

Spec Op Energy and Quest Chain Updates

Goals

Drive monetization of Spec Op;

- Energy Purchases
- Archive Key Purchases
- Reinforce Core Loops

Overview

Drive Energy Purchases by pinching time sensitive currencies needed to unlock the SO Hero.

- Control the amount of SO currency awarded. Use initial seed and Daily task completion to award SO currency only. Reinforce time sensitivity.

Drive Archive Key Purchases and Reinforce Core Loops by increasing the value of the SO.

Create additional mastery style quest content for players to complete in an SO.

- Quests award Vectors and the hero's 3 Star Ability
- Drives base Energy Loops after Archive key is awarded
- Clear directed path to investment in the reward hero

Methods

Energy Pinch

Current;

Players grind PVE content for loot and SO energy. Paying for the more "optimal" energy.

Update;

SO is active for 10 Days.

Non-payers who play perfectly cannot finish the SO before day 7.

Players can acquire enough energy to unlock the SO hero and Archive key in 1.3 times.

Players are seeded with ½ this SO currency upon start.

Players may gain the rest of the SO currency ONLY through Daily Tasks.

- Energy is no longer available through friends, or standard PVE content

Archive Key Purchases

Current;

Acquire and Unlock the exclusive SO hero

- Time sensitive for active players
- Availability for "new" players

Hero Acquisition and upgrades

- Players can grind for Abilities at bosses

Update;

No Updates

Reinforce Core Loops (Mastery Quests)

Current;

No additional quests are available after unlocking the SO

Players may grind for Abilities at the Boss nodes.

Update;

Additional difficult Quests after SO hero is awarded

Quests award Vectors and other high value loot.

Completing the additional Mastery Quests awards the 3 star hero ability

- The Boss no longer awards the heroes 3 star ability

Design Work

Create Daily Tasks that award SO currency, that run with the SO

Create additional Mastery Quests

Calculate Energy Needed per SO

Spec Op Cameos

Players now have access to team ups on certain Spec Ops nodes.

On these nodes, we require a player bring a specific version of a hero on Certain Nodes just like in Chapter content.

- Captain America (Age of Ultron), is different from Captain America (Civil War)
- Typically occurs on boss fights

Players may use the provided hero, their own, or a friends. As long as it is the correct version of that hero.

Design Considerations

- Review Silver economy balance
- Implement Cameo's into mission design process
- Update of player facing strings if necessary
- Each SO node will require a call out for the team up.

Tech Considerations

- Updating Spec Op UI
 - What are the implications of having two different screens?
- Verify Back end compatibility

Art Considerations

- UI is built and ready to go for this specifically

Display Per Node Environment Status

Redesign elements of the Pre-combat Pop-up, to display custom Statuses. These statuses will reflect custom battlefield conditions. We currently support battlefield statuses but desire to display them to the player before combat begins so that they can better plan their strategies. This is designed with the standard mission 6 hero roster in mind.

Constraints

A self imposed design constraint is that we must display the Environmental Status Effect on the affected characters in combat.

Gold Implementation

Precombat

Involves redoing the Precombat UI and placing status Elements, that can be tapped with a small pop-up text box.

NOTE*** Bonus needs a descriptor - like Leader Bonus, Team-Up Bonus.

Constraint

Design: We should only apply a small number of Environmental Status ever due to UI constraints. As each Environmental Status displays as aUI element

In Combat

Spawn a status onto the affected characters, that players can inspect on their character.
New Mock-up

Commented [1]: We'll need this for The Gauntlet anyway, right? (Donovan or Shawn may be able to answer.) See if we can get this as similar as possible to what The Gauntlet has planned so that we don't have to teach the player twice on similar systems and so we can re-use as much UI & tech as possible.

Commented [2]: I like the concepts. Gauntlet stuff afaik are team bonuses so should be presented on the team side, while environmental effects should be presented on the enemy side.

3,010 3,001 1000 / 90 88 + 25

PREPARE STRIKE TEAM

RESERVES

LEADER **FRONTLINE** **TEAM-UP**

BONUS: +10% Accuracy, +10% Health

BONUS: +20% Defense, +20% Damage

VS

DOCTOR OCTOPUS

COMBAT LEVEL: 1
3 WAVES

FIGHT 6

3,010 3,001 1000 / 90 88 + 25

PREPARE STRIKE TEAM

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LEADER **FRONTLINE** **TEAM-UP**

BONUS: +10% Accuracy, +10% Health

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VS

DOCTOR OCTOPUS

COMBAT LEVEL: 1
3 WAVES

FIGHT 6

DEXTERITY

Increases Accuracy by 10% for the team.

3,010 3,001 1000 / 90 88 + 25

PREPARE STRIKE TEAM

RESERVES

LEADER **FRONTLINE** **TEAM-UP**

BONUS: +10% Accuracy, +10% Health

BONUS: +20% Defense, +20% Damage

VS

DOCTOR OCTOPUS

COMBAT LEVEL: 1
3 WAVES

FIGHT 6

TOXIC EROSION

Environment effect that decreases health over time to the team.

Silver Implementation

Precombat

Involves adding in an Additional Line of Text above the leadership bonus, that calls out the environmental hazard.

In Combat

Spawn a status onto the affected characters, that players can inspect on their character.

Considerations

Reduce current leadership text strings.

Bronze Implementation

Precombat

No changes

In Combat

No Changes - Spawn a status onto the affected characters, that players can inspect on their character.

Considerations

We'll use narrative hooks and mission design consistency to communicate these effects to the player.

Value Add's

Cameo's

Allow us to showcase heroes that a player does not own, allowing players to experience the value of a hero. With the goal in Spec Ops of driving them to unlock the reward character by completing all of the Spec Op task chain.

Provides stronger narrative hooks for players by allowing us to create dialogues and scripted fights with certain heroes within spec Ops.

Environmental Status UI

We have the ability to create custom environmental Status effects allowing Designers to create interesting differentiated combat events. Adding Additional UI will allow players to understand, and react to those combat events before experiencing them.

Enabling greater content diversity, while minimizing experiential player pain points, creates an easy path for creating unique future content.

Tech Support:

T-shirt size estimates provided by Christina and Ehou for the Gold Implementation

Engineering

PreCombat screen for teamup - M
Backend team up - S
Env buff - S

