

Hannah Bellamy - 492652

CMGT GDD Portfolio

Mechanics designer in Level and Mechanical Design team
Gameplay designer in Team 5, Paladin

Sprint 1 - Research

1st Sprint:

- Research
- Decide how abilities work
- Make abilities
- Movement - how go forward, weight class? Armour separate or addition?
- 1st iterative feedback

Research			
BG3		Elden Ring	
specifics dependent on type of Oath (Ancients - healing, Devotion+Vengeance - holydmg, Oathbreaker - curseddmg) Abilities: Applies on phys - Smites, divine favour Healing, resistances, duel,		Abilities: Golden Vow - dmg buff+negation self/ally Blessing's Boon - heal Flame, Grant me Strength - phys+fire dmg buff	
LoL		Wrath of the Righteous (Pathfinder)	
Garen - smite, ms, dmg resistance, increased base hr Leona - stuns Kayle - healing+ms ally/self, empowered attacks		Archetypes: Divine Hunter - mitigate dmg from allies whilst doing backline ranged dmg Divine Guardian - protect 1 nearby ally Tortured Crusader - more dmg when everyone dead	

Abilities:

Shield people behind them

Who is playing game? Who will play Paladin? What do they want out of the exp

Differentiation from barb, cleric n wizard

Who plays boss rushes w ndesque classes:

Who plays tanky-paladin:

Ppl who wanna frontline, soak up dmg, take the hits instead of their allies

Research about Paladin

in list **DONE SPRINT 2** ✓ ⓘ

Members
H TR +

Labels
Design +

Notifications
🔔 Watching ✓

Last updated
Oct 17, 2024, 2:54 PM

Description

Define 'Paladin'

Research Paladins in diff medias

- DND
- FF
- (etc)

G1: I chose to join the design team and was put into the Paladin team. In order to design the Paladin I first had to research what a Paladin was and how it works in other games. This was my task which I fulfilled during the first sprint.

E1: I put this research onto the team miro so everyone could see my findings.

F1+F2: I had to research how Paladins work in other games in order to come up with new ways to implement the class.

Sprint 1 - Initial Design

E1+F1+G1: For the first sprint, I completed my task of designing the first iteration of the characters abilities based off of in person discussion with the design team that it was going to be a live RTS game

Smite Lvl 1

16 second CD

Pray to your god (stationary for 3 seconds)
Empowered auto attack

- Dmg modifier current hp of allies

Smite Lvl 2

13 second CD

Pray to your god (stationary for 3 seconds)
Empowered auto attack, applies [dependent on Oath type of dmg i.e fire, holy, curse etc] on hit lasting (dependent on/if resistances) 8 seconds

- Dmg modifier current hp of allies

Smite Lvl 3

10 second CD

Pray to your god (stationary for 3 seconds)
Empowered auto attack, applies [dmg type] on hit lasting 10 seconds
Take reduced damage while status effect is active

- Dmg modifier current hp of allies

Smite Lvl 4

6 second CD

Pray to your god (stationary for 0.5 seconds)
Empowered auto attack, applies [dmg type] on hit lasting 15 seconds
Take reduced dmg and provide all nearby allies w reduced dmg buff while effect is active

- Dmg modifier current hp of allies

Shield

Shield Lvl 1

20 seconds cooldown

Place shield down to block damage in cone for 6 seconds, after which shield will return to player
cannot use other abilities, will take increased damage

or

Hold shield up for 6 seconds to block damage in a cone behind, cannot attack for duration but can move and have increased damage resistance

Repent Lvl 2

20 seconds cooldown

Placing:

When shield is recalled, it dmgs all enemies in it's path
Larger cone

Holding:

Gives all allies who enter cone a 8 second dmg resistance buff
+dmg resistance

Repent Lvl 3

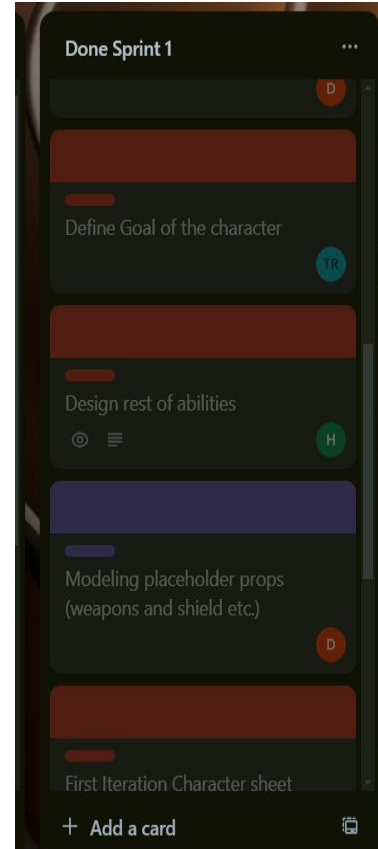
20 seconds

Placing:

More dmg when recalled and applies [oath effect]

Holding

Gives allies a dmg buff whilst in cone



Sprint 1 - Feedback

F2+D1: Iteration and designing to fix based off of feedback from other people

<u>Ability</u>	<u>Problem</u>	<u>Solution</u>
Smite	Not fun standing still n channelling	Significantly decrease time
Shield	Suggestion: launch into air n choose loc to slam down, deal dmg n creating shield, can move around	Works, will implement as ultimate
Judgement	Stun too long	Nerf or change to +dmg buff
Atone	Might be irrelevant depending on base respawn mechanic	Can switch to dmg orientated like deflect
	Feel bad only 1 time use, suggestion to make that empowered n turn base to protecting ability	4th is meant to be an ultimate anyway will keep as is but will make ultimate a second go
Passive	Might step on barbys toes w soaking up dmg	Change to supp orientated like dmg mitigated

Sprint 1: Iteration

Passive

After taking x amount/% total dmg, be able to cast an empowered ability, after using % dmg taken requirement goes up
When praying, take no/reduced damage

G1+D1+F2: Iterated the abilities based off of feedback.

E1: Updated them on the team miro for everyone to see.

Judgement

Pray to your God (stationary 0.5 seconds)
Stuns all surrounding enemies (length dependent on size/level of enemy i.e minions for 5 seconds, big boss for 1)
Recieve dmg buff for amt of enemies stunned
Allies within the area receive dmg resistance for % enemies length stun

Judgement

stuns big boss for 3 seconds, dmg buff for all allies during duration

Atone

Once per round

Choose an ally to protect, when that ally takes a hit that would drop them to 0 health/80%max health hit, instead self receive x% of that damage

Atone

Once per round

Choose another ally to protect

Smite

6 second CD

Pray to your god (stationary for 0.5 seconds)
Deal more damage for 15 seconds
Take reduced dmg and provide all nearby allies w reduced dmg buff for duration

- Dmg modifier current hp of allies

Smite

6 second CD

massive sword in enemy, weakens them for x amt time

% dmg done converts to dmg resistance/buff for all allies

Shield

20 seconds cooldown

Place shield down to block damage in cone for 6 seconds, after which shield will return to player dmging enemies in it's path
cannot use other abilities, will take increased damage
- dmg modifier amt enemies hit

or

Hold shield up for 6 seconds to block damage in a cone behind, cannot attack for duration but can move and have increased damage resistance for self n 6 seconds for allies after they leave cone

Shield

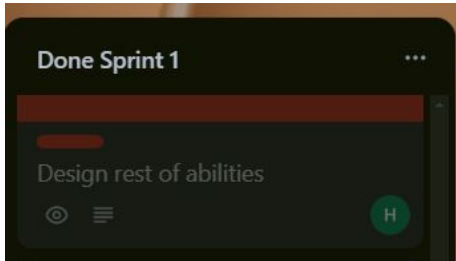
Shield levitates in air and creates a wide circle radius around self
Allies and self within radius have increased dmg resistance for 8 seconds
Enemies within the radius take consistent damage
Can move and attack, shield moves with self

Sprint 1: Meetings

G1+E1: As part of my role on the level and mechanical design team, I attended and contributed to meetings.

F1: Offered a change to the product

D1: Identifying improvements based off of discussion.



Meeting w L+M Design

Movement for Paladin

Definite:

When bar is full can only take 1 action and movement then have to wait for bar to fill up again before can take another action

Have different stats Accuracy, strength etc that affect the bar and other things i'm not clear on

Debating:

Abilities arent on second cd's but turn cd's, so have to wait 6 turns before using that ability again

Get certain amt of movement per turn

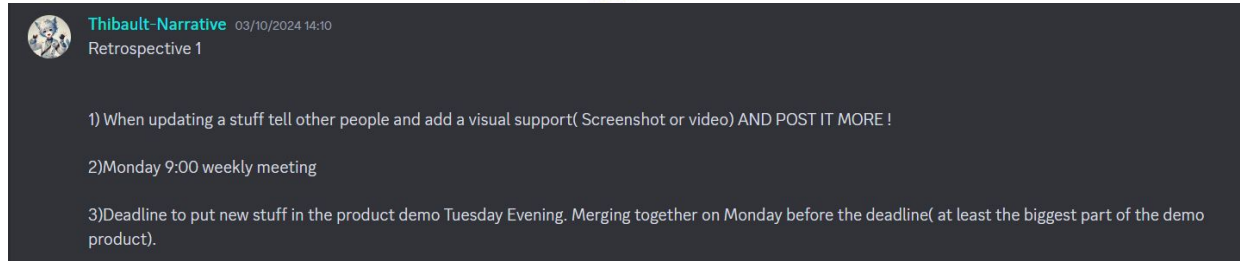
Do damage on movement when hit the boss but take dmg

Notes:

Make abilities more golf centred and gameplay changing rather than just passive buffs

My suggestion:

Diff classes have different amt of moves +/- abilities to use on their turn



E1+G1: Attended sprint team meeting to go over progress and present next steps

Sprint 2 - Meetings

D1: Collecting feedback to iterate upon

E1: Part of a sprint team discussion where I contributed improvements to the process

G1: Identifying steps needed to further the design process in a more efficient manner.

F2: Designing abilities based off of boss attacks

D2: Iterating by utilising feedback

Q's:

What is the target audience?

Are there extra enemies on field?

Need to know what boss fights do

How many move turns?

Do players collide/knock other

Ask each team if have doc/info anywhere on what is going to happen

- More pro active giving and asking for feedback

Shield ability might be abused for passive gauge fill up in terms of forcing everyone to get into the radius

Same thing as before w barb charge being literally almost same as my charge/basic attack

Basic attack is separate to abilities so need to alter that a lil bit mayhaps n have basic swing, including above barb charge

simplify

Problem: might not be situationally viable/optimal to use empowered at a point, but also dw hold it cause then can't make progress to use another one - bar w notches/charges so can charge passively and make progress

Alter daily standup mayhaps asking for feedback, and add feedback channel, give feedback based on user stories n make sure they're aligned

List of attributes

NEED TO COMMUNICATE W OTHER TEAMS

Trello to-do for sprint 3

Boss is a problem, characters individually need to solve it

Go through TDD and look at what bosses do - design abilities that are solutions to those attacks
1st boss:

- Has attacks that deal %max hp dmg and knocks players, ability that grounds? Stops from being moved - or just add to shield so ppl cant be knocked

All abilities apply grounded for 1 turn? Extra passive or add onto abilities that can buff allies, will apply grounded

Change basic attack so stab and aoe swing

Sprint 2 - Iterating

D2+F1+G1:
Implementing
feedback to
iterate on the
abilities

F2: Designing
based off of
enemy abilities

E1: Updated the
miro with the
new abilities for
my team to see

Passive After mitigating (includes dmg resistance to allies mitigation) x amount/% total dmg without dying, be able to cast an empowered ability/activates 4th ability, after using, % dmg taken requirement goes up

All empowered abilities apply blind (-accuracy -dmg)

Possibility for passive where have base dmg resistance because of shield/%for shield to take some dmg from attacks, 15%?

New ability ideas based off new movement system:

Rally Instead of empowered auto: Move twice as far/move x amt further dependent on dmg done+mitigated last 3 turns, +damage things pass through, buff allies pass through/near for 3 turns, goe double ball size either side?

Empowered: get 2 move turns, +dmg enemies pass through, +buff for allies larger radius, 4 turns

Shield rework: Place down both times but either

- Stay with it and sacrifice movement for 1 turn to give ++buffs to allies behind (dmg resist+dmg) and damage anything directly infront of it
- Leave it for dmg resist in area and have it come back next turn, rebound dmg/debuff, player takes more dmg whilst shieldless but deals +dmg (dependent on amt enemies hit on rebound for 2 turns)

Empowered: Launch into air and slam shield down anywhere on map creating area where allies have +dmg resistsne for 3 turns, enemies in radius take dmg

Stun? Convert dmg done into shield? Some sort of CC, blind if sun motif for enemy less accuracy or dmg, or less dmg resistance

Blind nearby enemies in a circle radius (doesn't affect boss), blind causes -accuracy, -dmg, shields allies, dependent on if extra enemies or just big boss

Or

Place something that blinds enemies who stand in it, stays to 2 turns, buffs allies (too similar to shield?)

Something cc for if no other enemies cause kinda dependent on that

Protect rework - just ult or perma passive

Choose an ally to protect, when they take a hit that would drop them to - health/80+max health hit, instead, self recieve x% of that dmg

Passive

After mitigating x amount/% total dmg without dying from yourself and allies (dmg resist abilities), be able to cast an empowered ability/able to use 4th ability, after using % dmg taken requirement goes up
All empowered abilities apply blind (accuracy, dmg for 5 seconds)

Rally

Basic Attack
Move twice as far (or x amt further dependent of dmg mitigated last 3 turns) and damage all enemies you pass through, buff all allies you pass through/near for 3 turns

Empowered

Get 2 move turns, deal more damage and larger buff for allies in a wider aoe for 4 turns.

Shield

Place shield down and:

Stay with it and sacrifice movement for 1 turn to give dmg resist and dmg buff to allies in the radius behind the shield, dmg anything in front of shield or
Leave it to give dmg resist for anyone behind it, next turn it will rebound dealing dmg to all enemies and dmg buff to allies it passes for 1 turn

Empowered

Launch into the air and slam shield down anywhere on the map creating a large radius providing dmg resistance for allies for 3 turns, enemies within the radius take dmg

Blind/Sun

Call down a circle of light lasting 1 round that blinds all enemies in radius and gives dmg resist to allies scaling on amt enemies blinded

Alone

Once per round

Choose an ally to protect, when that ally takes a hit that would drop them to 0 health/80+max health hit, instead self recieve x% of that damage

Alone

Once per round

Choose another ally to protect

Sprint 2 - Meetings

E1+G1+F1: Attended a meeting with the product owner and my sprint group, outlined what was achievable and set to be achieved by the end of the sprint. Attended a meeting with the level and mechanical design team where I voiced my opinions and listened to feedback.

Product Owner Meeting

Have 2 of these and passive done by end of next sprint
2 different weapons? Empowered uses the other weapon - empowered baseline might be too complex and more than other classes, try to justify this
1 passive, 1 basic (always available), 3 abilities
1 auto attack on ability, don't shoot into the big enemy anymore

Gameplay Meeting 2

1 movement, then action or move again (multiple movements wont work in singleplayer)
Gona be big areas boss is gona hit, gona see indicator of where boss is gona hit (not up for discussion until testing)
keeping in mind physics based randomness cause of charge to shoot
Basic attack just normal melee - not collision based - does seem not golfy despite being what i wanted, movement doesnt do dmg
Strategy focus, golf secondary??? - product owner, skill based rather than party game
Gona be general powerups in arena, make notes/keep contact so differentiate from abilities and also doesn't make either or obsolete
Limited verticality, helps w empowered version shield slam if launch up
Damage numbers, nothing concrete rn so dw ig
Doesnt want simple abilities but also doesnt want overloaded - wants synergy w other chara abilities, doesnt want auto attacking abilities - wants to keep focus on good positioning for abilities more specifically: abilities that reward good positioning, doesnt like utility abilities - needs a clear role in kit that is somewhat flexible and isnt really 1 scenario specific, GDD should be set up soon
Put abilities on the miro for gameplay design
Put abilitie onto the miro for the gameplay design stuff

<u>Sentinel</u> Slam shield down to knock back all nearby enemies in circle radius dealing small damage scaling on % enemies knocked 5 turn cooldown	<u>Empowered</u>
<u>Atone</u> Jump to an ally/enemy (not boss) within [nearby] radius - if ally, take 35% of next attack dmg that was intended for them - if enemy, deal small slash aoe damage then knock them backwards 5m (how many dependent on enemy sizes but generally speaking will have to be right up to shield) 4 turn cooldown	<u>Atonement</u> Choose an ally to protect (no range limit), when that ally takes a hit that would drop them to 0 health/80%max health hit, instead Paladin receive x% of that damage Once per round

D1: Iterated abilities based off of feedback.

F2+G1: Designed the abilities based on enemies designs and how to synergise with allies abilities.

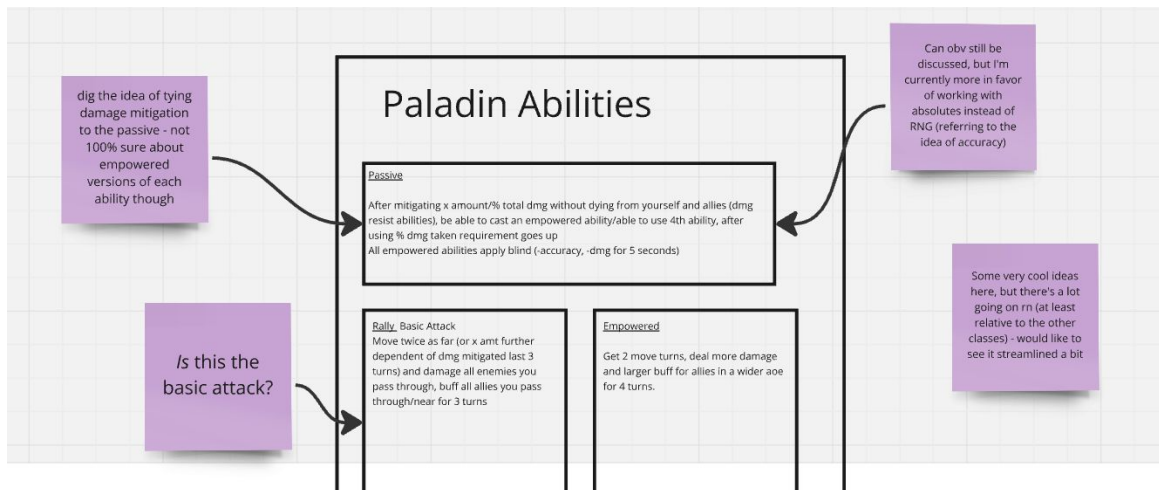
E1: Updated the miro with new ability designs for team to see

<u>Passive</u> After mitigating 35% of total dmg done by all enemies, from yourself and allies (dmg resist abilities) without dying, be able to cast an empowered ability. Each empowered can only be used once and refreshes the cooldown of its original ability, the % dmg taken requirement refreshes and goes up by 10% after empowered activated.	
<u>Rally</u> Basic Attack Passive: Convert 25% of the damage the Paladin mitigated last 3 turns into additional movement power. Damage all enemies Paladin pass through, buff all allies Paladin pass through/near (2m) for the current turn with +dmg scaling from % of movement travelled (3 turn cd) Active: Press, Paladin stabs forwards with her sword Hold, Paladin charges forwards dealing dmg scaling on how far travelled, consuming a movement turn Once per turn	<u>Empowered</u> Gain an additional movement turn, deal 10% more damage and 10% +dmg buff for allies in double aoe for 3 turns. Leave trail on second movement for 1 turn that allies gain 10% dmg resist and 10%+dmg if pass through (does not stack from same source) Press deals double damage +%50damage mitigated previous turn convert to dmg Hold doesn't consume a movement turn
<u>Shield</u> Place shield down either: Stay with it and sacrifice movement for 1 turn to give 20%dmg resist and 15%dmg buff to allies in the radius behind the shield (cone shape, should be large enough to fit whole team w little space between), <u>reflect</u> 25% of damage that hits shield radius back onto attacker or Leave it (same radius) to give 20%dmg resist for anyone behind it, next turn it will rebound dealing %dmg travelled to all enemies and %dmg travelled buff to allies it passes for 1 turn 6 turn cooldown	<u>Empowered</u> Launch into the air (birds eye view, think doomfist ult overwatch) and slam shield down anywhere on the map with enough space for shield radius, creating a large radius (double that of cone in circle shape) providing +50% dmg resistance for allies for 3 turns even if they leave radius, enemies within the radius take consistent dmg each turn Can continue to hold shield and move with it for duration, radius stays where it was slammed down

Sprint 2 - Feedback

D1: I took note of feedback to be used in iteration.

E1+G1+F1+F2: I took part in discussion with the other character ability designers where I noted problems and suggested some solutions to design issues.



Character Abilities Meeting

Think ab cooldown times

Displacement ability to knock enemies into the other characters attacks?

Add more attack things, need to do more damage

Barbarian charge is similar to the auto

Think ab visual effects for buffs/debuffs, what looks like when on someone

Turn cooldown times, keeping in mind other chara abilities that decrease cooldowns

-accuracy, depends on how boss attacks, mostly applies to minions, shouldnt apply to aoe abilities mayhaps

Write down all effects/buffs+debuffs and what they do

For shield, instead dmg infront, reflects % of dmg infront, define radius

Keep in mind user stories

If paladin is too good, cleric is then obsolete

Someone likes empowered

Sprint 2 - Meetings

E1: I took part in sprint group retrospective.

G1: I completed my work for the sprint as the gameplay designer.

F1: I Identified problems and suggested improvements to the sprint team work ethic.

Dragos (3D Props) 17/10/2024 13:55

Sprint Retrospective 2:

Good stuff:

- people attending the meeting on Monday, good communication (people who were missing today let us know about it)
- we managed to meet the deadline on Tuesday for merging
- we went into the sprint with defined and manageable user stories and managed to fulfill most of them
- the visuals are going well

Can be improved:

- our work wasn't shown at the demo because of a tech misunderstanding
- more feedback from everyone on the art and ability design
- keep up with the daily stand ups better
- Radu and Ramon weren't writing stuff down in the TDD as they were working

(edited)

A screenshot of a Trello card titled "Rework Abilities" within a board named "DONE SPRINT 2". The card has a green "H" label, a red "Design" label, and a "Watching" notification. The description reads: "Get feedback on the abilities+passive and rework accordingly". Below the description is a checklist with a 100% completion bar. The checklist items are: "Passive", "Basic Attack", "Shield", "3rd", and "4th", all of which are checked.

Rework Abilities
in list DONE SPRINT 2

Members: H + Design +
Notifications: Watching ✓
Last updated: Oct 17, 2024, 2:54 PM

Description: Get feedback on the abilities+passive and rework accordingly

Checklist: 100%
✓ Passive
✓ Basic Attack
✓ Shield
✓ 3rd
✓ 4th

A screenshot of a Trello board titled "Done Sprint 2". It contains three cards: "Research about Paladin", "Rework Abilities", and "Design a first ability". The "Rework Abilities" card is highlighted with a green "5/5" label and a green "H" label.

Done Sprint 2

Research about Paladin
H TR

Rework Abilities
5/5 H

Design a first ability
H

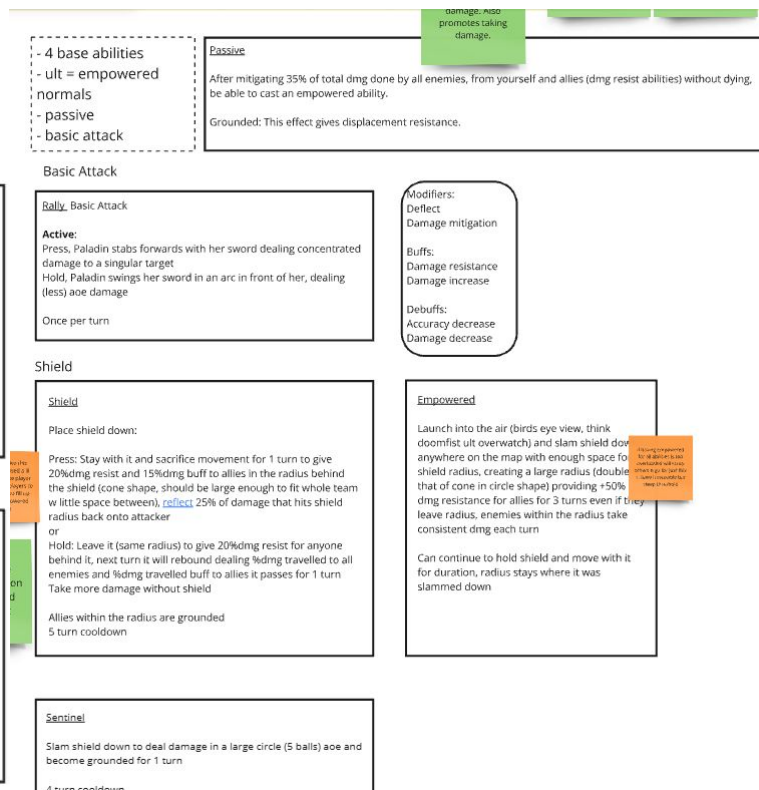
Sprint 3

E1: I Attended meetings and updated the GDD with the simplified version of the abilities.
D1: I iterated the abilities based off of feedback.

F2: I Designed the abilities as solutions to problems the bosses pose mainly utilising the 'Grounded' effect for this

Meeting Notes:

- Add abilities to the GDD
- Need a separate basic attack
- Don't have ultimate version for all abilities
- Simplify the abilities wording



Atone

Jump to an ally/enemy within 7 ball radius

- if ally, take 35% of next attack dmg that was intended for them and give them grounded
- if enemy, deal small slash aoe damage

3 turn cooldown

Placeholder name

Call down a pillar of light (damages vertically within pillar beam) dealing damage in a small aoe within a large casting radius on the field.

Allies in the radius receive dmg resistance for 3 turns, enemies take damage

4 turn cooldown

Abilities - Passive:

After the Paladin has taken a certain amount of damage, be able to cast an empowered ability.

Abilities - Active:

- **Shield:** Press to sacrifice movement for 1 turn by placing shield down giving allies a damage buff.

Hold the shield down, next turn it will rebound back.

- **Sentinel:** Slam shield down to deal damage in a large circle aoe and become grounded (displace resistance) for 1 turn.

- **Atone:** Jump to a nearby ally/enemy, taking damage aimed for the ally or damaging enemy.

- **TBD:** Call down a pillar of light, dealing lasting damage in a small aoe.

Sprint 3

play would be to focus your attention onto your respective characters' abilities that *don't* require any form of targeting to function as intended, which - to my knowledge - each character should have at least 1 or 2 of (including passives) - even if they're just concepts as of now. There's naturally a lot of variance here between characters, which is why I reckon it's for the best if we work out the details once I've reached your table later during class.

D1+E1: I iterated the abilities based off of feedback and updated the gameplay design and sprint team miro's with the updated designs.

Passive

After mitigating 35% of total dmg done by all enemies, from yourself and allies (dmg resist abilities) without dying, be able to cast an empowered ability.

Grounded: This effect gives displacement resistance.

Rally Basic Attack

Active:

Press, Paladin stabs forwards with her sword dealing concentrated damage to a singular target (decent range, like 7balls). If this hits, the Paladin becomes grounded

Once per turn

Sentinel

Place shield down:

Press: Stay with it and sacrifice movement for 1 turn to give 20% dmg resist and 15% dmg buff to allies in the radius behind the shield (cone shape, should be large enough to fit whole team w little space between), [reflect](#) 25% of damage that hits shield radius back onto attacker

or

Hold: Leave it (same radius) to give 20% dmg resist for anyone behind it, next turn it will rebound dealing %dmg travelled to all enemies and %dmg travelled buff to allies it passes for 1 turn
Take more damage without shield

Allies within the radius are grounded
5 turn cooldown

Empowered

Launch into the air (birds eye view, think doomfist ult overwatch) and slam shield down anywhere on the map with enough space for shield radius, creating a large radius (double that of cone in circle shape) providing +50% dmg resistance for allies for 3 turns even if they leave radius, enemies within the radius take consistent dmg each turn

Can continue to hold shield and move with it for duration, radius stays where it was slammed down

Repent

Slam shield down to deal damage in a large circle (5 balls) aoe and become grounded for 1 turn.

Allies in the shield also become grounded + receive 15% dmg resist for next attack

4 turn cooldown

Atonement (ranged)

Select an ally/enemy within 7 ball radius to bless/curse them

- if ally, take 35% of next attack dmg that was intended for them and give them grounded
- if enemy, deal small aoe damage

2 turn cooldown

Judgement (ranged)

Call down a pillar of light (damages vertically within pillar beam) dealing damage in a small aoe within a large casting radius on the field,

Allies in the radius receive dmg resistance for 3 turns, enemies take damage

4 turn cooldown

D1: I iterated the abilities based off of feedback.

F2: I changed the abilities design based on problems bosses pose.

Feedback product owner conversation

Doesnt think enough displacing affects	(there is) list chantico+lich, could also have grounded be anti-cc	Need to change naming then
Dmg resist should be same	20% testing purposes then	Combine grounded and dmg resist to 1
press/hold isnt think, 1 input, leaving shield is thematically contrasting	Remove leaving part	
Passive should be x amt dmg mitigated	Fine w that	
Basic attack idea- applies dmg resist to self till next instance dmg	Works, my idea to make it 1hit structures too, depending on how those finalised	
Take more dmg via atone to synergise w above	yep	
Judgement aoe centred self rather than ranged. more cohesive w weakness	yes	

Sprint 4

G1: I completed my sprint tasks.

Thibault-Narrative 21/11/2024 14:15

@everyone

Sprint retrospective 4:

Improvements:

- Do the daily stand up again
- Notify at least the day before a meeting that you gonna be absent (AND NOT ON THE MEETING DAY). If you don't, you are going to be STRIKED (Exception if you're sick. We trust each others so please be honest)
- Progaming in between deadline to be sure that the other can also progress and not wait for your works

Rework the Abilities

in list FINISHED

Members

H

+

Labels

Design

+

Notifications

Watching

Last updated

Dec 5, 2024, 11:38 AM

Description

simplifying all of them, coming up with new 1st ability and separating it from basic attack, coming up with new 3rd ability

Checklist

Hide checked items

100%

- ☒ Passive
- ☒ Basic-Attack
- ☒ 1st-Ability (shield)
- ☒ 2nd-Ability
- ☒ 3rd-Ability
- ☒ 4th-Ability

Sprint 5

E1: I wrote daily standups so my team could see progress, and took part in retrospectives

D1: I iterated the abilities designs.

Passive

After mitigating (flat large number(will know when numbers are decided)) from yourself and allies (dmg resist abilities) without dying, be able to cast an empowered ability.

Protected: This effect stops the target from being stunned or (heavily) moved, and grants them 20% dmg resistance. Not stacking

Rally: Basic Attack

Active:

The Paladin stabs forwards with her sword dealing concentrated damage to a singular target.

If this hits, the Paladin becomes Protected.

Once per turn - 7 ball range

Sentinel

The Paladin holds her shield down and sacrifices movement for 1 turn, 25% of the damage that hits the shield is reflected onto the attacker.

Any ally that stays within the shield radius becomes Protected.

5 turn cooldown

Empowered

The Paladin launches into the air (birds eye view, think doomfist ult overwatch) and slams her shield down (given theres enough space) creating a large circle radius (double that of cone in circle shape) that damages enemies within, and grants lasting Protected to allies for 3 turns.

Can continue to hold shield and move with it for duration, radius stays where it was slammed down

Stacks

No cooldown, passive bar resets upon use.

Repent

The Paladin slams her shield down becoming Shielded, dealing aoe damage to nearby enemies.

Allies within the radius become Protected.

4 turn cooldown

7 ball range

Aton

Select a nearby ally/enemy to bless/curse them

- if ally, take 50% of the damage inflicted upon them next turn and give them Protected
- if enemy, deal small aoe damage

2 turn cooldown

7 ball range

Judgement

The Paladin receives a boon from her God that conjures a circle of light around her dealing damage to enemies that enter, allies that enter the radius become Protected for 2 turns

The circle of light lasts for 3 turns

3 turn cooldown (starting from when ability ends)

4 ball radius

Thibault-Narrative 05/12/2024 13:59

@everyone

retrospective 5:

- everyone meet the user story expectation.
- If any problem think about asking your department.



Dyno APP 03/12/2024 20:05

Daily Standup Time! @everyone



hannah 03/12/2024 21:20

balancing damage numbers