

Loot the Things

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Game Summary

Up to four players form an adventuring team that explores a room-based dungeon in search of enemies, bosses, and loot. Each dungeon, or level, represents a procedurally generated experience that determines the intensity of enemies, strength of bosses, and potential treasures to locate. Players must progress through the dungeon and defeat all of the bosses to pass the stage. Along the way, they can also acquire currency to utilize during the post-game screens and rare equipment to bolster their character's power.

Game Screens

Main Screen

This screen offers executions to begin the game, exit the game, explore potential options, or continue a previous session.

Option Screen

This screen may allow players to alter sound values and languages.

Character Screen

Before playing, local players may choose to create a new character, or play from a previous character file. This option provides a scrolling list of saved characters, each conveying game statistics relating to character name, equipment, and historical achievements.

Continue Screen

This serves as a listing of previously saved games. The game will scan a saved folder for available files, attempting to read and implement possible load files if uncorrupted. A maximum number of saved logs will likely be applied as well; forcing players to save over older files, if saving might surpass a certain value. The loading process will convey the last known team dynamic and the current level, and will then proceed to the Begin Game Screen.

Begin Game Screen

This screen acts as the base lobby for constructing the adventurer team. The first player begins by selecting the amount of local players within the game. Ideally, this can only be set if the desired amount of player controllers are connected, preventing a player from selecting more than the available local players.

Players than may choose to either create a new class / character, or load a previously played character log. Creating a new character will allow a player to choose a class, review class information, and input a character name.

Any character may be chosen, however the level difficulty may suppress character strength depending on the situation. In other words, choosing a previously played character and choosing the first level may reduce character stats to an acceptable value, dynamically dependent on the expected item level for the dungeon. This ensures that players may always have access to their characters, while also preventing them from interfering with game balance. Players can create new characters on more difficult levels, therefore netting increased experience and equipment, but at the risk of facing challenging enemies.

After this, the players begin a ready-check, and after all players confirm, the game begins.

Post-Game → Failure

Basic stats are reported for all heroes. All acquired currency and loot is lost. Progressed is saved to note the percent progress within the level.

Post-Game → Success

Basic states are reported for all heroes. Currency and loot is finalized and add to player totals, also updating player values. Some additional amounts of currency may be provided from a few randomly selected awards.

Shop Screen

Each player can visualize their equipment status. Each player, on their corner of the screen, can access a shop directory and spend currency. Currency may be spent of additional loot, items, potions, or other feature to assist players in their journey.

Loot

Loot represents equipment and weapons that players may find during their journey through the dungeons. Loot may have a chance of spawning from normal enemies, but will always spawn from treasure chests, mini-bosses, and bosses.

Loot is randomly generated, but some bosses may have a chance at dropping uniquely-designed Loot. Loot has no level requirement, but is built based on the difficulty of the current dungeon, and therefore will typically pertain to the item levels of players within that dungeon. Loot can have varying rarities, types, and stats generated. An item level value, accompanied by its intended class direction, determines how stats are built in.

Rarities

Loot rarity determines the range of item levels of the Loot acquired.

White (Common, 0) → Green (Uncommon, 2) → Blue (Rare, 4) → Purple (Super Rare, 6)

The item level, and resulting stats, is primarily based on the dungeon level combined with the rarity of the Loot dropped. For instance, a Common Loot will always have the base item level for the dungeon's expected player level. Every rarity above Common Loot will increase the item level by a set amount. Higher item levels reflect the expected player level, and therefore higher rarities have a chance of equipping players with Loot above the current average item level.

For example, a player may find a Common and Uncommon item at level 3. At level 4, the player may find another Common item better than their current Common, but their Uncommon item may still be as good, if not better, for a couple levels. As levels become more difficult to progress, locating higher rarities becomes important in order to increase character strength.

Types

Equipment and weapons will have various types.

- Equipment
 - Plate, Leather, Cloth
 - Helm, Gloves, Leggings, Boots, Armor
- Weapons
 - 2H Sword, Rifle, Dual Pistols, Staff

Equipment types may be inaccessible depending on the player's current class. Loot dropped will always be of use to the player's in the current party, but this does not mean that all players will receive or be able to equip the acquired Loot.

Item Level

The item level is based on the player's current level. In simple terms, a player at level 1 would have an average item level of 1. The item level of dropped loot can assist in determining how valuable it is when compared to the player's current level. For instance, a level 12 player may find Rare Loot in a level 10 dungeon. Since Rare Loot adds +4 to the item level, the value of the loot is average for a level 14 player, which could be more beneficial for the level 12 player.

Miscellaneous Drops

Health

Enemies may occasionally drop health vials that can be picked up by players to restore health within the current room session. These assist players in continuing their adventure through the dungeon.

Currency

Currency found is given equally to all players. This allows players to purchase Loot and other potential upgrades after any game session.

Classes

All classes available are designed to be self-sufficient, but can also be broken into categories to assist players in forming stronger teams. While any character can explore and venture through dungeons on their own, the increased difficulty in response to the addition of more players may encourage players to design teams to effectively deal with enemy waves.

Tank

Onslaught

Description: The Onslaught class combines bursts of damage and mobility to stun and destroy enemies.

Second Bar (Rage): The Onslaught gains rage each time it deals or receives damage. At max stacks, the Onslaught gains a buff that increases all damage done and decreases all damage taken. This buff depletes the bar over time, and ends once the Onslaught's bar returns to 0.

Loot Accessibility: Plate, 2H Sword

Ability 1: The Onslaught slashes in a forward direction, slowing all enemies hit.

Ability 2: Holds out the sword in front of the player's current direction, charging forward in a line, damaging all enemies hit. The Onslaught takes reduced damage during the animation time.

Ability 3: Sweeps the sword around the player, pushing away and damaging enemies. Within a small time frame, the ability can be activated again the swing in a larger arch, deal damage to enemies, and bring them back into range. The Onslaught takes reduced damage during both activations.

Ability 4: The Onslaught jumps forward, burying the sword into the ground at a set distance. The ability can be activated earlier to stop the jump prematurely. This deals massive damage to all enemies hit, and stuns them for a short duration.

Brigadier

Description: The brigadier provides a commanding presence from a distance, occasionally entering into the battle in an armored vehicle to soak some of the damage.

Second Bar (Moral): Each time the Brigadier activates and lands an ability, it gains burst of moral. Once the bar is full, the Brigadier may activate its fourth ability, allowing it to spawn and pilot a one-person tank. This depletes the Brigadier's moral over time, and once it reaches 0, the

Brigadier returns to its commander form. Moral does not deplete if unused and full, allowing the Brigadier to choose when to transform.

Loot Accessibility: Leather, Rifle

Ability 1 (Brigadier): Fires the rifle, dealing moderate damage to the first enemy hit.

Ability 2 (Brigadier): Fires a scatter shot at medium range, dealing damage to all enemies hit in the burst. This also has a chance to stun enemies.

Ability 3 (Brigadier): The Brigadier begins suppressive fire. This slows the Brigadier's movement for the duration, but allows the Brigadier to rotate and shoot a continuous stream at all nearby enemies. All enemies hit take damage and are slightly knocked back.

Ability 4 (Brigadier): If applicable, this transforms the Brigadier into a tank for the duration of the moral.

Ability 1 (Tank): Fires a large shell, dealing damage and stunning all enemies hit.

Ability 2 (Tank): Fires a flash-bang at enemies, dealing subtle damage, slowing them within the cloud, and reducing damage dealt.

Ability 3 (Tank): Performs a hull-down, immobilizing the tank for the duration. This dramatically reduces the cool-down of Ability 1, allowing the tank to rapidly fire shells at enemies.

Ability 4 (Tank): Transforms back into the Brigadier. This saves the Brigadier's current moral up to 75%.

Support

Runner

Description: The Runner uses ranged weapons in a manner that simultaneously allows them to damage enemies and assist allies. The Runner gains energy from movement, allowing it to build up to 3 charges that enhance its abilities.

Second Bar (Charges): Instead of a defined bar, the Runner has 3 charge meters that fill-up in a clock-like manner. Once one is filled, it lights up and the next charge meter begins to fill-up. Each time the Runner activates an ability, if a charge is available, it will be applied to the ability's effect. Charge energy is acquired by constantly moving.

Loot Accessibility: Leather, Dual Pistols

Ability 1: Consecutively fires the pistols in the player's current direction. Moving backward increases the projectile speed, while moving forward increases the projectile damage. Charge: The two projectiles explode on contact, creating a burst around the enemy / area hit. This deals increased damage to all enemies in the area, and heals all allies hit.

Ability 2: The Runner instantly dashed forward, damaging and stunning all enemies in a line. Allies hit will receive a temporary shield that absorbs damage. If at least one target is hit, the Runner will also receive a temporary shield. Charge: The cool-down is immediately refunded, and all enemies take increased damage.

Ability 3: The Runner begins spraying a stream fiery-energy that remain on the ground. Enemies within the blaze are lit on fire. Enemies take additional damage each second while in the flames, but also continue taking burn damage for a duration after leaving. Allies that enter into the flames gain a speed boost. Charge: Damage is increased, and all allies immediately gain a buff that causes their attacks to apply additional damage and the burn effect.

Ability 4: The runner fires its pistols in a circle motion, dealing damage and knocking enemies back. Charge: The runner quickly repeats this process five times, dealing increased damage.

Earthen

Description: The Earthen specializes in healing effects and crowd control, summoning plants to damage and snare enemies.

Second Bar (Fertilizer): Over time, the Earthen gains Fertilizer independent from other interactions. Once full, the Earthen can immediately activated any of its Abilities to create AI allies to assist in combat. Once activated, the Fertilizer returns to 0 and continues to fill again.

Loot Accessibility: Cloth, Staff

Ability 1: The Earthen fires a wind-leaf with a large projectile range. All allies hit are healed for a small amount. All enemies hit are damaged and slightly knocked back.

Ability 2: The Earthen creates a patch of vines in front of them. These vines slow enemies caught within. After a short duration, the vines will also damage and snare enemies caught.

Ability 3: The Earthen shoots a grappling vine out. If this vine collides with an enemy, the enemy takes damage and is stunned. If this vine collides with a player, the player hit gains thorn buff, taking reduced damage and dealing extra damage for a duration. If the vine collides with a wall, enemy, or player, the Earthen may reactivate the effect to grapple toward their target.

Ability 4: The Earthen lets out an explosive nova that damages and knocks all enemies away. This also leaves behind a healing area for players to utilize.

Ability 1 (Summon): The Earthen summons a rooted plant that will attempt to fire wind-leaf projectiles at all enemies within range.

Ability 2 (Summon): The Earthen creates a patch of vines as normal, but this one contains a venus fly trap, which deals massive damage to enemies caught in the vine patch.

Ability 3 (Summon): The Earthen summons a root plant that will attempt to throw vines at enemies, tossing a max of two at any time. These vines will damage and pull enemies toward it. It will prioritize enemies at the farthest range.

Ability 4 (Summon): The Earthen summons a healing mote that will follow players. Its choice is dependent on a player's current health, prioritizing low-health players. While following, the player passively regains health.

Damage

Duelist

Description: A Duelist bounces between short and long range forms, challenging players to adjust to its changing desires to make the most of its damage potential.

Second Bar (Slice-N-Dice): Slice and Dice represents the two stances that the Duelist will semi-randomly swap between during gameplay. In Slice stance, the Duelist will deal increased damage in melee range, and reduced damage at a distance. In Dice stance, these traits are swapped in order to encourage the Duelist to fight from a distance. After switching stances, the Duelist will remain in a stance for a range of time, requiring the players to make the most of each stance and remain alert for stance swaps.

Loot Accessibility: Leather, Dual Pistols

Ability 1 (Slice): The Duelist deals damage in a short distance in front of it.

Ability 2 (Slice): The Duelist lunges forward, bursting an enemy hit, bouncing slightly back. If no enemies are hit, this acts as a basic movement ability.

Ability 3 (Slice): The Duelist fires a short-range shot. This can be activated up to three times. Each time an enemy is hit, the Duelist gains a burst of movement speed. Each shot explodes on target hit, slowing all enemies in the explosion radius.

Ability 4 (Slice): The Duelist fires a shotgun effect that deals damage to all enemies in a cone.

Ability 1 (Dice): The Duelist fires a set of projectiles that increase in damage and speed during its travel time. This will deal small amounts of damage at close range.

Ability 2 (Dice): The Duelist lunges backward, firing a set of projectiles during the maneuver.

Ability 3 (Dice): The Duelist becomes rooted for the duration, requiring them to fire three shots at enemies. Each shot deals large amounts of damage, and exploded on hit.

Ability 4 (Dice): The Duelist begins firing a stream of projectiles. These projectiles will attempt to home in on enemies.

Whisperer

Description: The Whisperer sneaks into close range, utilizing ethereal entities to deal high bursts of combat and avoid retaliation.

Second Bar (Phase): The Whisperer can activate an ability to phase into its spiritual form, preventing up from activating other abilities, but preventing all damage taken for the duration. The duration is represented by the Phase bar, and be activated at any time while it is above 30%. This bar fills up over time while not being utilized.

Loot Accessibility: Cloth, Staff

Ability 1: The Whisperer stabs its staff forward, dealing damage to all enemies hit and applying Death Touch. Each enemy hit will also imitate the move on itself, allowing the effect to ripple through groups of enemies. This effect can only occur once on an enemy per activation, but the damage can always be applied once more.

Ability 2: The Whisperer extends its staff outwards, damaging the first enemy hit. The Whisperer may then rotate in order to spin the staff around, dealing damage based on the speed of their spin. All enemies hit are afflicted with Death Touch. The Whisperer takes reduced damage during the Spin duration. If enough momentum is acquired, the Whisperer lets out an explosion nova that deals heavy damage, ends the ability activation, and knocks all enemies away.

Ability 3: The Whisperer screeches in a forward cone, sending a wave of spirits at enemies. These spirits damage and knock-back all enemies hit. All enemies afflicted with Death Touch have the debuff removed, take a large amount of damage, and are briefly stunned.

Ability 4: The Whisperer takes its ghost form, allowing it to pass through enemies unharmed. While in its ghost form, the Whisperer can move through enemies to tag them with Death Touch. The Whisperer also leaves behind an essence trail that slows enemies while it is active. When the Whisperer exits its ghost form, the essence trail erupts in a fiery burst, dealing damage to enemies within and applying a burn debuff.

Gameplay

Basic

Each class has access to four unique abilities to influence how they experience combat within the game.

Upon entering a room, a number of enemies will be present throughout the room that will engage the player when within range. Players may choose to attack all enemies, or attempt to gradually clear the room. Once within a room, players cannot retreat unless the room is completed, or if all players are defeated.

While clearing a room, some enemies may attempt to flee toward other groups, while others may call for reinforcements. Furthermore, accessing certain features within a room may spawn additional enemies. For instance, opening a treasure in the center of a room may cause other enemies to enter from the sides of the room.

Enemies may spawn in waves, requiring players to fight through several different attacks that will test player endurance. Some of these waves may reward health return during brief intermission sessions, or simply provide the players with moments of recovery. Once a room is complete, players are returned to full health. Therefore, healing and recovery abilities or only required within combat.

Each character class has certain emphasized stats and limitations. This determines how they should interact with enemies, as well as how they may accept available loot. Some characters convert stat traits differently, therefore influencing which traits players should seek. For instance, tank characters may have the largest conversion rate for defensive items, therefore prioritizing it in terms of loot.

Loot

Enemies or treasure chests may have a chance to drop loot for players. Loot remains visual, but transparent until the room is cleared. Once players have defeated all enemies, they may determine how to divide available loot. Once a player interacts with a Loot item, a timer begins before it is distributed. Players that can utilize the Loot may then also interact with the Loot item to either roll or pass. After all players have selected an option, the Loot is given to the player most able to utilize the Loot. Their previous Loot item is then sold, converting it into currency for all players. If all players pass on the Loot item, it is also sold based on its sale value.