

# La Horde

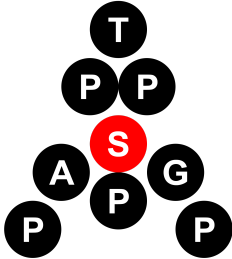
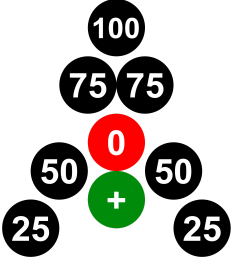

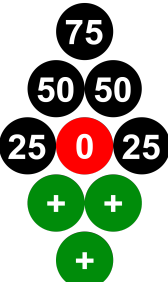
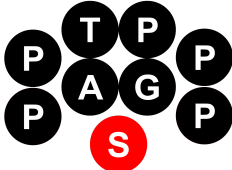
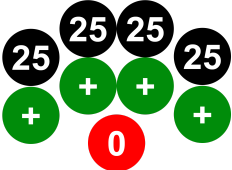
## Design Document - Core Gameplay



### Formations

In order to face the powerful winds, the player can change its formation shape at any time. This will affect the Horde's movement speed, as well as energy consumption per position.

Players can change formations as much as they want, but there is a cooldown corresponding to the transition time.

Prototype				
	Visual ( <b>T</b> racer, <b>S</b> cribe, <b>A</b> eromaster, <b>G</b> eomaster, <b>P</b> illar)	Energy (%) (positive: green ; negative: black)	Movement Speed	Description
Arrow			150%	Speed Formation  High Energy consumption  High Speed
Diamond			100%	Base Formation  Medium Energy consumption  Medium Speed
Shield			25%	Strong Formation  Low Energy consumption  Low Speed

Full Game				
	Visual (Tracer, Scribe, Aeromaster, Geomaster, Pillar)	Energy (%) (positive: green ; negative: black)	Movement Speed	Description
Snake			180%	Tight Formation High Energy consumption High Speed Can fit into narrower spaces
Drop			70%	Base formation (Alternate) Medium Energy consumption Medium Speed More balanced (energy)
Scout			25%	Scouting Formation Low Energy consumption Low Speed Bonus to Masters Detection Probability
Turtle			0%	Rest Formation No Energy consumption Null Speed Requires a ground anchor point

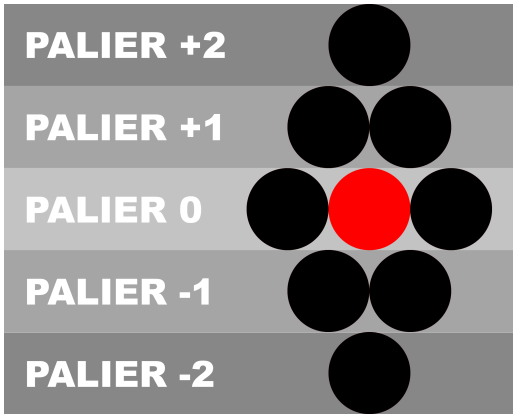
## Healing positions

The positions marked in green on the energy diagrams are special: they allow Horde members to gradually regenerate their energy. The rate of gain is approximately 5 points per second, so it takes a total of 20 seconds to fully fill the energy gauge. Resistance does not affect these values.

## Tiers & Masters

Each formation is made up of tiers. Ranging from -2 to +2, these are listed starting from tier 0, which contains the Scribe. Any member not aligned horizontally with another is therefore of a different tier.

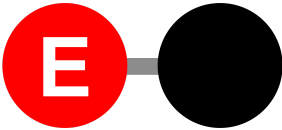
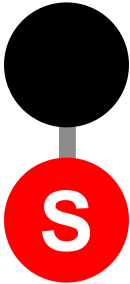
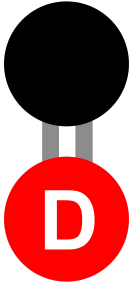

The Aeromaster and Geomaster will, depending on their tiers, gain Detection Probability, which corresponds to the percentage of chance a master has of providing information to the player. Thus, the higher the tier, the more effective they will be.

Prototype			
	Visual	Number	Detection Probability
Tiers		max	60%
		+1	40%
		0	20%
		0 to -2	0%
Drop & Arrow	The Drop and Arrow formations are special cases, the initial positions of the masters are considered part of level 0.		



## Type of Bonds

Members of the Horde hold each other together using handles attached to the back of their armors. There are four types of bonds:

Full Game		
	Visual	Description
Shoulder		Bond between two members of the same Tier (one arm)
Simple		Bond between two members of different Tier (one arm)
Double		Bond between two members of different Tier (both arms)
Centered		Special Bond with the Ground (both arms)

## Formation Bonds

The letters correspond to the different types of bonds (E=shoulder; S=single; D=double; C=centered). A position containing "SE" therefore emits a Single bond on the left, and a shoulder on the right.

Full Game	
Visual	
Arrow	Snake
Diamond	Drop
Shield	Scout
Turtle	

## Formations Evolution

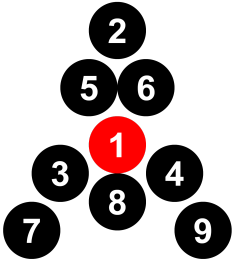
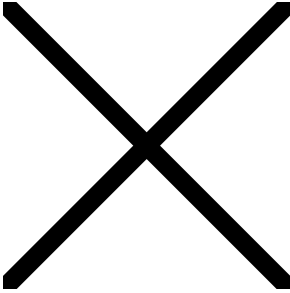
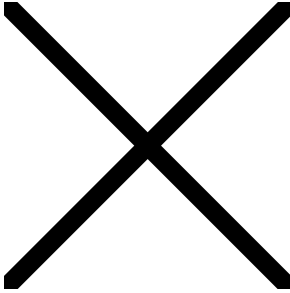
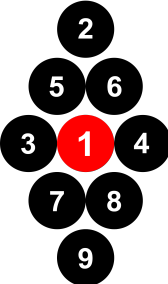
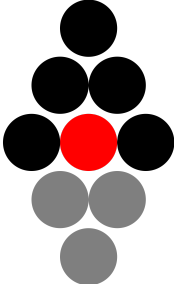
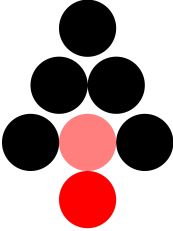
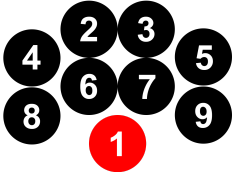
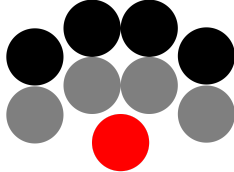
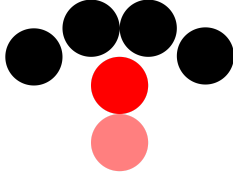
Since the number of Horde members is subject to change in the event of death, each formation has a numbering system indicating the importance of each of its positions. Thus, if a member dies, the one in the least important position will replace them.


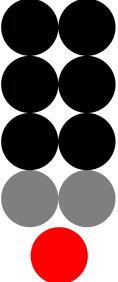
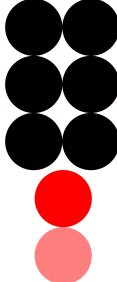
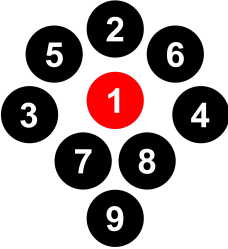
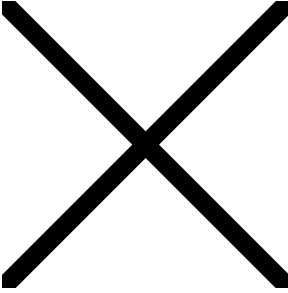
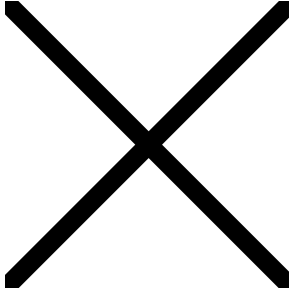
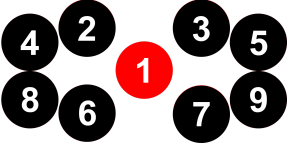
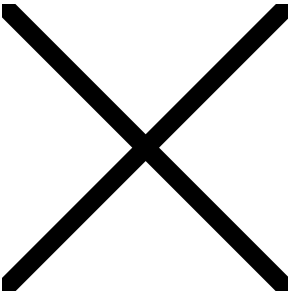
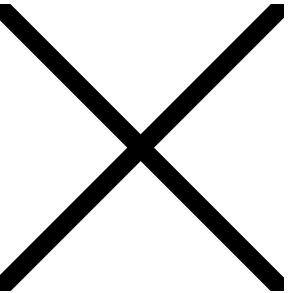
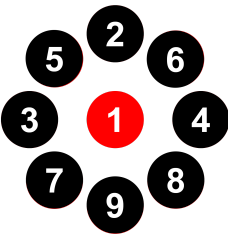
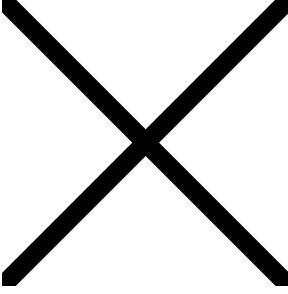
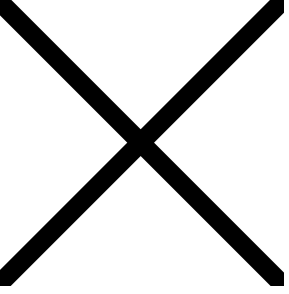
However, this replacement is also subject to energy priority. Thus, a swap will only occur if the energy level of the members in the second and third weakest positions is lower than that of the first.

In certain edge cases, the Scribe's position may be changed.

This change does not affect the tiers or the characteristics related to the position.



Prototype			
	Positions Priority  (in descending order of importance)	Edge Case  (grey: dead members)	Formation adaptation
Arrow			
Diamond			
Shield			

Full Game			
	Positions Priority (in descending order of importance)	Edge Case (grey: dead members)	Formation adaptation
Snake			
Drop			
Scout			
Turtle			

## Swapping formation

When changing formations, Horde members retain their position priority numbers. Thus, if the tracer is in priority position 7 of the Diamond formation, he will find himself after transitioning with another formation, in the same priority position.

## Special Formation

There are some formations that can only be used in a very specific context and are not subject to the constraints of traditional formations.

Full Game			
	Visual	Bonds	Description
	(Tracer, Scribe, Aeromaster, Geomaster, Pillar)	(S= simple ; D=double)	
Breaker			<p>Allow players to destroy fragile surfaces using the wind force</p> <p>Scribe holds a rope with both hands attached to a breakable surface</p>