

THE GUARDIAN

Manufacturer: USR

Position to fill: Post Sniper “????”, Tier 5

Type: Damage dealer

Size: Medium. Slightly larger than the Sniper

Flight Model: Slightly less manoeuvrable than the Sniper

Upgrade path: TBD. Based on the Sniper as starting point

Ship Data (Energy & Health): TBD. Based on the Sniper as starting point

Role: Long-range attack ship. A more advanced version of the USR Sniper, with more skill-based weapon systems.

Overview: The main weapon is a timing-based charge weapon (that can overcook!). This means it is harder to land a shot, but shots that do connect at max charge do considerably more damage than the sniper’s rail gun.

The *Guardian* is also equipped with a fast but manoeuvrable nuclear missile that lends itself well to dealing with sheltering enemies. When detonated, the resulting EMP stuns the target and causes it to get pushed back from its current position (using the new push ability in radial form), thereby flushing the target out.

Example of play: A skilled pilot will therefore be able to combine their abilities and weapons to perform the following sequence of play:

- Mark a distant enemy using spotting drones
- Enemy hides behind cover
- Deploy shield
- Launch a nuke missile, fly it over towards an enemy’s hideout, and detonate it in such a position that it pushes the target out of cover
- Finally, while the enemy is still stunned, unleash one or more punishing hits from the main skill-based weapon at maximum charge

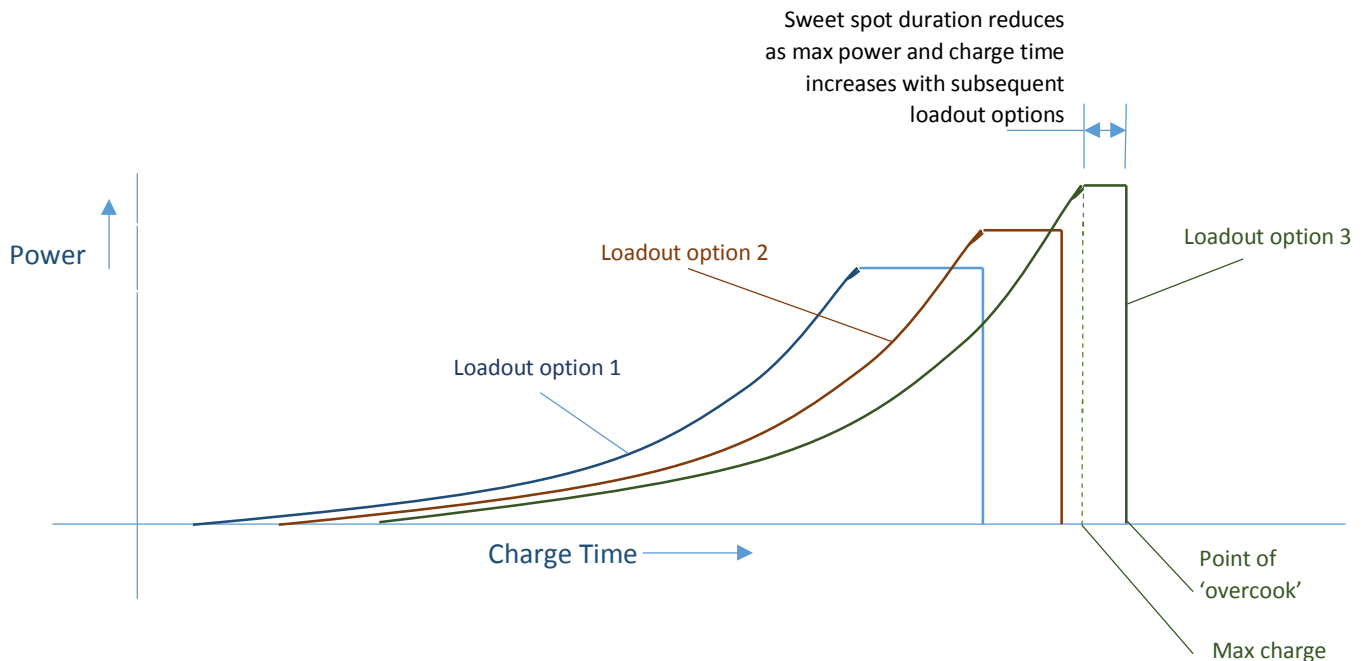
The missile may also be useful for clearing multiple enemies out of capture areas.

LOADOUTS

LMB (Primary weapon): Charge Rifle. An accurate long range weapon that delivers exponentially increased damage depending on time charged.

The weapon has a limited sweet spot of max charge (that decreases in upgraded loadout versions), after which it 'overcooks' if the shot isn't released. In this case, all the charge is lost, and the player then has to re-charge in order to take a shot.

Speed: 30 000 x lifespan: 1.16 = Range: 35km



RMB (Secondary weapon): missile guidance. Press to detonate *see below for variants

1 (Ability): Shield. Based on the Sniper's shield.

2 (Missile): Controllable nuke (missile). Used to stun and bump enemies out of cover.

- Range: [Range of primary weapon +20%]
- AOE radius: 8km
- Stun Effect. The resulting EMP stuns enemies for 5 seconds.
- Radial push Effect. Can push up to 10km, dependent on proximity to detonation.
- Damage to ships. Relatively minor physical damage. Warhead: 500
- Damage to drones: Knocks out all enemy drones and small ships in AOE
- Health: Enough health to survive a single load of point defence. Can be taken out by two point defence systems, or some well-aimed shots.

*See below for a various potential control systems.

3 (Drones): Spotting drones. Long-range spotting drones keep an eye on the target for you – even when diving behind cover. Based on the Sniper's Spotting Drones.

MISSILE CONTROL SYSTEM VARIANTS

1. Full 1st person control of the missile by the player:

Controlled directly in first person, the player uses their skill to manually navigate the manoeuvrable and responsive missile to the desired location. The view is full-screen, and replaces the player's regular ship view and HUD. The player is notified if their ship is attacked while their focus is still on the missile.

The nuke is then detonated either by the player or on impact (whichever comes first), after which control returns to the main ship.

The missile has its own basic HUD, including the following components:

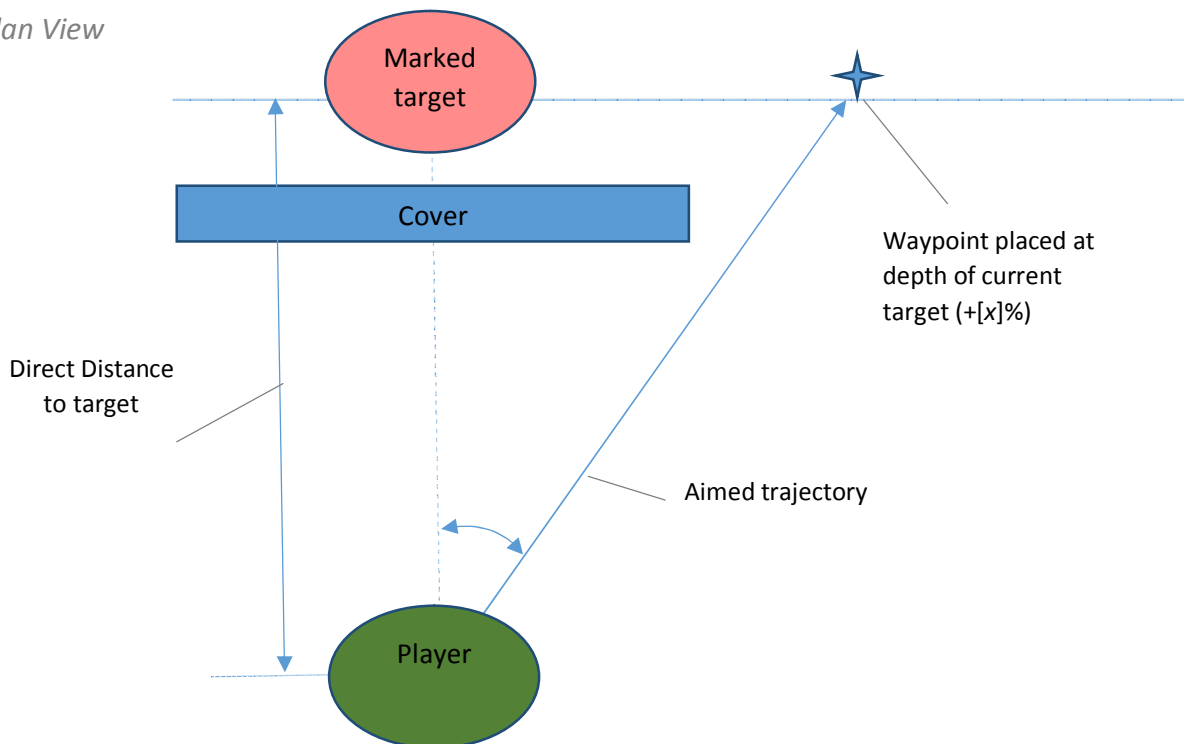
- Countdown timer. If the player still hasn't detonated the missile by the time it reaches 0, control returns to the regular ship without the missile exploding.
- Proximity to target.

Tried and tested system ala *Perfect Dark*, *MGS IV*, *CoD* etc etc.

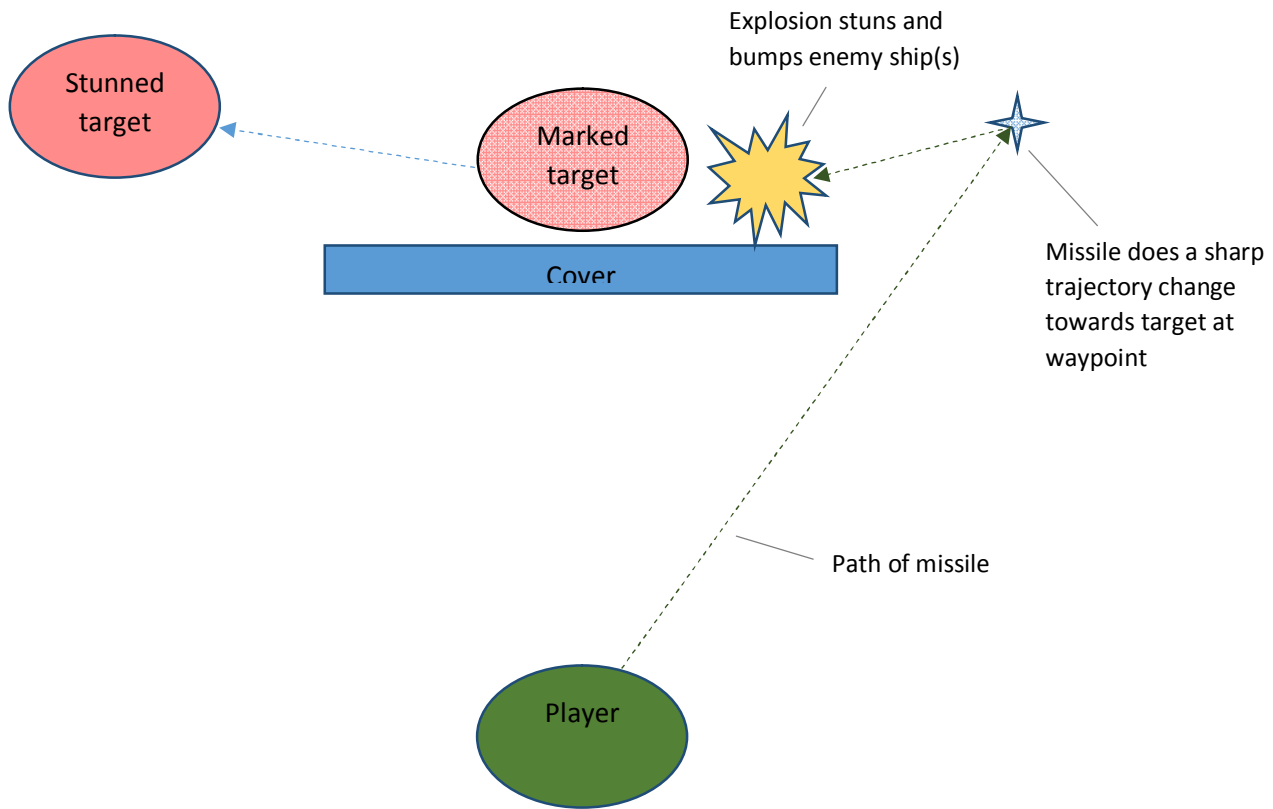
2. Semi-automated system, via **waypoint**:

- a) Player manually sets a single waypoint using the RMB. The waypoint's distance is automatically set based on direct distance to the currently selected target:

Plan View



- b) After firing, missile tracks to waypoint, before diverting to targeted enemy.
Detonation is either automatic (set distance from the target), or manual (RMB).



NEW FUNCTIONALITY & ASSETS

Main Weapon

Overcook time. This could be input as either max charge duration time or as the time from the initial click (in which case it would have to be larger than the max charge time).

Charge weapon stage feedback. The player needs to be able to differentiate between the following stages of the charge:

- *Initial charge.* This functionality is already in (set as a fraction of the max charge, before which is reached the player cannot release a shot), however no separate indication is currently available to convey this AFAIK. Nice to have.
- *Charging.* This is currently in place.
 - Audio feedback of level of charge; pitch of tone is determined by % of max charge. Nice to have.
- *Max charge.* An indication that we are at max charge, and approaching the overcook:
 - A subtle camera shake for the duration
 - A bespoke particle effect indicating max charge
 - A bespoke sound indicating max charge
- *Overcook.* There needs to be an indication that the shot is lost.
 - Negative sound (energy 'escaping'?)
 - PFX showing energy lost
- *Shot.* Variable camera shake at shot: The intensity of the camera shake when the player takes a shot is dynamically set based on charge of shot. i.e. % of max charge = % of max cam shake. Nice to have.

Missile

- Missile controlled in 1st (or 3rd) person
 - Full screen camera on missile
 - Stop controlling ship for duration
 - Transitions
 - Ease into missile view
 - Glitch effect and then snap back to main ship view/control
- Missile has limited fuel (aka time limit)
 - If missile hasn't been detonated when limit reached, it is lost
- Missile detonated by:
 - Detonation on RMB
 - Impact
- Missile control system:
 - Should be possible to make it different to a ship. For example:
 - Mouse position indicates direction and inclination of turn
- Missile HUD:
 - Regular hud hidden

- Has own bespoke (minimal) HUD
 - Indication of fuel remaining (set by time)
 - Can still see enemy ships along with their player names and distance (like a regular ship).
- Feedback if ship under attack while controlling missile (audio/screen indications?)
- Warhead: Radial force/push ability