

Design Notes 15 November

- last meeting was lost.
- Starting pitch prep.
 - special k - Loot categories
 - suggesting people make their own.
- where loot came from (take inspo from other games)
- how to get loot.
- how to make it easy to understand where/how to get the loot you want.
- how to divide loot by - mobs - difficulty
- loot tables 0.2.0 everything everywhere
- loot patterns./game knowledge

Divides by Zero
Pillars in the design - bulletin

Nick
good intuitive design
- guild wars 2
- stay the spire

galactic
- love game teching for future game mechanics

Info for pitch prep.

who, what, where, why, how much

Things needed in pitch prep?

COMPONENT	DEFINITION	EXAMPLE
Category		
Definition	High-level type of loot	Gear Upgrade Materials (armor, weapons, tools?)
Acquisition Rule	What belongs in this category	Rune Gems used for gear modification
Targetability	Where the player gets it 95% of the time	Minable
Purpose	How easily players can hunt it and why Play agenceie	Medium. Players can target mine Poi
	What this category reinforces	Gear progression, ties into CPE

(Not about balance / specific loot)

Mob Idears info

balloon dog.
Colour Theme.

normal, elite, Boss - All types.

New mobs

COMPONENT	GUIDING QUESTION	EXAMPLE
Behavior / Brain		
Challenge Type	How does it think?	Ambusher, teleports on breaking LoS ← line of sight.
Player Counterplay	What pressure does it apply?	Mobility & Awareness
Identity Hook	What should players learn?	controlled repositioning, terrain awareness, audio queue
	Why is it memorable?	It always gets behind you

Galactic - 15

- Skeleton - ranged physical damage
- Zombies - hard mobs
- Enderman high mobility surprise attacker

Summoner/
leader
archetype

- Spiders - not sure.

· Divides by Zero

- if we want to balance ranged combat there needs to be mobs that can respond well to it

· Divides by Zero

- Mobs that can break blocks / terrain control.

· Galactic_15 - The cyhast

A slow flying but high
aoe attacker

A "blimp" basically

- Tank mobs

They focus on guarding
other mobs or always
facing the player.

rachaelrose 1212 - shield mobs

shield from front, so
have to attack from sides
or back.

Divide by Zero - Enderman with a
shield that teleports into
ranged attacks.

maloki - Buffer mob
- bard mob
- healer mob
- The breeze

galactix-15 - Artillery
archetype
Doesn't move but
unleashes powerful
ranged attacks,
forcing the player
to come to it.

mob's special/general.

5 mob types static

vs.

5 mob types paired together.

vs

5 mobs with behaviours with ^{one of five} 1 attack types.

special mobs maybe have scaled up
versions of normal mobs?

galactix-15 - the "wild card"

A general zombie reskin that uses
at least one random player ability

maloki - mimic

devoids by zero

maloki ditto

doppelganger

old version
of player?

- How to counter

How to counter mob ability/skills.

Different mechanisms

galactic -15

mob mechanics and boss patterns should have echos of their mechanics in other parts of the game,

So the player gets taught before they encounter them.

maloki - the rift is ever learning.

e.g. special room has a dodge puzzle → then player encounter boss. that needs dodge.

galactic -15

- Assassin archetype uses the invisibility status effect to sneak up on the player

To prevent obvious locating, while invisible its physics box is gone. So other mobs can walk through it.

rachael rose 1212 ↑
ant afk mob?

chat - who needs heal, just don't get hit.