

Design meeting 23 Nov.

Mob Archetypes

DRAFT ARCHETYPES	
Horde	
Ranged	
Assassin	
Tank	Ambusher Hunter
Healer	
Guardian	Buffer
Summoner	
Swarm	
Loot Goblin	(Bees?)
Artillery	
Terrain Manipulator	
	Pathmaker Barrier Maker

Horde.

→ Zombie (Rachael)

maloki-moths that eat blocks.
- ambusher but weeping angle.

Danny maddox - pinata mob love it
- assassin & ambusher feel the same

Rachael rose 1212 - persistent hunter mob

Wout - Stalker mob

Galactic 15 - heal can cleanse

Rachael rose - Milk Ability

Dany maddox - can we base archetypes in what the mob specialized, rather than what it can do.

Rachael rose - How many is to many

Dany maddox - group
buffer-debuffer-hazard
- hazards could be tags
- group tank-buffer-debuffer
- tank-buffer-aoe control

Added tags

Boss
Normal
elite

Shiny tank. (wout)

Instability / timer linked.
Mechanic mobs

moomarmouse

Passive → hostile mobs (counter)

Persistent mob

de-buffer mobs

hazard generator (damage anything) (blocks, mobs, player)

on hit or cloud effect? warren

mob buffer

Player debuffer

mobs

sheilder

damager.

Special Room Type Ideas

ROOM LABEL	GAME ELEMENT
Puzzle	
brain	Figure something out (logic, pattern, spatial reasoning). Typically no direct combat
Challenge	
muscle	Succeed under pressure (timed, risk of failure, can be combat, movement, or mixed).
Boss	
	Defeat a big, set-piece fight in a tailored arena.
Reward	
	Claim concentrated loot with minimal direct combat.
Guild	
	Interact with guild systems (reputation, utility, lore) mid-run.
Rest/Shop	
	Briefly reset, trade, or get small buffs with very low/no danger.

Wout - guild poi's rather than guild Rooms.

Warren Gore - something like tavern room having guild NPC's in it

Jyu - guild/shop/rest could all be together

Rachael rose
use 1x1x1 chaos Rooms?

maloki - Rest ect rooms stop Rift timer

Dany Maddox - Nades fountains that let you heal, use idea to give players mana, saturation
- retrieve quest to get items from x guild room to the overworld/hub world.

Rachael rose - how to deal with mobs not killing NPC / going into rest ect rooms

Dany Maddox - one for the Rooms
- one for each category

Wout - should guild rooms be smaller than guilds in hubworld, or is it okay to be bigger/equal in size.

invisible maze?

Jyu - or some palette or something

Wout - are special rooms chaos or all?

Rachael rose this
- Rift timer stops for all special Room? to encourage plays to engage

Rev - if we are going with keys, why not keys for targeted loot?

Warren Gore
does this encourage players to skip right to chaos rooms

wolfsweb - can't u look it, and by doing other quests to unlock the chaos rooms within the rift

Dany Maddox - So generates in 2 "batches" one when

look for stable, Rachael rose
unstable & chaos
have one type of best
needed each, to encourage
staying in one room type.

entering the rift and
another if player completes
the quest?

Only on special room, to start
what room do you want?