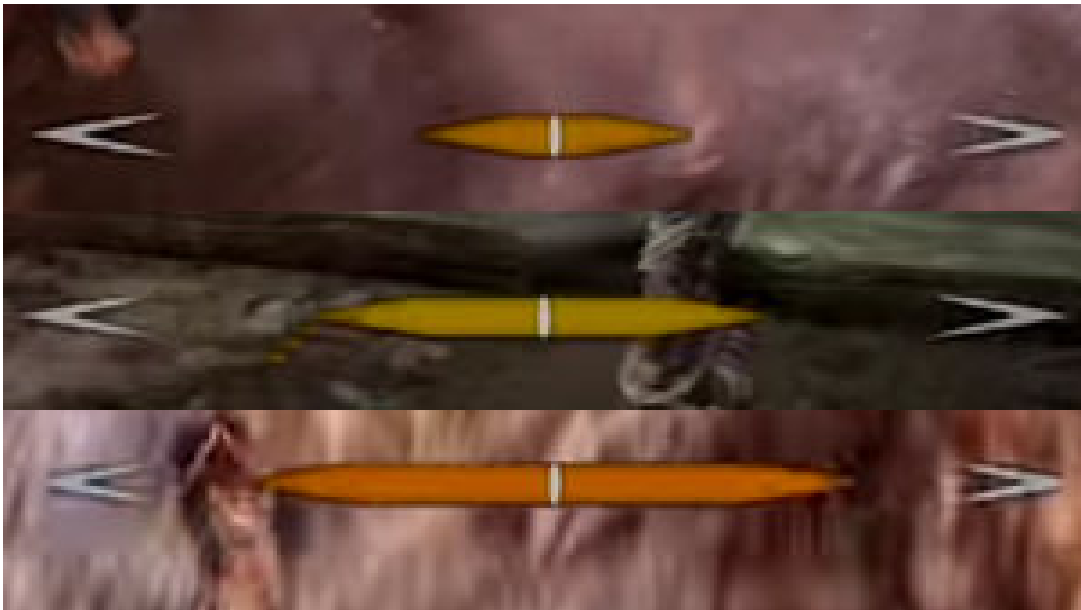


Combat System - Guard Meter

Overview	2
Goals	2
Guard Meter	2
Guard Meter	2
Guard Meter Damage	2
Art Notes	3
UI/UX/VFX Notes	3
Narrative Notes	3
Audio Notes	3
Animation Notes	3
Tunables	4



Overview

During combat the enemy will attack the player with a random attack set and when the attack connects, a set amount of guard damage will be taken based on how well timed the parry is. The game will end when the guard meter reaches 0.

Goals

- Allow the player to miss or mistime parries but still make progress
- Reward precise play
- Create tension in combat when guard meter is low

Guard Meter

Guard Meter

- Maximum 100 points
- Recovers at a rate of 10 points per second
- Damage
 - Attacks deal base 20 points of damage split between the number of hits in the attack pattern

Guard Meter Damage

- Perfect Parry
 - Player takes no damage
- Solid Parry
 - Player takes 25% damage
- Unsteady Parry
 - Player takes 50% damage
- Missed Parry
 - Player takes 100% damage

Art Notes

- Need animation for missing a parry
- Need animation for when player reaches 0 guard

UI/UX/VFX Notes

- Need UI for guard meter

Narrative Notes

- Guard is the overall defense of the player
- Player does not get hit unless guard is at 0

Audio Notes

Tunables

- Guard regen rate
- Missed parry damage
- Partial parry damage reduction