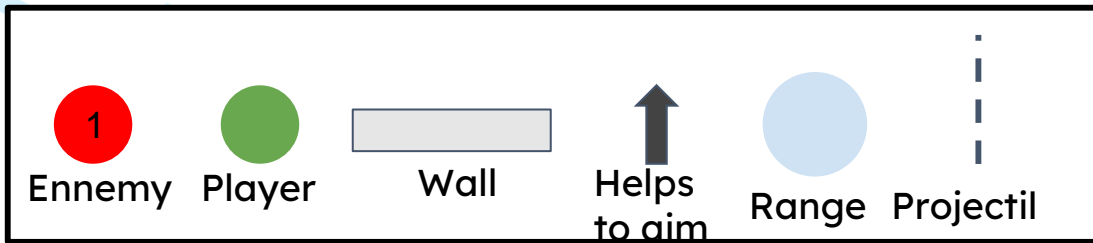
The player can't touche enemy 1
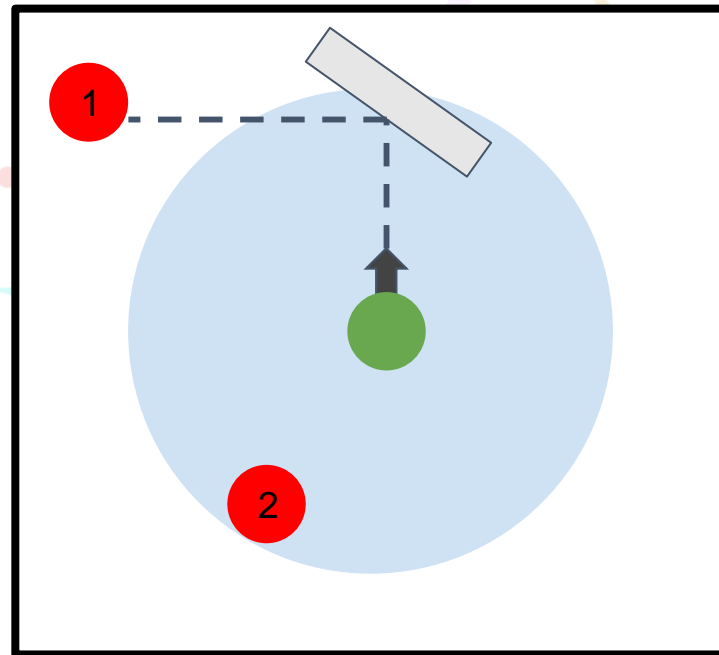
For touching him, he need to use the wall for increase the range.

BRICK - ENEMIES SPECS

LINE UP 3D

PNJ   PLAYERS   ENNEMI   BOSS
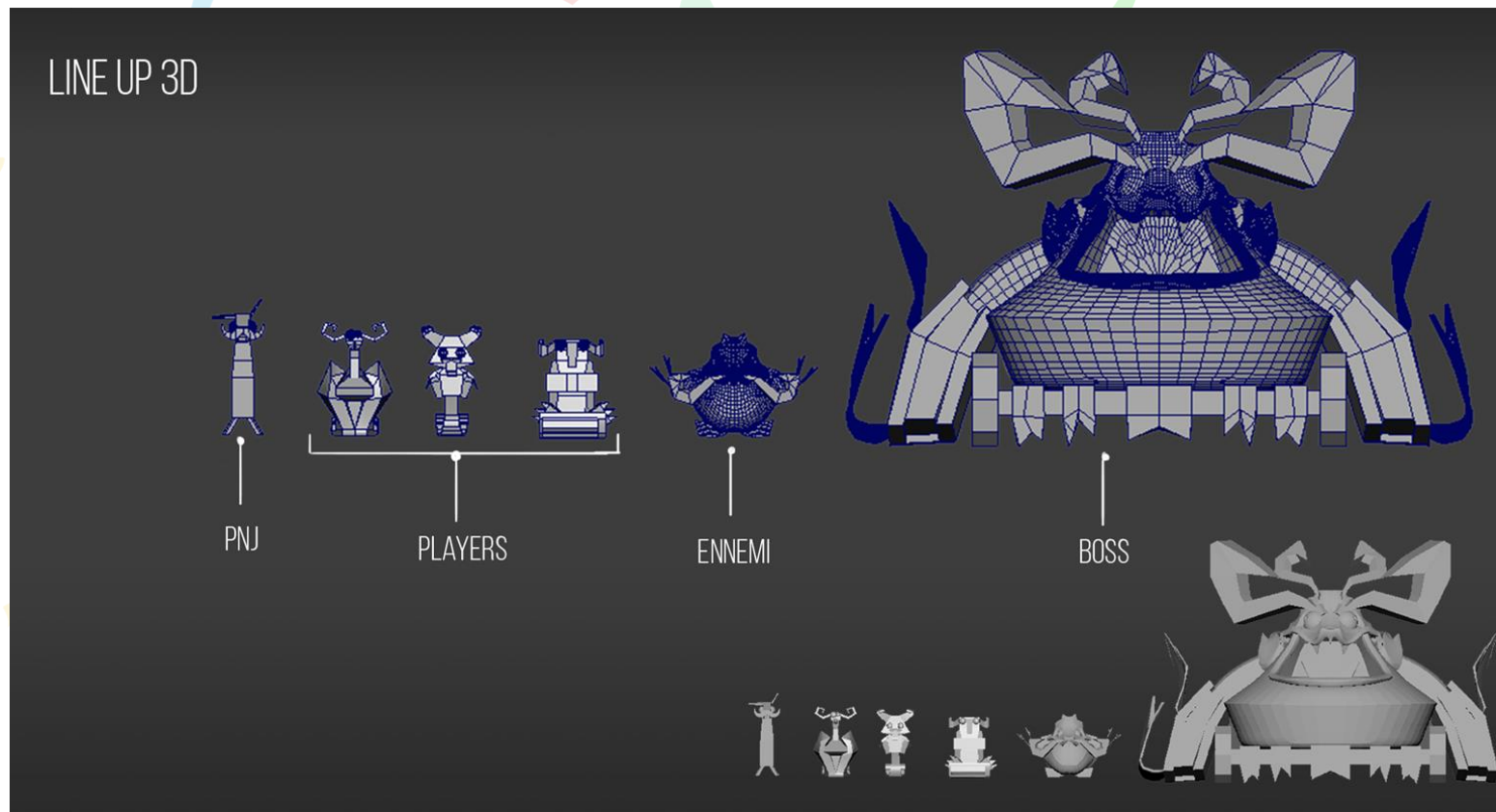
ENEMY'S BEHAVIOUR

Behaviour enemies:

- **Equipment:** the same as the player —> chest, head, and legs

- They have a limited **amount** of bounce.

- **Stats:** it's the same as the player with 2 stats more :

  - **Imprecision:** each enemies has its own value. They can miss their attack

  - **Intelligence:** It calculates the number of trajectory they can use

- **Feedback :**

  - The player see who the simple **enemies** will **target**

  - When they **died**, they **fly away** in the sky *(at the Team Rocket in Pokemon)*

Stats	Base Value	Max Value	Effect With Max Value	Description
Weight	50	350	More or less 75% Damage & more projection effect/resistance	Distance de projection / Résistance à la projection / Facteur de dégâts physique
Defense	0	300	75 % Damage Reduction	Absorption des dégâts physique
Energy	50	350	More or less 40% Damage & 300% potential distance	Quantité de ressource dépensable pour les déplacements et les sorts
Power	0	300	30 More Effect Value (damage, heal or projection) & 3 Cooldown Reduction	Augmente les dégâts des sorts
Tenacity	0	300	100 % Field Resistance	Influe la résistance aux malus de la boue sur le terrain (malus de quantité d'energy et d'energy a dépenser pour parcourir x distance)
Initiative	50	350	Add 350 to the initiative jauge at the end of a turn	Influe la fréquence à laquelle l'unité joue son tour
HP	100	n/a	Player has 100 Life Point	Life of player
Imprecision	?	?	Enemy has ? ° imprecision offset	Life of player
Intelligence	100	n/a	Player has 100 Life Point	Life of player

https://docs.google.com/spreadsheets/d/1Cb_DDdX-aIrIQ81zk1wbDs3qNiBRU4O5A65NiWbz6KU/edit#gid=1724147042

ENEMY'S BEHAVIOR - IA

Enemies are automatically played by the computer.

They have a specific behavior.

When it's an enemy turn, his trajectory is defined with further steps :

1. *Looks his trajectory for X directions (depending on his intelligence)*
2. *Sorts the ones which hit a player's unit*
3. *Sorts the ones which have more bounces*
4. *Sorts the ones which use the less energy*
5. *When the trajectory is chosen, an imprecision stat (offset) will apply a chance to fail or not.*

If the enemy have enough energy to use his spell (and his spell is not on cooldown) he can choose to use it. Enemy can't use his spell during a movement.
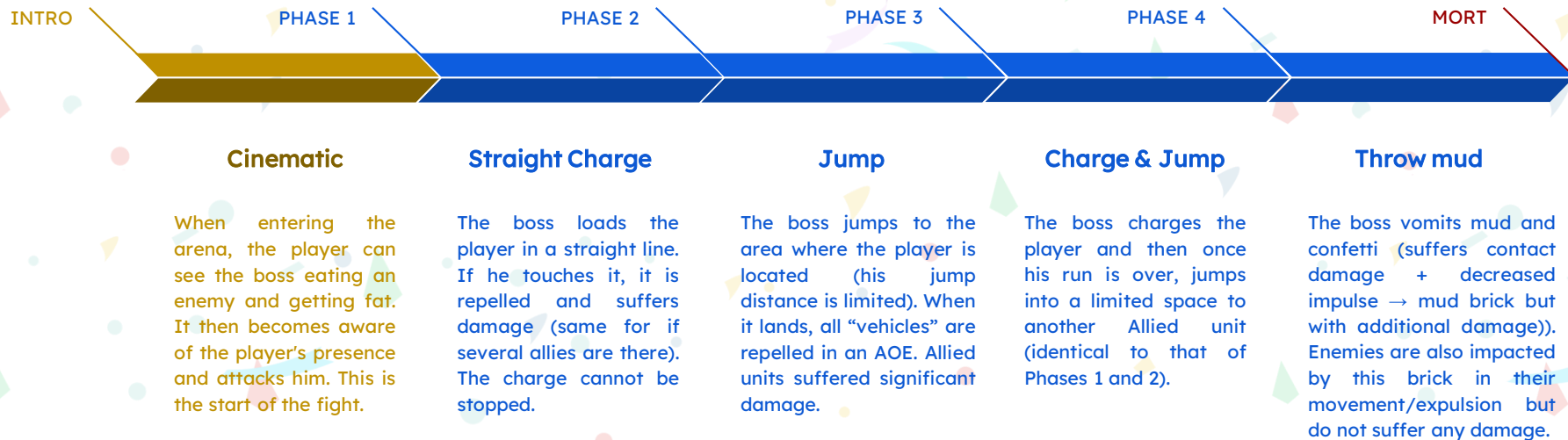
ENEMIES

IMAGE

BOSS PHASES : El Degustador !

The player sees what the next attack the **boss** will **do.** The boss and his mobs can't suffer any damage from the player directly by spells or physical impact. Enemies are invincible.

In order to defeat the boss, the player must send enemies into his mouth for him to eat. Following the engulfment of an enemy, the boss gains in stature. He then loses initiative but increases his damage. By repeating this action 4 times, the boss will reach his maximum size and explode. Thus offering victory to the player. There are fewer and fewer enemies present with the boss (4 → 1). Enemies are invincible.

The player gains an engram for each equipment (legendary) at the end of the game.

INTRO	PHASE 1	PHASE 2	PHASE 3	PHASE 4	MORT
	Cinematic	**Straight Charge**	**Jump**	**Charge & Jump**	**Throw mud**

Cinematic

When entering the arena, the player can see the boss eating an enemy and getting fat. It then becomes aware of the player's presence and attacks him. This is the start of the fight.

Straight Charge

The boss loads the player in a straight line. If he touches it, it is repelled and suffers damage (same for if several allies are there). The charge cannot be stopped.

Jump

The boss jumps to the area where the player is located (his jump distance is limited). When it lands, all "vehicles" are repelled in an AOE. Allied units suffered significant damage.

Charge & Jump

The boss charges the player and then once his run is over, jumps into a limited space to another Allied unit (identical to that of Phases 1 and 2).

Throw mud

The boss vomits mud and confetti (suffers contact damage + decreased impulse → mud brick but with additional damage)). Enemies are also impacted by this brick in their movement/expulsion but do not suffer any damage.

Bricks LD - Battle

Mud	If a player or enemy passes over the mud as a result of movement or expulsion, he is slowed down and his arrival area is then modified.
Bumpers	When a player or enemy makes contact with a Bumper for any reason, it is propelled a greater distance and inflicts more damage in the event of an impact with another Allied or enemy unit
Cactus	When a player or enemy comes into contact with peaks, he suffers damage
Holes	When an allied or enemy unit falls into a hole it is automatically considered destroyed.
Walls	Allows the player to bounce back in order to continue his movement by changing his direction.

Note : Only the confirmed one are present on this document

MUD

Effect :

Modify the distance traveled by an enemy or allied unit if it passes through it during a move.

"Guacamole unties me! My candies are dirty after!"
Papiñatas

Expected distance

Actual distance following a passage in the Guacamole

Player   Mud   Arrival Point   Old Arrival Point   Player Trajectory

BUMPERS
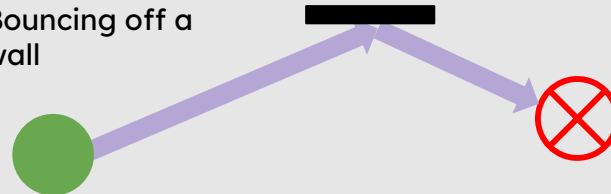
Effect :

If an Allied or enemy unit makes contact with a Bumper during a move, its rebound will allow it to reach a more distant part of the arena and thus also its damage.
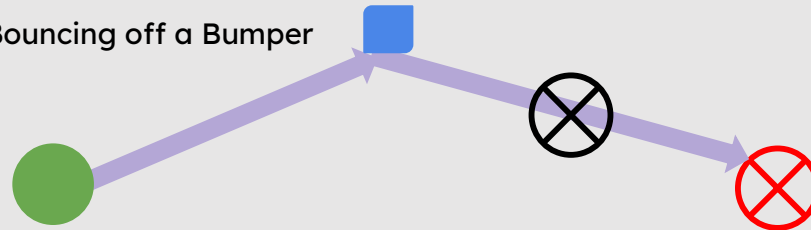
Associated formula :

To be determined

"At the time we were bouncing like crazy! Today, young people prefer Piñachat on their phoñe!"
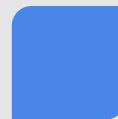
Mamiñatas

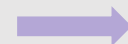Bouncing off a wall

Bouncing off a Bumper

| Player | Bumper | Arrival point | Old arrival point | Player Trajectory |

CACTUS

Effect :

If an Allied or enemy unit comes into contact with cactus it suffers damage. The damage inflicted is fix at 10.
When the impact occurred, the player will be rejected a few meters away of the cactus.

When an unit collision with a cactus, she is a little pushed back and is movement is stopped.

On impact the player will suffer 15 damages

"Ouch! Si gringo! I think I need a little siezzzzzzzzzzzzzzz....... "

Sleeping candy Piñata

Player   Cactus   Player Trajectory

HOLES

Effect :

If an Ally or enemy unit falls into a hole for any reason, it is automatically considered eliminated.

Before movement :

After movement :

Player   Hole   Player Trajectory

*"AAAAAAAAAAAAAAAAAAAAAA…
….."*

Coreñtiñ who falls again

LD BRICKS - BATTLE

MUD

BUMPERS
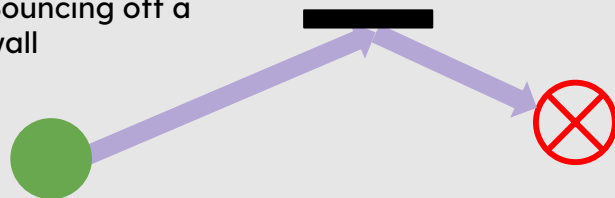
CACTUS

HOLES

WALLS

WALLS

Effect :

The walls block access to some areas of the arenas.
In addition, if an allied or enemy unit comes into contact with them as a result of a movement or projection, it bounces back, gaining distance, power and modifying its trajectory

"Everyone says I'm crazy! But I like to run into the walls!"
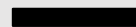
Yañick

Bouncing off a wall

The wall blocks access to the enemy

Player	Wall	Arrival Point	Enemy	Player Trajectory

NICE TO HAVE

- feedback de vitesse lors d'un rebond (temps de travail estimé: X?)
- icône/texte quand on rentre dans une ville
- arène qui se créer en sortant du sol
- effet de caméra quand on tue le dernier ennemie: Finish him a la astral chain par exemple
- Switcher de perso en exploration (celui qu'on controle) via une gachette en explo (control) et via le menu
- Level up

Gameplay References

- persona 5 pour la couleur des ennemies (puissance)
- astral chain pour le finish
- AC origins pour le level up → utiliser le HUD à la place d'un victory screen
- List turn order:
  - Divinity original sins
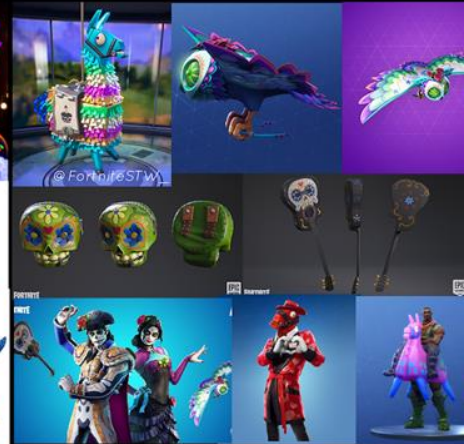 - World of Final Fantasy

REFERENCE GAMEPLAY

https://youtu.be/CvzJyTTpesQ?t=669

UI References

Moodboard Gardiens

Moodboard
Architecture