

Pairing Units - Feature Brief

Summary

Pairing two class types to create a unique unit based off the classes paired

Objective

Allows easy customization of units
Creates strategic choices for attacking and defending

Genre

The pairing feature is designed for a turn-based strategy genre.

Gameplay Overview

The feature of pairing units takes two class types and puts them into one unit. The unit will use one class type as an attacker or defender and the other class type as a support role. The support character will change the battle by enhancing its partners attack, lowering the opponents attack value, and many more advantageous abilities. The character in the unit can switch roles during the player phase, so it doubles the combination abilities for one unit.

Document Terminology

Class type – Characters based on a certain archetype in video games. These archetypes are usually based on the range of the characters attack, whether the character can heal or use magic, or highlights certain stats that are special for that character.

Unit – A group of characters that move, attack, and capture as one body.

Pairing – Combining two class types into a unit.

Frontline – The character or characters that are in the front of the unit doing the attack and defending.

Support – The character or characters that are in the back of the unit giving the frontline extra help based off the pairing abilities.

Ability – Ability refers to the enhancement of the frontline character from the support character, or the affliction onto the enemy from the support character.

Feature Scope

Minimum

What the player sees

- An image representing the ability above the frontline character
- A state change for the support character when performing the ability

What the player hears

- A sound effect for performing the ability

Ship

What the player sees

- Animation for the support character when performing the ability
- Animation for the frontline character when receiving the enhancement
- Animation for the enemy character when afflicted with the support ability

What the player hears

- Character voicing for the frontline character when it receives the ability effects

Stretch

What the player sees

- Unique animation between every pair type
- Particle effects showing the ability effects

What the player hears

- Unique dialogue between every pair when performing the ability

Pairing Breakdown

Frontline Character

The frontline character stays at the front of the unit and does all the action. Without the support character, the frontline character would be a normal attacking and defending unit featured in any strategy game. The character still carries importance as it still plays a role in traditional rock-paper-scissors strategy, but the support character expands the frontline character's skill set.

Support Character

The support character stays behind the frontline character and does not attack or defend; however, the character will have the ability to extend the frontline character's offensive and defensive skills. The support ability will be different depending on the class type of both characters. The support character allows new strategies to be created depending on the number of different class types there are.

Unit

The unit consists of the frontline character and the support character. The characters function as a single entity that shares health, movement, and other similar stats for a strategy game. The game can predetermine a set number of characters representing different class types, and the player can organize those characters, set up the pairing, and place them on the battlefield. The characters in the unit can switch roles in order to make the unit tactically versatile. The player can also swap out characters from a unit to create a new pair if the unit is at the player's base or special locations.

Feature Example

The example will be using medieval archetypes as class types in order to represent different class types. The archetypes for the example are warriors, archers, and wizards. The warrior is a melee type, the archer uses ranged attack, and the wizard also does range attack, but provides magical support.

First Example – Attacking and Defending

Two warriors are paired together into a unit. The warrior is a strong melee type that can take a beating and scare wimps away. When the unit attacks an enemy unit, the support warrior will do a battle cry that will increase and invigorate the frontline warrior's strength. When the unit is defending, the support warrior will intimidate the enemy with daunting shout that will decrease the enemy's attack power. The warrior's battle cry and daunting shout are examples of support abilities when two warriors are paired. The support unit will always be helpful when attacking or defending.

Second Example – Different Kinds of Attacks

An archer is the frontline character with a wizard as its support character. The archer and wizard are ranged attackers, but the wizard's attack varies because it is magical. When the archer is in the frontline, the wizard turns the archer's arrow into an ice arrow as the archer fires which will add more damage. The next enemy the unit faces. The wizard and the archer swap places so that the wizard is in the frontline. When the wizard attacks, the archer uses its marksmanship experience to tell the wizard the angle of the attack. The wizard will shoot further with the archer as its support annihilating the enemies. The pair switching allows them to change strategies on the fly.