Robosaurs

**Overview**

Robosaurs is a roguelike about survival, opportunity, and choice. Within the game the player will have to manage a pack of cyborg dinosaurs as they desperately hunt, and are hunted, on their migration path to procreate. Players will assume control of the pack leader and have to decide the best course of action for their pack while managing how much individual kilowatts each member has, and prolonging the inevitable decline of their packs kilowatts stores. Due to the severe impact of how Jurassic Park influenced people’s view on dinosaurs the aesthetic of the Robosaurs would resemble that of Jurassic Park like dinosaurs meets cyberpunk. The game will follow the standard features of a roguelike for everything except combat which will be governed by basic RPG principles.

**Goal**

The goal of Robosaurs is to take your pack to the Promised Lands and procreate with the females located there.

**Difficulty**

Each play-through of Robosaurs should be challenging to the player as well as make the player feel like it is a desperate attempt to win. As such the success rate should be around 25% for the average player. In order to achieve this goal the game needs to have an AI that will always try to understand how the player is doing and never let them gain too much of an advantage. If the advantage starts to grow, the AI should increase the difficulty of enemies thrown at the player, as well as reduce how much nanobot rich meat is given at the end of battle.

**Robosaurs**

Races:

All the robosaurs are carnivores regardless of what they look like. The initial robosaur pack the player starts out with will be based upon an Iguanodon. This will be the basic robosaur in the game. There will be no bonuses for starting out with this robosaur; however there are no disadvantages either. The pack leader will eventually run into random occurrences on his journey that will allow them unlock additional robosaur types to start out as. These different types will each have different strengths and weaknesses that will lend themselves to a specific play style. Such as having more members initially within the pack, dealing more damage, or being able to withstand more hits. Thus, allowing the leader to utilize different strategies that may not be able to without the new robosaur race.

Kilowatts:

Each robosaur must consume nanobot rich meat and maintain kilowatts to survive. The kilowatts will be used not only to determine how far individual robosaurs can travel; they will also be the source of life. Whenever a robosaur is hit, it will take shield damage; if the shields are destroyed the robosaur will start taking health damage. This damage can be repaired by spending kilowatts at the pack leader’s discretion. When a robosaur runs out of kilowatts they will die leaving behind only the augmentations they had equipped.

Hunting:

When robosaurs make a kill, they will gain kilowatts and bonus stat points from the nanobot rich meat they eat. Pack leaders will be able to save a portion of the meat to either trade with or to be eaten later; if saved the nanobots lose their potency and the meat no longer gives a stat boost when eaten.

Stat Boosts:

Robosaurs will be governed by four core stats: power, shield strength, endurance, and speed. When a robosaur eats the fresh nanobot rich meat of a kill the pack leader will be able to choose what stats to increase. Each of the core stats will also be given to distinct robosaurs that will embody what it means to have them such as a T-Rex will embody strength, and a raptor will embody speed. Other mixes will be prevalent throughout the game and the player will be able to look up what stats robosaurs predominately have after finding them for the first time.

Sacrifice:

When the pack starts to get desperate they may turn to the pack leader for a sacrifice. The pack leader must then decide if they should sacrifice anyone, and who it will be. This can happen when the majority of the pack is low on kilowatts. When the decision is made to sacrifice someone the whole pack will attack them. If the sacrifice is too strong, more damage might be done to the pack then if nothing was done at all.

Augmentations:

Robosaurs only have two different attacks to choose from. Ranged attacks, where part of their body transforms into a gun, or melee attacks, where part of their body transforms into a melee weapon. Even though these are just simple options to choose from, ranged or melee, the player will be able to outfit these two choices with different augmentations that will drastically change how these attacks work. I.e. weapons could pierce shields, heal robosaurs, cause burn damage to unshielded robosaurs, or damage enemy robosaurs.

Shields will also be augmentable in ways to heal, provide more defense, recharge shields, or damage attacking robosaurs. Regardless of the augmentation a full description would be given to the player before they try it out.

Outposts:

Occasionally the pack will wind up finding an outpost. At one of these the pack leader can trade meat for new augmentations, fresh nanobot rich meat to boost stat points. These venders will also purchase any spare augmentations or members from the pack leader as well.

**UI**

The player will be given a map in which they will be able to choose the path they want to take. This map will give the pack leader some basic information upon what to expect at the next point along the map while not revealing any more. The map will also have a collapsible map button that will allow the player to view there pack members, what augmentations they have, and how many kilowatts each member has left.



**Phases**

 The Path:

All Robosaur races are on their own path to their own Promised Lands. However, that doesn’t mean these paths don’t cross and cross often. Upon traveling to a new map point random events will trigger. Pack leaders will have to assess the situation and choose what action to take.

Events:

Throughout your journey your robosaur pack will encounter many different situations in which the robosaur pack leader must decide wither it is better to attack, set up traps for robosaurs stalking your pack, how to react to environmental effects, and more. Each of these random encounters, as well as others, will have multiple choices for the player to choose from. Any path you eventually choose will always lead you closer to your goal, of procreation, which will always be marked on your map. However, each path requires a certain amount of kilowatts to travel and if any of your robosaurs does not have enough, they will parish along the way.

Battle:

When you do decide for your pack to attack other robosaurs, or you are surprised by an attack, the game will go into a battle phase where the pack leader will command his group in classic RPG style. Initially the pack leader will pick who each pack member attacks and with what weapon. After this has been chosen the pack leader will initialize combat and the actions will play out from both teams. As a classic RPG the order in which attacks are executed as well as everything else will be based upon stats. If the enemy decides to surrender they will give the pack leader some options to choose from. These options can be anything from taking some spare nanobot rich meat, an augmentation, or to giving you one of their members as tribute. As leader you do not have to accept their surrender, and can always continue killing them if you wish. On the other hand, if you are losing you will have to sacrifice one of your members to hold them off while your pack escapes, sometimes he may prevail and catch back up, other times he may flee and leave your pack down a member while still forced to fight.

Reward:

After the battle has been won the pack leader will be told of how much fresh nanobot rich meat is available to eat and what spoils of battle have been found. These can be anything from intact augmentations to extra meat. The pack leader then decides how much of the enemy to eat and save, then where to go next.

**Mechanics**

**Battle Mechanics**

 **Enemies**

When a battle starts a random enemy pack will appear and be shown on the opposing side of the arena. Enemy health and shields will be shown to the player from the start of battle.

A random enemy pack consists of:

1. A specific, but randomly selected, race of robosaurs.
2. Stats based upon the initial stats of the race and bonuses applied to them based upon player progress
3. A Random assortment of augmentations where the number of augmentations are based upon player progress.

 **Stats**

The stats for the opposing enemies will be located in a box on the right hand side of the screen. If the player has the detection shield augmentation equipped these stats will appear at the beginning of battle, If not after every turn one will appear.

 **Augmentations**

The augmentations for the opposing enemies will be located in a box below the stats for the specific robosaur. If the player has the detection shield augmentation equipped all of the augmentations will be displayed at the beginning of battle. If not when an enemy robosaur attacks their augmentation they attacked with will be listed. And when the enemy is attacked the enemy shield augmentation will be listed as well.

 **Attack Selection Phase**

Players will start with the robosaur with the highest speed to the lowest, and pick which attacks they want what robosaur to use. Once an attack is selected the player will then need to select which robosaur to attack. After all attacks are selected the attack phase will start.

 **Attack Phase**

Once the attack selection phase is over the speed stats will determine who attacks first. If an enemy has a higher speed than one of the player’s robosaurs then that enemy will go first, followed by the robosaur with the next highest speed. Be it an enemy robosaur or a player’s robosaur.

**Resolution Order**

Attacks (first an attack, then the retaliation damage from shields)> DOT> Healing from shields

 **Running Away**

If the player chooses to run away they will have to sacrifice a robosaur to distract the enemies. The sacrificed robosaur has a 50% chance to come back to the pack at the next map point.

 **Winning**

If the player brings all of the hitpoints of the opposing robosaurs down to 0 then the battle is won by the player.

 **Rewards**

Augmentations:

After the battle the player will be scour the bodies for augmentations. If any are found intact the player will then be able to either equip them to a robosaur or store it in the inventory.

Nanobot Rich Meat:

The player then will divvy up the nanobot rich meat between what should be stored for trading and what to be eaten now for stat bonuses.

**UI**

**Map**

The map would be node based, and the player would click on a node to make his pack go there. However, the player can only go from one point to the next, so they cannot skip nodes. The path would show the player where they can go to next.

 **Nodes**

 **Descriptions**

When a player hovers their mouse over a node it will give them a short description of what may be there as well as how much kilowatts it will take to travel to that node.

 **Fog of War**

Players will not be able to see past the next node from where they currently are. When a player progresses to a new node the fog of war will dissipate to allow the player to see the next nodes they can travel to.

 **Goal**

 Then end goal is always visible on the map.

 **Pack**

On the map screen the player can check out their pack and how many recourses they have left.

 **Pack Members**

The player will be able to check how his pack is faring on kilowatts and health, as well as check and give spare nanobot rich meat to members. Also players can equip and un-equip augmentations in this menu.

 **Augmentations**

The player can check all of the augmentations they have in this menu and throw out any they don’t want.

**Battle**

 **Commands (Mario RPG-esk)**

In battle the player will be able to click on ally robosaurs to bring up a menu around the robosaur, the menu will have 3 options.

1. Ranged attack (with the augmentation name if equipped)
2. Melee attack (with the augmentation name if equipped)
3. Run Away

 **Undo Command Button**

On the bottom left of the screen the player will have a undo button in case they want to undo an attack command.

**Events**

 **Description**

When a player travels to a new point, in the center of the screen there will be a dialogue box that pops up telling the player what is going on during the event. This dialogue box will contain some choices for the player to respond with.

 **Choices**

Underneath the description of the event there will be choices for the player to choose. The player must click on the choice to select it. Once selected another description of what happened will display, if another choice is required more choices will appear. Otherwise the event will play out as it should, ending in battle or progression to a new point.

**Robosaurs**

 **Stats**

Power – For every point in Power a Robosaur does 2 Damage.

 Week = 15 Moderate = 20 Strong = 35

Shields – For every point in Shields a Robosaur gains 5 Shield Hitpoints.

 Week = 10 Moderate = 15 Strong = 30

Endurance – For every point in Endurance a Robosaur gains 5 Hitpoints.

 Week = 10 Moderate = 15 Strong = 30

Speed – For every point in Speed a Robosaur gains a 2% chance of dodging. Also the highest speed in battle goes first followed by the next highest and so on.

 Week = 5 Moderate = 8 Strong = 14

**Races**

Below is a list of a few robosaurs in the game.

**Iguanodon**

 Stats

 Power = Moderate

 Shields = Moderate

 Endurance = Moderate

 Speed = Moderate

Special Abilities – None

 Starting Augmentations – None

 Members in Initial Pack – 3

**Raptor**

 Stats

 Power = week

 Shields = Moderate

 Endurance = week

 Speed = Strong

Special Abilities – Starts with more members

 Starting Augmentations – Rend weapon augmentation on all members

 Members in Initial Pack – 5

**T-Rex**

 Stats

 Power = Strong

 Shields = Moderate

 Endurance = Moderate

 Speed = Moderate

Special Abilities – Starts with less members

 Starting Augmentations – Penetrative weapon augmentation for all members

 Members in Initial Pack – 2

**Stegosaurus**

 Stats

 Power = Moderate

 Shields = Strong

 Endurance = Weak

 Speed = Moderate

Special Abilities – None

 Starting Augmentations – Recharging shield for all members

 Members in Initial Pack – 3

**Ankylosaurus**

 Stats

 Power = Strong

 Shields = Weak

 Endurance = Strong

 Speed = Moderate

Special Abilities – Starts with less members

Starting Augmentations – Healing shields and Hard Hitting weapon augmentation for all members

 Members in Initial Pack – 2

**Items**

**Buying and Selling**

 **Outposts**

When you arrive at an outpost they will have 8 random items (all with an even chance of appearing) up for trade as well as fresh nanobot rich meat.

 **Prices:**

Prices of goods will be randomized between Cheap, Moderate, and Expensive once you arrive at the outpost. Each outpost will have different values for items.

Buying:

 Each of the three prices will have a percent chance of being applied to an item.

Cheap – 20% chance of an item being between 10 – 20 Hunks of Meat

Moderate – 50% chance of an item being between 20 – 30 Hunks of Meat

Expensive – 30% chance of an item being between 30 – 40 Hunks of Meat

Selling:

 Each of the three prices will have a percent chance of being applied to an item.

Cheap – 40% chance of an item being between 10 – 20 Hunks of Meat

Moderate – 40% chance of an item being between 20 – 25 Hunks of Meat

Expensive – 20% chance of an item being between 25 – 30 Hunks of Meat

**Goods**

Augmentations:

 Below is a list of a few Augmentations in the game

 Weapons:

 Hard Hitting – Attacks do 10% more damage

Penetrative damage – 10% of damage ignores shields and hits health

Healing – Restores an amount of health, to any robosaur, equal to the power of the casting robosaur (Cures all DOT effects)

Rend – Does normal damage and an additional 25% of the total damage as DOT for 3 turns if target is unshielded

Electric Damage – Does bonus 20% damage to shields

Shield Buster – Does bonus 30% damage to shields, minus 15% damage to health

Damages all – Does 40% of damage to all enemy robosaurs

Shields:

Healing – After the attack phase the robosaur with this equipped regains 10% of their max health without using kilowatts (Cures all DOT effects)

Deflecting – Reduces damage done to shields by 20%

Recharging – After the attack phase recharges 10% of shields, if shields are gone nothing happens.

Reflect – Reflect 10% of damage done to the defending robosaur back to the attacking robosaur

Fire shield – The defending robosaur applies a burn DOT on the attacking robosaur if it is unshielded. The damage is based upon 10% of the attacking robosaurs’ health. Lasts 3 turns.

Detector – Allows for the player to see what stats and augmentations the all the enemies have in combat.

Fresh Nanobot rich meat:

Hunks of Fresh Nanobot Rich Meat will come in packs of 4

**Nanobot Rich Meat**

Consumption for Kilowatts – A hunk of meat will give a robosaur 5 kilowatts.

Consumption for Stats – Every 20 points of kilowatts of fresh nanobot rich meat eaten by a robosaur after battle will give them 1 stat point to apply to any stat.

 Consumption for Life – A hunk of nanobot rich meat will give a robosaur 5 health points.

**Random Events**

Before the game starts map points will be generated.

Traversing between these two points will take 5 kilowatts per robosaur in the pack.

Once a player lands on a point there is a 80% chance an event will trigger.

 Below is a list of a few events that can take place when landing on a point, or after battle. The descriptions and choices are a summary of the dialogue that would be put into the game. Also the chances of the choices working would not be made visible to the player.

(If the choice doesn’t work expect a fight, unless specified)

All events under the categories have an equal chance of happening unless specified.

Combat:

There is a 75% chance of a combat event happening

1. A pack of robosaurs have been stalking you and finally decided to attack.
	1. (No choice but to fight, a random pack is chosen for battle.)
2. You notice a pack of robosaurs stalking you.
	1. Turn and fight them. (100% chance to work)
	2. Set up a trap for them which will destroy their shields. (40% chance to work)
	3. Run and try to lose them. (50% chance to work)
3. Your pack walks up to a fight in progress and you notice a child robosaur.
	1. Walk around them, it doesn’t concern you. (70% chance to work)
	2. Wait for the victor to emerge, and then kill that pack. (100% chance to work) The victor will have half shields. If the player wins they get double rewards.
	3. Ask the child what happened.
		1. 50% chance the child tells you who started the fight and you intervene in the fight helping them. (You fight one of the robosaur packs; the other one will give you a random augmentation after the fight.)
		2. 30% chance the child doesn’t talk.
		3. 20% chance the child calls out for his father (Your pack fights him).

Environment:

There is a 15% chance of an environmental event happening

1. A meteor shower emerges from the sky. Countless rocks the size of a T-Rex smash into the ground around you.
	1. Run for a cave you saw a while back. (80% chance to work; if it doesn’t work a random member of the group is killed.)
	2. Push on and hope you find somewhere to hide. (60% chance to work; if it doesn’t work a random member of the group is killed.)
	3. You look around and see another robosaur pack who has lost their leader to a meteor. Looks like a great time to attack. (100% chance to work; but during combat everyone, including the enemy, will be taking extra damage after every other attack phase.)
2. You notice an outpost in the distance, looks like a good place to buy and sell.
	1. You decide to go there and trade (100% chance to work)
	2. You decide to wait where you are and look for weak robosaurs approaching the outpost. (100% chance to work; you go into battle.)
3. (5% chance of happening) You come upon a lone robosaur egg.
	1. (You have unlocked a new race to use)
4. (5% chance of happening) You find a lone robosaur egg floating down the river, however there was a waterfall a little bit back.
	1. Risk one of your robosaurs to go and save it (70% chance to save it, if not the robosaur dies)
	2. Let it go. (100% chance to work)

Other:

There is a 10% chance of these events happening

1. (When low on kilowatts after a battle) Your pack confronts you. They say they are starving. They also say they might eat you if you don’t do something.
	1. Do nothing and hope for easy prey. (100% chance to work, but you might die of starvation.
	2. Choose a pack member as food. (100% chance to work, but he will fight for his life.)
2. You encounter a lone robosaur.
	1. Attack him and strip him clean. (100% chance to work, but you will have to fight him.)
	2. Ask him to join your pack.
		1. He accepts (50% chance to work)
		2. You ask and find out he was just bait. His whole pack jump out and attack you. (other 50% chance)
3. While in battle the other pack offers to surrender.
	1. Ask them for their augmentations (50% chance to work, if not they continue fighting.)
	2. Ask them for one of their members. (50% chance to work, if not they continue fighting.)
		1. If so you can have him join you
		2. You can also eat him and strip him clean
	3. Ignore them and continue fighting.

 **Randomness AI**

All points of randomness will need to be skew-able based upon how well the player is doing. The AI will need to watch specific characteristic of the player to decide how much to skew the game.

Stats – If any of the player’s stats are 30% over the base stat.

Price – The buying price should skew towards more expensive by 2%, per stat and selling will be skewed towards cheaper by 1%.

Robosaurs – Encountered robosaurs will have a 20% boost applied to their base stats.

 Encounters – 5% increase of robosaur battle encounters.

Nanobot Rich Meat – If the player has over 30 pieces of nanobot rich meat in their inventory

Robosaurs – Encountered robosaurs will have a 10% boost applied to their base stats.

Encounters – 5% increase of robosaur battle encounters. 10% increase of members joining you.

 Augmentations – For every 3 augmentations equipped.

Price – The buying price should skew towards more expensive by .5%, per stat and selling will be skewed towards cheaper by 1%.

Robosaurs – Encountered robosaurs will have a 5% boost applied to their base stats, as well as have a 6% greater chance to have an augmentation.

 Encounters – 5% increase of robosaur encounters.

 Percent of Path Completed – For every 20% completed

Price – The buying price should skew towards more expensive by 1%, per stat and selling will be skewed towards cheaper by 1%.

Robosaurs – Encountered robosaurs will have a 5% boost applied to their base stats.

**Winning**

Once the player gets to the final point they will have to fight the guardians of the promised lands. This guardian pack will be the same type of robosaur the player picked in the beginning of the game. However, they will have full augmentation on the pack, and have a 70% boost applied to their stats.

**Beating the Guardians**

Once the player beats the guardians they will have a record of their winning robosaur pack and any other packs that they beat it with in the future.