

Combat Meeting 19-1-2017

We want to revamp combat, to make it feel more satisfying and just more fun in general.
(Reference we used for improving is Shadow Of Mordor)

Most of this is work for Block C.

Problems:

- Right now it's very static. Nothing dynamic is going on in the fights at all.
- UX is lacking which makes it feel like hits aren't impactful.
- Doesn't feel like you're a bad-ass Viking mowing through enemies.

How do we improve combat:

- Enemies swarm in a big group around the player, attacking 1 at a time. This gives the player the chance to counter each one and switch targets often.
- Telegraph attacks (Corruption Glow). We'll be using the Corruption Glowing to indicate that the enemy is about to attack.
- Hit Reactions from everyone in the game.
- Camera needs to pull back in combat, so it doesn't feel 1v1. Especially when there will be a big group of enemies, we need the camera to show the combat field properly.
- Dismemberment system in place.
- SFX in place.
- Introduce Heavy Enemy Cinematically. (Shadow Of Mordor boss introduction)
- Ragdoll Enemies on death.
- Specific damage on body parts. Especially in regards to Freya.
- Make level more interesting for combat. Give the player more room to experiment and move around dynamically.
- Increase player movement speed/Dodge Speed. This way, the player will be inclined to move around more, which will lead to more dynamics.
- Slow Downs when doing brutal hits and cutting off limbs.
- Camera guide player towards enemies.
- Implement Animation through code.