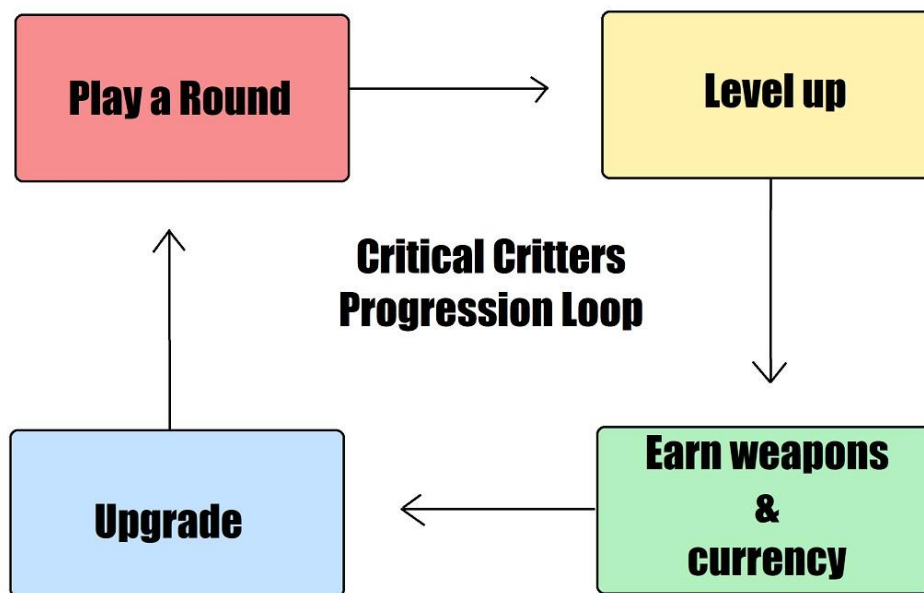


Critical Critters

Background & References

Critical Critters (CC) is a casual class based First-Person Shooter with several different base classes to choose from with an ever growing arsenal of different weapon unlocks. CC will feature a variety of diverse roster of both standard gamemodes such as payload and king of the hill, as well as untraditional party gamemodes such as doomsfire, rocket jump racing, and Smash.



CC pulls inspiration, mechanics, and design ideology from a variety of games and gamemodes including following titles:

- Team Fortress 2 — The primary source of inspiration for CC. A wide variety of general concepts and design ideology are sourced from TF2, including gamemode structure, movement mechanics, item systems, and standard gamemode map design.
- [Arsenal](#) — A notable example of how short digestible rounds in an FPS can flourish if executed correctly. Certain movement mechanics such as blast jumping are also demonstrated.
- [Typical Colors 2](#) — An example of another class based FPS on the roblox platform.
- Mario Party — Inspiration for party gamemodes that could be adapted to CC, such as: Crane Game, Mushroom Mix-up, and Bumper Balls.
- WarioWare/TF2Ware — For visual creativity and its series of eclectic “microgames.”

Game Pillars

CC seeks to cater to the wide variety of reasons people play casual FPS experiences for. Community feedback and interaction are crucial to grow and evolve this product successfully.

- **Easy Access** — One of the main draws of CC is the short format gamemodes. Players hop right into the action upon clicking play, with minimal wait times between rounds. This approach means players don’t have to feel forced into committing too much time into playing the game while still getting

the full experience. This accessibility is also why games such as Arsenal are especially prominent in the mobile FPS audience.

- **Casual to Competitive** — CC aims to be a casual game first and competitive shooter second. However, the fast paced and varied skill ceiling that comes from different classes, weapons, gamemodes, and movement techs has the potential to bolster a dedicated and competitive audience.
- **Item Collecting** — Like many FPS titles, cosmetic items, weapons, and skins are a big aspect for a sizable portion of FPS players. This can range from seeking out super rare and limited time items, to trying to collect as many different items as possible.
- **Rising Ranks** — Players whose main goal is to be the top player in the game. Whether demonstrated through their level, or performance in rounds to be the top player in the server.
- **Playing w/ Friends** — A large portion of team based shooter players enjoy the aspect of playing with friends, whether they're going against eachother or playing on the same team.
- **Aim Training** — Having diverse ways to fight enemy players provides a variety of ways players can hone their abilities with projectile or hitscan accuracy.

Classes & Weapons

Runner



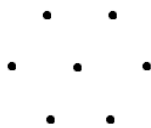
The Runner is the class with the fastest base speed and mobility in the game. A glass cannon, the runner is given a high damage, close range shotgun type primary, as well as a double jump ability by default. In turn, the runner is given a lower health pool and limited range effectiveness.

Primary



A pair of shotgun-pistols that hold **1** shell in each, for a total of **2** shots before needing to reload. Primary fire shoots **7** pellets in hexagon formation with one pellet in the center. The runner can have two shots loaded at a time and reloads quickly.

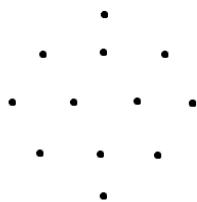
primary fire



Primary Alt Ability

The dual shotguns have a secondary attack, which fires both shotguns at once after **1 second** buildup when mouse 2 is pressed. This fires **12** pellets at once in a rounded square formation, and consumes both loaded shells. The ability cannot be used unless both shots are loaded. The secondary fire also provides directional knockback to both the attacker and the target, similar to the Force-A-Nature found in TF2.

The model of the dual pistols is swapped to show a blown up barrel variation until reloading after firing the alt attack, at which point new pistols are holstered. After the alt attack is used, the reload time is slightly increased and a unique reload animation is used accordingly where the pistols are thrown out and the new non broken pistols are holstered.

secondary fire**Secondary**

Egg basket holding **10** throwable egg projectiles before needing to reload. Eggs deal low individual projectile damage with a high rate of fire. Eggs are fast moving projectiles with a quick range falloff.

Egg Projectile Curve**Melee**

Fast attacking melee with a base damage of 40

Sniper



The sniper is a mid-long range class with the ability to attack and hold sightlines. The sniper is a squishy low HP class, and the base class is less fit for close range encounters with attacking players.

Primary



A semi-automatic sniper rifle with a base damage of **30** and minimal damage falloff. Players can scope in using Mouse 2.

When a player is scoped in, their movement speed is lowered **70%** and camera sensitivity is lowered to **80%** of the player's base sensitivity, unless the 1:1 zoom sensitivity option is enabled by the player in the game settings. The player's FOV is also reduced to **85%** of their base FOV.

The scope also emits a team colored light glint particle on the

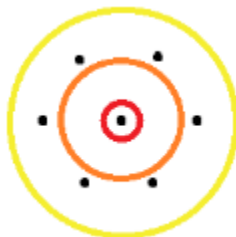
scope and is visible to only the opposing team, similar in function as the Eye of Reach seen in Sea of Thieves.

Secondary



A sawed-off shotgun with a single chambered bullet, reminiscent of the H&R 1900 design. This gun delivers a powerful, raw shot packed with both intensity and desperation. When fired, the singular bullet **7** pellets in a hexagon formation with pellet one in the center. Each pellet does **8** damage. The range is very short, as the weapon is intended to be used as a last resort should an enemy encroach on the sniper's position.

If the player finds themselves too close to the point of impact, they might experience kickback and minor self-inflicted damage. This can be strategically used by players to hastily reposition themselves in the heat of battle or to make a quick escape from tight situations.



Melee

Standard melee with a base damage of 60

Mage



The mage is a multi-range mix between damage and healing class. The class wields a staff in their right hand, and a spellbook in their left. The particles and spell book pages change depending on what weapon slot is active. The staff can be changed to affect the attack/damage type, while the spell book is changed for the secondary spell types.

The mage can use alt attacks based on how much “mana” the player has. Mana has a base max capacity of **100**, which is passively accumulated at a rate of **3** mana per second. Players can additionally receive mana by dealing damage with the primary and primary alt attacks (**Damage * 0.25**).

Primary



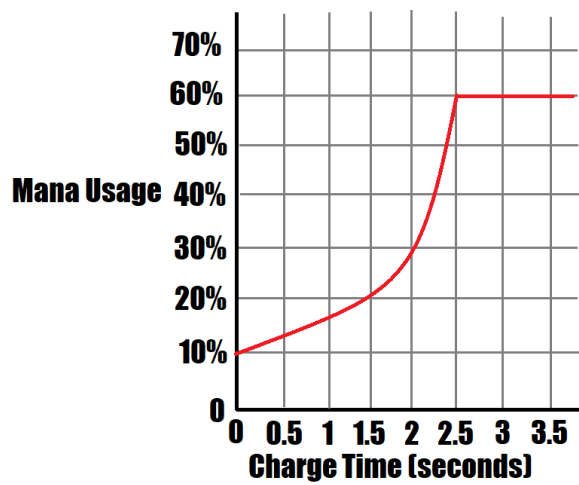
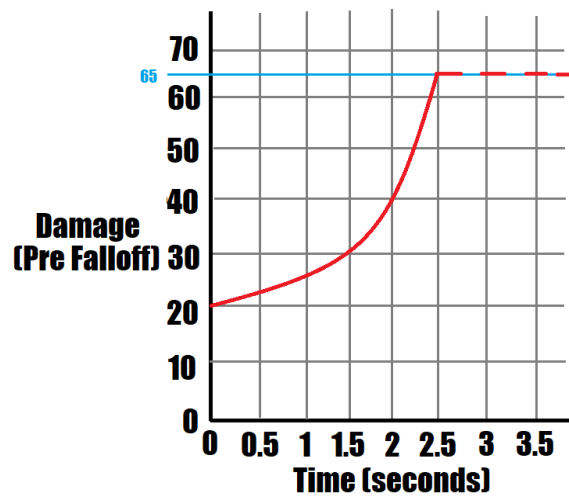
A beam of lightning that deals low but consistent tracking damage at mid range, similar to the [Lightning Gun in Doom](#). Damage dealt increases the player's mana.

Electricity particles are emitted to convey that the damage mode of the staff is the active weapon. A ball of energy grows from the center of the staff based on the player's mana.

Primary Alt Ability

When the player holds down the mouse 2, an energy ball can be charged up. The energy ball is fired from the staff upon the release of mouse 2. The energy ball projectile travels in a straight line, and explodes upon contact with another player/environment. The resulting explosion deals splash damage with knockback to both the player and enemies, not unlike the firework launcher (see Rocketeer).

The energy ball's damage, mana usage, explosion size, and knockback depends on how much the energy ball is charged up before firing. Charging an energy ball lower's the player's movement speed relative to how much the ball is charged.

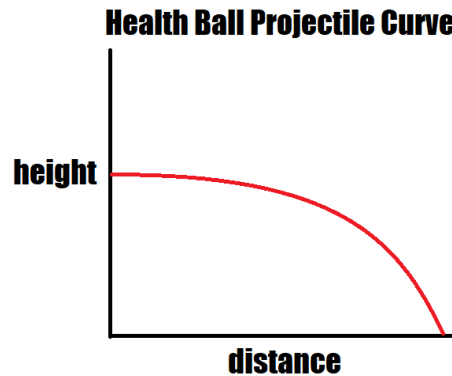


Secondary



Casts a health ball projectile that explodes in a small radius upon coming in contact with the environment and other players. Where the

primary's energy ball alt splash deals damage, the healing ball deals splash health, healing teammates at **20%** of their class' base health with no fall off. The secondary costs **10** mana per health ball.



Secondary Alt Ability

Spawns an **5** second long AOE healing ring where the spell was activated. Teammates that are inside the ring are healed at a rate of **25** hp/s. Summoning a healing ring costs **50** mana.

Melee



Player wields staff in both hands and staff particle effects are disabled.

Rocketeer



The Rocketeer is a slow-walking high mobility explosive class with a sizable healthpool. Their main ability is blast jumping long distances using a Firework Launcher at the cost of ammo and self damage. The Rocketeer is an aggressive class that is capable of dealing damage to multiple enemies at a time and the highest mobility potential.

Primary



A Firework Launcher that holds 4 fireworks at a time. The Firework Launcher projectile travels in a straight line at the start, and begins to fall off after 1 second of air travel. The projectile explodes upon contact with another player/environment. The resulting explosion deals splash damage with knockback to both the player and enemies. See *Blast Mechanics* for more in depth functionality of blast weapons.

Secondary



The Rocketeer is given an explosive hitscan shotgun that fires **7** pellets in a hexagon formation with pellet one in the center. From this center pellet, a splash damage explosion is produced upon coming in contact with another player or the environment. This explosion provides relatively small damage and knockback to targets, on top of the hitscan damage from the **7** pellets. the splash functions as a low damage hitscan rocket launcher.

If the player is within the range of their own explosion, they will receive knockback and self damage, allowing them to perform small blast jumps.



Melee



Standard melee with a base damage of 60

Tank



The Tank is a high health mid-range class with limited mobility. The class excels in area control and close encounters with enemies. Having both the highest health pool and slowest move speed, the class revolves around solid positioning and tracking to maximize the tank's potential.

Primary



A minigun with a medium firerate that uses a single non reloadable **150** max ammo pool. The minigun needs to be spun up before it begins firing, which is done by either holding mouse 1 or mouse 2. When the weapon is activated with mouse 2, the weapon stays spun up, but bullets are not fired from the weapon until mouse 1 is pressed. When the weapon is spun up/fired, the player's movement speed is reduced to **80%** the base speed.

The minigun's bullets have a base damage of **16** damage with a dramatic damage dropoff at long distances. The minigun has a firerate **8** shots per second (**480 RPM**).

Primary Alt Ability

The chargeable minigun's alt ability pushes hit enemies relative to the direction the player is facing, at the cost of a **30%** slower firerate. The ability charged by dealing by dealing damage, and once the player accrues **200** damage, the ability can be activated. The knockback ability lasts **3** seconds once activated with the reload key. This ability is similar in function to the [Heavy's MVM knockback rage upgrade in TF2](#).

Secondary



The tank is given a juicebox secondary which functions as a healing item. When the juice box is used, the tank is locked into a third person emote animation, and is unable to move/attack when in this state. While in this state, the player is given a **10%** damage resistance buff, and becomes **30%** more resistant to knockback force.

The juicebox heals the player at a rate of **25%** of base hp per second, across the **4.5** second animation. The juicebox does not begin healing the player until after the first **0.5** seconds of the animation is played. The healing and animation is canceled if the player is hit by enemy knockback weapons above a certain force threshold.

The juicebox recharges **20** seconds after use, even if the healing animation gets canceled by knockback. The juicebox can also be recharged by picking up any health pack, as long as the tank is full health. This juicebox item mirrors the [Sandvich in TF2](#).

Secondary Alt Ability

The juicebox can be thrown on the ground and acts as a medium health pack which can be collected by any damaged player who walks over it, including enemy players. The thrown juicebox heals the player who grabs it by **50%** of their base health.

Throwing the juicebox counts as using the item, and must be recharged before throwing/consuming again. The player cannot utilize their own thrown juicebox, and will be picked back up if the player tries

to collect it, assuming they have not recharged another juicebox. Thrown juiceboxes will also despawn if a new juicebox is thrown down by the player.

Melee



When the tank's melee is active, the following stats are applied:

- Movement speed is increased by **25%**
- **+15%** jump height
- **20%** damage vulnerability

Ninja

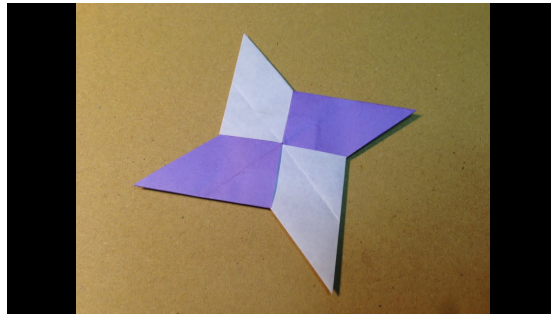


The Ninja is an aggressive high-speed melee centric class with a mid-range health pool. The class excels in closing the distance between enemies and dealing single target damage using a katana melee with increased reach. The Ninja is limited by his limited range

capability, and relies on close range encounters to be effective.

The Ninja can sprint using a stamina meter for up to **5** seconds. The player's stamina is recharged slowly over the course of **10** seconds. Stamina can also be recharged to full upon getting a melee kill.

Tertiary Primary



Throwable ninja star projectiles. A player can hold 5 ninja stars at a time, and they can only be refreshed by interacting with a resupply cabinet, or from killing a player.

Secondary



The ninja is given a smoke bomb secondary, which emits a stylized team tinted smoke cloud which lasts **7** seconds. Enemy players are unable to see directly through the cloud, but teammates are still able to more clearly see through it via transparency.

The ninja is given one smoke every **30** seconds, or instantly recharged upon getting a kill with sword melee. The ninja can have no more than **1** smoke cloud active at a time, and if a new one is thrown while the previous cloud is still active, the previous cloud immediately

decays.

Melee



The Ninja's primary weapon is a katana. The katana has a **60%** longer attack range than other class' melees. Upon killing an enemy, the ninja is given **25%** of their base health back (rounded up to the nearest 5), and a **3** second long **15%** speed boost, which stacks with sprinting speeds. Getting a kill also replenishes the Ninja's smoke bombs and ninja stars.

Echolocation Ability

When right click is pressed, the Ninja emits an echolocation ability which outlines nearby enemy players – even if they're not directly visible to the player. A short sound is emitted to all nearby players and radio wave VFX is emitted from the ninja when used.

The ping lasts a total of **2** seconds, with the first second transmitting a full outline before fading out over the course of the other second. The echolocation ability takes **5** seconds to recharge after use.

Game Mechanics

Movement (CONSULTATION NEEDED)

Overview

The movement mechanics in CC seek to emulate those found in the Source/Quake engines, but translated to the Roblox platform as close as possible without affecting performance.

Movement Acceleration & Deceleration

Description

Air Acceleration

Description

Air Strafing/Control

[In-depth Steam guide](#) on how air strafing in the Source engine is calculated.

Weight Modifier

Description

Knockback

Description

Crouching

Description

Damage

Overview

The damage mechanics in CC closely mimic those found in Team Fortress 2 and other source games.

Collision Hull

Playermodels and entities are outlined by an invisible block or 'Collision Hull'. This collision hull determines how/if a player interacts with the following entities:

- Splash projectile's count as a hit if the blast radius collides with the playermodel's collision hull
 - If the splash hits the player; damage, knockback power, and knockback direction is calculated by finding the distance between the center of the playermodels collision hull and the center of the splash.
- The collision hull collides with another collision hull of a health/ammo pickup
- Respawn cabinets (*Testing needed see Health & Ammo Pickups - Resupply Cabinets*).
- The collision hull collides with a gamemode objective

Player Hitboxes (Consultation Needed)

Description

Damage Types

Description

Damage Falloff

Description

Damage Ramp Up

Description

Splash modifier

Description

Damage Falloff

Description

Bullet Spread

Description

Weapon Modifiers

Description

Gamemode Modifiers

Description

Weapon Specific Modifiers

Certain weapons provide different modifiers are factored in to damage equations, such as knockback resistance, class weight,

Damage Numbers & Batching

When a player deals damage to an enemy, the ammount damage dealt per shot/hit is displayed above the hit enemy. If successive damage is dealt within 1.5 seconds of the previously dealt damage, the damage numbers 'batch' or add up.

Splash Mechanics

Certain weapons in CC deal splash damage/healing that deals knockback based on where the splash hit. Self inflicted splash damage also acts as a movement mechanic when the player hits themselves with a weapons splash.

Methods for Calculating Splash Radius

Methods for Calculating Hits

https://www.youtube.com/watch?v=vfj-oE94cgs&ab_channel=shounic

Methods for Calculating Knockback Force/Direction

Health & Ammo Pickups

Ammo Kits

Ammo Kits are pickups found throughout maps, or by killing an enemy. Ammo Kits replenish the player's ammo across all applicable weapons depending their size. Map Ammo Kits respawn 9 seconds after being picked up.

- Small: 20% of the player's base ammo, rounded down to the nearest 1.
- Medium: 50% of player's base ammo, rounded down to the nearest 1.
- Large: 100% of player's base ammo.

Killed players drop Medium ammo kits, and despawn after 15 seconds of not being picked up.

Health Kits

Health Kits are pickups found throughout maps that replenish the player's ammo across all applicable weapons depending their size. Map Health Kits respawn 9 seconds after being picked up.

- Small: 20% of the player's base health, rounded up to the nearest 1.
- Medium: 50% of player's base health, rounded up to the nearest 1.
- Large: 100% of player's base health.

Special functions:

- Tank's Juicebox can be replenished by using health kits, but ONLY if the tank is at or above full HP. The health kit is still considered collected if used to replenish the juicebox.

Resupply Cabinet (Post-testing/release)

A resupply cabinet is found in the spawn area of certain standard team based gamemodes. Resupply cabinets regenerate all of a player's health, ammo, and utilities upon activating.

Misc Pickups

Gamemode specific pickups:

Misc

Kill/Game Feed

Feed in the top right of the player's HUD that can display:

- Player kills + 1 assist (if applicable) displaying the weapon/method used to kill players
- Environmental Deaths
- Point Captures
- Point Defends
- Gamemode specific conditions
 - Rocket Race checkpoints
 - Smash knockouts
 - Doomspire Base Knockout

Assists

Attributed to players who assist in the killing/elimination of a player, which are in order of priority:

1. Damage dealt to target within 5 seconds of killing
2. Healing a teammate who gets a kill within 5 seconds of healing

Assists are credited to player who attributed the highest rated assist condition closer to the death of the target. For example; if 3 players are killing the player, the kill would be credited to the player who finished the target off, and the assist would be credited to the player who dealt the damage closest to the targets death.

Scoreboard

The scoreboard displays more in depth information of the round than what is displayed on the player's HUD. A player's position on the scoreboard is determined by how many points they have.

Scoreboard information displayed includes:

- Global:
 - Usernames
 - Avatars
 - Points
 - Level
- Team Specific:
 - Team colors
 - Team score
 - Teammate classes
- Player only:
 - Kills
 - Assists
 - Deaths
 - Damage
 - Healing

- Objective Points

Points

Points are granted based on performance in a round. Points attribute to a player's ranking on the round scoreboard, and reward XP based on how many points were earned. See *Stats & Value Sheets: Point Values* for a breakdown of point values.

Killer Death Camera

Description

Additional Game Features

Weapon Loadouts & Inventory

Description

Weapon Tickets

New weapon unlocks are purchased from a designated page in the Item Store using a secondary currency called a *Weapon Ticket*. Weapon Tickets are rewarded to the player by playing X amount of rounds, completing contracts, and levelling up. Each weapon unlock will cost 1 weapon ticket. NOTE: Weapon tickets CANNOT be purchased with R\$.

Players earn tickets from playing the game (earned per match), which can be spent to unlock weapons. Tickets have a limit on how many you can hold at once. New weapon releases will not be able to be unlocked with tickets from the start, instead being put into a mini-battlepass type system where players must gain "exp" from playing matches to unlock new items. After a certain period, items will be shifted to the ticket system. The ability to earn tickets purely from

playing normally will be emphasized, as having to do arbitrary tasks to progress is unfun. Players can spend robux to instantly unlock a weapon (but can't directly purchase tickets).

Coins

Coins (Placeholder name) is the primary currency in CC. Coins are used for buying cosmetics such as hats, weapons, weapon skins, etc. Players can earn coins based on performance in rounds, completing contracts, and levelling up. Players will also have the option to purchase coins with R\$ in the item store.

Item Store

The item store is accessed from the main menu, and is broken into the following categories/order:

1. Featured + Weapons
2. Cosmetics (rotating store, cases, etc.)
3. Coins (purchased with R\$)

Leveling

Levels are displayed on the user's in game profile & on the scoreboard. Players increase their level by earning XP by finishing rounds, and varies based on performance. Some examples of performance based XP rewards include:

- Points earned
- Winning the round
- Leaderboard position
- MVP bonuses
- Game objective bonuses

In-game Feedback & Bug Reporting

Feedback/Bug Report option on the main menu. Log the following information for each bug report:

- General:
 - Feedback Category (Bug, Game Feedback, Etc.)
 - Feedback Text
 - Feedback Text Length
 - Username
 - Player ID
 - Date
- For better quality sorting:
 - Level
 - Has VIP (Y/N)

Contracts [Non MVP]

Description

Extensive Game Settings [Semi MVP]

Quality of life game settings, which could include:

- Combat
 - 1:1 zoom ratio (off by default)
 - Damage Number Size
 - Damager Number Toggle (on by default)
 - Damage Batching Toggle (on by default)
 - Damage Batching Lifespan
- Visuals
 - Camera FOV
 - Viewmodel FOV
 - Viewmodel Toggle
 - Cosmetic Toggle
 - Cosmetic Particle Toggle

- Crosshair Customization
- Audio
 - Hitsound Customization
 - Killsound Customization
 - Weapon Audio Level
 - Gameplay Audio Level
- Custom Keybinds

Gamemodes

Standard Gamemodes

A Standard Gamemode are gamemodes that CC's base classes and balancing are centered around. The average round length for these gamemodes range from 4-8 minutes.

King of the Hill

Teams compete to capture a hill. First to hold for 3 minutes wins.

Payload

Attackers try to escort payload to the end of the map while defenders try to stall the attackers and run down the clock. If the payload reaches the checkpoint, the timer is extended by X minutes.

FFA Deathmatch

A FFA death match arena with no respawn times. First to 20 kills wins

All for One FFA

A FFA death match arena with no respawn times and everyone is the same class. First to 15 kills wins.

Player Destruction (Post-Release)

Description

Party Gamemodes

Party gamemodes are gamemodes that do not fit in with standard gameplay and balancing, and have their own unique class balancing and distinct rulesets.

Smash

Smash Fortress

Doomspire

Literally Doomspire Remake but in FPS form.

Rocket Race

A racing minigame where players try to make it to the end as fast as possible using the Rocketeer's Firework Launcher. Checkpoints are scattered throughout the obstacle course, and winners are determined by placement based on 1st, 2nd, 3rd, 4th, etc. as well as DNF players.

Quake Style Arena Shooter (Post Release)

High acceleration, high speed, arena shooter frag fest. Click heads or die.

Murder (Post Release)

Description

Gun Game (Post Release)

Stereotypical gun game. Class powers are imbued on weapon switch due to them being tied to the weapons.

Juggernaut (Post Release)

Literally TF2/Halo juggernaut.

Big Ball (Post Release)

Description

Micro-Games

A “Micro-Game” is a gamemode played immediately after a standard/party round that took less than **5** minutes to complete. Micro-games are mostly in the a FFA format and take on average **1** minute to complete, and can more often than not have *more* than **1** winner. Micro-Games do not fit in with standard or party gameplay and balancing, and have their own unique class sets, balancing, and rulesets.

A Micro-Game is selected through a short **8**-second voting menu. XP/rewards are still given from the previous round, and micro-games themselves grant XP [albeit on a smaller scale], however does not grant rewards or contribute to progress on features like contracts unless specified.

Pop the Balloons

Description

Sniper-Arena

Low gravity sniper fight (think: flying scoutsman).

Dodgeball

Description

Sumo

Description

Runner Temple Run

Description

Echo FFA

Pitch black map using high intensity atmosphere. All players are ninjas, and are one hit killable.

First Time Players

First Time Menu Walkthrough

Description

Gamemode Rundown

Description

Class Rundown

Description

Gameplay Hints

Description

Developer Features

Streamlined Re-balancing

One of the most important features to keep in mind when developing the games mechanics is easy rebalancing. Changing game variables such as a weapons damage/reload times, a class' walkspeed/healthpool, a gamemode's win conditions, etc. Making easy to edit and well documented code is important to saving time in rebalancing and testing different mechanics.

Game Data & Statistics

Weapon & class usage rates/percentage breakdowns, median team comps, maps, gamemodes, etc. If it can be logged then we will log it.

Remote Moderation

Description

Value & Stat Tables

Classes

Class	Class Category	Base Health	Base Walkspeed (%)	Crouched Walkspeed (% of base)	Weight Modifier
<u>Runner</u>					
<u>Sniper</u>					
<u>Mage</u>					
<u>Rocketeer</u>					
<u>Tank</u>					

<u>Ninja</u>					
<u>WIP</u>					

Weapons

Weapon Stat Spreadsheet

Point Values

Point Condition	Designated Gamemode	Points
<u>Kill</u>	Generic	1
<u>Assist</u>	Generic	0 .5
<u>Point Capture</u>	Generic	3
<u>Defense</u>	Generic	1
<u>Environmental Kill Assist</u>	Generic	1
<u>Per 500 Healing</u>	Generic	1
<u>Per 500 Damage</u>	Generic	1
<u>Per X Blocks Destroyed</u>	Doomspire	1
<u>Checkpoint Reached</u>	Rocket Race	1

Keybinds

General	
Key	Description
<u>W</u>	Forward
<u>A</u>	Left
<u>S</u>	Back
<u>D</u>	Right

<u>Spacebar</u>	Jump
<u>Ctrl</u>	Crouch
<u>R</u>	Reload/Ability
<u>Mouse 1</u>	Attack
<u>Mouse 2</u>	Secondary Attack
<u>1</u>	Primary
<u>2</u>	Secondary
<u>3</u>	Melee
<u>.</u>	Choose Team
<u>M</u>	Open Menu
<u>N</u>	Loadout
<u>TAB</u>	Scoreboard
Class Specific	
Key	Description
<u>Shift</u>	Sprint (Ninja)

Gamemode Specific

Description

Project Resources & Assets

Animations

151x

- 79x Class Playermodel Animations
 - 6x Jump Animations
 - 1x Runner Double Jump
 - 1x Ninja Sprint
 - 1x Juicebox Consume Animation
 - 14x Leg Animations

- 6x Idle
- 6x Crouched
- 2x Forward Running Animations (Runner uses different leg rig)
- 2x Backward Running Animations
- 2x Left Strafe Animations
- 2x Right Strafe Animations
- 50x Upper Body Weapon Poses (Deploy, Idle, Attack)
 - 9x Runner
 - 3x Shotgun Pistols
 - 3x Egg Basket
 - 3x Melee
 - 10x Sniper
 - 3x Semi Sniper Rifle
 - 1x Sniper Scoped
 - 3x Shotgun
 - 3x Melee
 - 6x Mage
 - 3x Staff/Book (Shared Animation)
 - 3x Staff Melee
 - 9x Rocketeer
 - 3x Firework Launcher
 - 3x Popit Shotgun
 - 3x Melee
 - 7x Tank
 - 4x Tank (Rev Idle Animation Included)
 - 3x Melee
 - 9x Ninja
 - 3x Ninja Stars
 - 3x Smoke Bomb
 - 3x Melee

- 72x First Person Animations
 - 14x Runner
 - 7x Shotgun Pistols
 - Holster
 - Idle Loop
 - Fire Right
 - Fire Left
 - Reload
 - Overload Fire
 - Overload Reload
 - 4x Egg Basket
 - Holster
 - Attack
 - Reload
 - Idle Loop
 - 3x Melee
 - Holster
 - Idle Loop
 - Attack
 - 12x Sniper
 - 5x Semi Auto Sniper Rifle
 - Holster
 - Scope
 - Idle Loop
 - Fire
 - Reload
 - 4x Sawed-off Shotgun
 - Holster
 - Idle Loop
 - Fire
 - Reload
 - 3x Melee

- Holster
 - Idle Loop
 - Attack
- 13x Mage
 - 10x Staff
 - Holster
 - Idle Loop
 - Attack Type Switch
 - Primary Attack Animation
 - Energy Orb Charge Up Animation
 - Energy/Healing Orb Fire
 - Healing AOE
 - Melee Mode Holster
 - Melee Idle Loop
 - Melee Attack
 - 3x Spellbook
 - Deploy
 - Page Flip - Attack
 - Page Flip - Healing
- 11x Rocketeer
 - 4x Firework Launcher
 - Holster
 - Fire
 - Reload
 - Idle Loop
 - 4x Popit Shotgun
 - Holster
 - Fire
 - Reload
 - Idle Loop
 - 3x Melee
 - Holster

- Idle Loop
 - Attack
- 10x Tank
 - 5x Minigun
 - Holster
 - Idle Loop
 - Rev
 - Rev Idle
 - Fire
 - 2x Juicebox
 - Holster
 - Idle Loop
 - 3x Melee
 - Holster
 - Idle Loop
 - Attack
- 12x Ninja
 - 4x Ninja Star
 - Holster
 - Idle Loop
 - Throw
 - Sprinting Loop
 - 4x Smoke Bomb
 - Holster
 - Idle Loop
 - Throw
 - Sprinting Loop
 - 4x Katana
 - Holster
 - Idle Loop
 - Attack
 - Sprinting Loop

Maps

11x

- 3x Symmetrical KOTH Maps
- 2x Payload Maps
- 3x Smash Arenas
- 1x Doomspire Map
- 2x Rocket Racer Maps

UI

Description

VFX

Description

SFX

Description

Post-Release Updates & Roadmap

Unlockable Weapons

Sniper Unlockables

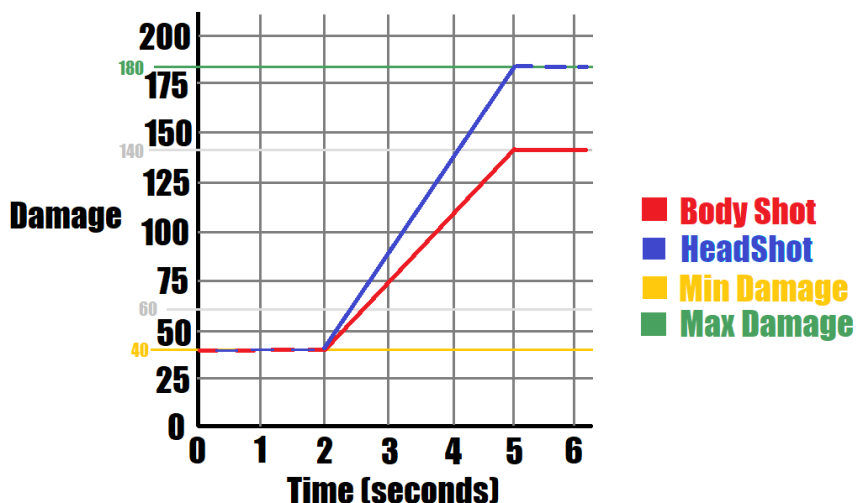
Primary Unlock



A sniper rifle with a base damage of **40** and no damage falloff. The rifle can charge up to **200%** of the base damage (rounded to the nearest whole number) when scoped in for **5 seconds**. If the shot hits a players head after the first two seconds of being scoped in, a **50%** damage bonus is applied *prior* to calculating the charge damage %. Charge up only begins to take effect after the first **2 seconds** of scoping in, and is reset after firing, unscoping, and/or switching weapons.

When a player is scoped in, their movement speed is lowered **40%** and camera sensitivity is lowered to **80%** of the player's base sensitivity, unless the 1:1 zoom sensitivity option is enabled by the player in the game settings. The player's FOV is also reduced to **70%** of their base FOV.

The scope also emits a team colored light glint particle on the scope and is visible to only the opposing team, similar in function as the Eye of Reach seen in Sea of Thieves.



Secondary Unlock



A high firerate low damage SMG that has a camera zoom effect that lowers the fov to **85%** of the player's base FOV. Camera sensitivity is lowered to **80%** of the player's base sensitivity, unless the 1:1 zoom sensitivity option is enabled by the player in the game settings.

This weapon is similar in function to the SIG SG552 in Left 4 Dead 2, demonstrated [here](#).

Secondary Unlock

Slingshot holding **15** launchable projectiles before needing to reload. The slingshot projectiles deal low individual damage with a high rate of fire. The slingshot fires are fast moving projectiles with a quick range falloff.

VIP Server Customization

Description