

Weaver Overview

Casting

Creating spells is different from firing spells. To create spells a player must cast them using their mouse. Spells are cast by a combination of mouse movements (“strokes”) in 9 directions (movement in 8 directions 45 degrees apart, the 9th being the center). Each stroke of a spell is defined by the player clicking and holding down a button (mouse2 by default). The player moves the mouse to perform the desired stroke, then releases the button. The player will not move their mouse back to the center to begin the next stroke (this would make weaving too slow), instead just click and drag to begin the next stroke.

Holding Spells

Once a spell has been cast, the player holds it. A player may wait before firing it. The player can click mouse 1 (default bind) to fire the currently selected held spell. Some spells can only be held for a limited time, and will fire or be released when the time is up. Some spells have multiple shots, meaning that a single held spell will fire multiple times before it is depleted. Spells can be manually released at any time by the player. Spells being held by a player will be visible as icons above the player for all allies. Held spells will be selectable by pressing number keys 1 to 5 (default binds). Icons will be displayed on the player's HUD representing any available held spells and their state (shots remaining, power usage, etc).

Spells

There is a total of just under 50 spells planned, although a few of these are just different strength variations of the another. The strength of spells roughly corresponds with the amount of power required to cast it. The wide variety of spells will lead to a Quake style multi weapon combat, where the player must “select the best tool for the job.” For example, if an enemy is standing near a cliff then a basic Air blast spell could knock them off to their death and prove more effective than more advanced spells. Damage done by spells is roughly balanced by the power required to cast them, divided by the number of shots. Due to power limitations, the most powerful spells are only accessible when several players link together.

Power

Casting is limited by available power. Holding spells also consumes available power. Power is used up on a stroke by stroke basis, so players will need to choose between holding multiple spells which use less power, or fewer spells which use up more power.

Linking

Casting is limited by available power, but this limit can be overcome by allied players linking together. This means that one player (link leader) will have the power of another player (link follower) available to them. The link follower(s) will not be able to cast while they are linked. The link follower(s) may leave the link at any time. Any number of players can link together under a single leader. Players link to another player by using the Link spell on the player they want to link to. Link followers are free to move as they choose or unlink at any time. They must remain within a certain distance of the leader to maintain the link. Teamwork through linking will be rewarded by

enabling players to cast more powerful spells. If a player leaves the link and there is then insufficient power for the spells being held or casted by the leader then spells will be released (first any currently being cast, then spells being held) as required.

Magical sense

When a nearby enemy player casts a spell or has a spell held, an indicator will appear on the player's HUD showing the direction of the enemy player. This will reward players who are able to cast spells quickly immediately before attacking, and players who observe their HUD indicators. The icon will also indicate the strength of the spell.

Objectives

The primary game types will be objective based. For competition, game type will be Stopwatch objective (teams take turns attacking, the quickest team wins). Some possible objectives are:

- Steal Object (bring it to capture point)
 - Objectives will be dropped if the player carrying them dies. They can be taken by another attacker, or returned by a defender similar to flags in most CTF games.
- Spell breaking (breaking the spell protecting door, allows the door to open)
 - One player must focus their attention on the objective for a specific duration. The rest of the team will need to cover them while they break the spell.
- Spell building (use magic to activate a spell built into the map)
 - A spell built into the map will produce something such as a bridge, allowing access to the next area. One player must activate the spell. The rest of the team will need to cover that player.
- Damage objective (destroy a target with damage spells)
- Capture Spawn point (touch a flag/marker to capture)
 - Can be touched by defenders to reclaim until another objective is completed to secure it.

Weapons

Weapons will not be a focus of the game, however all players will spawn with a sword. This will be a relatively weak weapon, similar to a knife in many FPS involving guns. Players will typically keep their sword sheathed for entire games, using spells instead.

Environments

The game is set in a medieval world, similar to the real world around the 14th or 15th century. This dictates the level of technology (swords, etc) and the design of the levels (castles, stone/wood materials, etc). The specific style (Eastern/Western/other) will be shaped by the project's Artists.

Team Game play

There is a strong focus on team game play, beginning with the team stopwatch game mode. This will be the primary mode of game play (even though DM and TDM will be supported). The casting system encourages and rewards teamwork, such as enabling linked players access to more powerful spells. Individual spells also force teamwork, such as heal, as it is only possible to heal a team mate (not self).

Competition Features

To improve and facilitate competitive play the following features will be added:

- Pause
 - Commands: /pause
 - Cvars: g_pauseDuration, g_team_pauseLimit (*limit pauses available to each team*)
- Ready
 - Commands: /ready, /readyteam, /unready
 - Cvars: g_readyPercent
- Locking teams
 - Commands: /lockteam /unlockteam
 - Cvars: g_team_lockAllow, g_team_lockAuto (*lock on round start*)
- Spec lock
 - Commands: /speclock, /specunlock, /specinvite <clientnum>, /specuninvite <clientnum>
 - Cvars: g_speclock, g_speclockAuto (*lock on round start*)
- Referee mode
 - Commands: /ref [<password>] <command> <args> (*client will use refereePassword cvar for the password if it is set*), /ref (*displays help*)
 - /ref Commands: gametype <num>, matchreset, roundreset, roundstart, map <mapname>, readyall, timelimit, swapteams, cointoss, lock, unlock, speclock, specunlock, pause, unpause, putred <clientnum>, putblue <clientnum>, putspec <clientnum>, mute <clientnum>, unmute <clientnum>
 - Cvars: refereePassword
- Shoutcaster mode
 - Commands: /sclogin <password>, /sclogout
 - Cvars: shoutcasterPassword
- Coach mode
 - Commands: /coachinvite <clientnum>, /coachuninvite <clientnum>
 - Cvars: g_team_coachsAllowed (*number of coaches allowed*)
- Autorecord demo settings
 - Cvars: g_autorecord, cl_autorecord (*if either is >0, auto record round*)
- Coin toss
 - Commands: /cointoss
- Detailed statistics, displayed at the end of the game (console and ui)