

Heavy Metal Machine

GDD Feedback & Economy suggestions

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EXOSTATIC

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General

Sources

MOBA used as references:

- **League of Legends** Deconstructed
- **Dota 2** Deconstructed
- **Heroes of Newerth** Deconstructed
- **Smite** Deconstructed
- **Infinite Crisis** Deconstructed
- **Solstice Arena** Deconstructed
- **Prime World** Played

Other games used:

- **World of Tanks** Deconstructed
- **World of Warplanes** Deconstructed

MOBA general overview

The most common game mod in MOBAs is the 5v5 game mod, with three lanes and a jungle that has a strong influence on the flow of the game (ganks, buffs for the team, extra XP for players etc).

But there are many other game mods, such as the one used by Infinite Crisis (circular lane, 5v5).

Whichever the game mode, all require perfect mobility and a good team coordination.

Four principal Game Mods:

- 1) 5v5, 3 lanes based, a jungle with neutral monsters and buffs (League of Legend, Dota2, Smite).
- 2) 3v3, 2 lanes based a jungle with neutral monsters (League of Legend, Smite).
- 3) A "Brawl" mod, 5vs5, 1 Lane only, no jungle (League of Legend, Smite, Solstice Arena [3v3])
- 4) A "Dominion" mod, 5vs5, one circular lane, a jungle with buffs and heals (League of Legend, Infinite Crisis, Smite).

An exotic game mod is also available in Smite, which oppose 2 teams of 5 players in an arena and where the goal is to exhaust enemy "respawn tickets" by killing them or killing their minions.

Bugs and Issues

12/07/2013: After the latest update, can't launch a game alone, and cannot join the waiting list with a party. The XP progression is reset with each disconnection/reconnection making it impossible to reach level 2.

Gameplay: encountered problems

Controls & manoeuvrability

MOBAs in general

MOBA games require precise controls and a good placement management from the player.

- Most MOBAs are controlled with a simple mouse click
 - The character moves to the exact spot clicked on the screen
 - His direction is based on where he came from
 - This type of controls is easy for the player to understand and gives precision to movements
- In Smite (a third person MOBA game), controls are based on “wasd” and the mouse
 - For more precision the character is able to strafe sideways
 - This type of controls is best suited for “hardcore” gamers but the movements of the characters are very precise

In the case of HMM

Cars can't be moved as freely as humanoid characters which brings some precision issues in HMM

- The player has to manoeuvre back and forth several times to place his car properly in a team fight which breaks the flow of the game.
 - This is long and hard for the player to master
 - The lane system makes it worst as the player has to manoeuvre in a restricted zone
 - The section “Level Design” proposes a few solutions to this problem
- Auto-attacks require aiming which requires a perfect control of the car
 - Without a total control, it becomes really hard for a new player to have some quick fun
 - Other MOBAs such as LoL have automatic auto-attacks with a given range which could be an option for HMM
- Having two ways of aiming for the skills (gun sight and front of the car) is disturbing at the beginning and hard to master
 - Landing a skill shot properly with the aiming system based on the front of the car is really difficult because of the controls of the car
 - The “guns sight” system is quicker, more accurate and more interesting (gives more options: securing a retreat, kitting opponent...)
 - Since skill shots based on the front of the car are hard to land, HMM could simply have 2 types of attacks like in other MOBAs (LoL, Dota):
 - Skill shots: with range and area of effect
 - Target tracking attacks: as long as the player is in range if he clicks on an enemy and casts his attack, it will always reach the opponent

Feedbacks and visibility

Not enough

HMM suffers from some lacks of feedback for precise types of actions.

- No indication for the range of skills and auto-attacks
 - League of Legends proposes very visible and clear indication on both range and area of effect



*Skillshot range & area of effect
League of Legends*

- Not enough feedback when hit by an enemy
 - It is important for the player to see if and when he's been hit by an enemy
 - In League of Legends the borders of the screens turn red and towers have special feedbacks (sound + red circle)



*Feedback for damage received
Border of the screen turns red
League of Legend*

- All auto-attack projectiles are the same (ally and enemies)
 - It is possible to have some sort of "aura" around the attacks to see which team it belongs to
 - In League of Legends ally spells have a green aura and enemy ones have red ones
- All feedbacks are alike which makes it hard to identify the source
 - For example, the feedback when hitting a creep is the same for everyone: creeps, turret, allies
- The amount of life of the player has isn't visible enough
 - A life bar instead of numbers in the right bottom corner of the screen would make it clearer

Too much

On the other hand, some feedbacks in HMM are too visible and make it hard to follow the course of action



*Profusion of FX in HMM
Hard to see where the player is*

- In team fights, the profusion of skills FXs hide the character
 - The visibility is key in a MOBA as it will determine the strategy to adapt
 - Some FX should be lowered to clarify the game
- Objects such as creeps, players... hide the aiming sight
 - Aiming is really important for players to land their skill shots
 - The aiming sight should be visible over every object

Level Design

Problems encountered

- The duo lane system is too small for a 5vs5 game
 - In other MOBAs 2 lane systems are usually used for 3v3
 - Since the jungle doesn't have any neutral monsters, the players repartition will always be 3 on one lane and 2 on the other one
 - This greatly limits the strategy of the game
- The jungle has no real interest for the moment
 - No neutral monsters to gain buffs or XP
 - No secondary objectives (Nashor in LoL, Hidden Shop in Dota) that bring more depth in the decision-making and the overall strategy of the game
 - No real interest in "ganks"
 - If a player leaves his lane chances are he's going to "gank" the other lane because there is not much to do in the jungle
- In car games players often search speed and mobility
 - Currently, enemy turrets and creeps waves are constantly stopping the player's progression making it quite frustrating for the cars engines

Solutions

- 1) Keeping the “lane” system but changing the level design for a more classic disposition of 5vs5 game mod with 3 lanes and a jungle.
 - With three lanes, players have more space to establish strategies
 - 2-1-2 disposition, 1-1-3, 1-3-1....
 - More lanes mean more space to manoeuvre their cars
 - A bigger jungle with neutral monsters and buffs increases its interest and the overall strategy
 - Dispositions have even more possibilities for example 1 player per line and 2 in the jungle
 - Having “junglers” in the game brings more strategy as there are always players who aren’t visible so pushing a lane is “risky” since players would expose themselves to “ganks”
 - Please note: with “junglers” in the game, in game items such as wards (create visibility on the map) become really important
- 2) Creating a “Dominion-like” map (similar to League of Legends or Infinite Crisis) would be a strong advantage for HMM:
 - A bigger space allows the player to have real driving sensations because of the possibility to make easy U-turns, drifts etc.
 - The mod game mechanic forces players to be in constant movement to take enemy points and defend their own
 - The classic “laning” mode stops the player in his progression each time he encounters a minion wave or an enemy turret
 - A circular level reminds of a racing circuit
 - The center of the arena, with many sharp curves allow players to use drifts and make the best of their driving skills



Map of Infinite Crisis

In game strategy

The fact that there are no items purchasable during the game limits the strategy and doesn’t give any alternation on the ways to play a given car.

HMM could feature a shop/garage in game where the player can purchase additional elements for his car. For example he could have items to upgrade his speed, his damage, his resistance...

Game preparation

Adding a loading screen at the start of the game would be beneficial to the economy. It should show all the element a player can win/purchase:

- Skins selected by all players
 - This increases the values of skins and reinforces the players' social status boosting both retention and monetization
- Icons and titles (see Economy Additional Features)
 - This reinforces players' social status and teases the other players leading to an increase in retention

Economy: additional features

Adding soft currency sinks

- Developing the “garage”



Garage in World of Tanks

- In World of Tank, the garage is the player’s Head Quarter. Its size defines the number of cars and objects he can own. This feature could be adapted to HMM
- The player can pay soft currency, to upgrade his garage tier which can unlock
 - More car slots for the player’s car collection
 - More inventory for stocking his customization items
- This feature provides several benefits:
 - Soft currency sink
 - A collection aspect
 - Adds a “racing team” management to the game
- Developing the “runes” system
 - In League of Legends, Runes are a very important part of the gameplay and the economy
 - Although they are not mandatory during the first levels, runes bring more strategy for higher levels. Players can use a champion in different ways thanks to them (focus on damage or build resistance...)
 - For the economy they represent one of the biggest soft currency sink of the game as they can only be purchased with this currency.
 - Players will tend to keep their soft currency for runes and end up purchasing the champions in hard currency
 - The 2 free rune pages aren’t enough and players will have a choice to purchase additional pages in soft but they cost a lot or in hard currency
 - A similar system could be implemented in HMM with awesome car parts which would bring along the same benefits
 - Ex: “Iron hood” = +1 defence, “plastic hood” = +1 speed, “studded tires” = +1 attack...

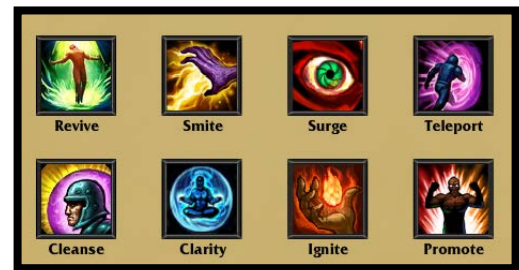
Increasing the interest of chests

- Have decals & colors exclusive to chests
 - Gives an additional reason to want to open the chests
 - The player will play more, hoping to drop a chest or key
 - The player will purchase keys when he has a lot of chests
 - Players with this skin will reinforce the will of the other players to loot it
- Developing the “Golden Chests” system
 - Really rare chests
 - Provide bigger rewards than normal chests
 - Small probability to drop a legendary customization
 - Opened with Golden keys, which can only be purchased and not looted

Levelling

For the moment, the player has no real motivation to level up. This will most likely keep the player from purchasing XP boosters. It is important for the player to look forward to the next level. Here are some suggestions on how to do that:

- 1) Every Level, the player gains an amount of soft currency.
 - In Smite, every time the player reaches a new level, he gains a big amount of Soft Currency which is a good way to motivate him to play
- 2) Every 5 Level, the player gains a key.
 - The main idea is to give keys to the player so he gets used to the chest system
- 3) Accessories are unlocked by levels
 - The in game accessories are unlocked according to the level of the player
 - Ex: in LoL, “Summoner Spells” are unlocked by levelling up
 - This gives the player additional motivation to level up
- 4) A Golden Key is won when the player reaches the last level of progression
 - Teases the player on the content of golden chests
 - Rewards the player for his progression in the game



*“Summoners spells” in League of Legends
Unlocked as player progresses*

Titles

Award players certain titles after playing a number of games with a given car. This will motivate the players to purchase the car they really enjoy and reward the players who are dedicated to a car incidentally increasing retention. For example: “Hotrodder JohnDoe”, “Lady JohnDoe” ...

This feature must not get in the way of customization; therefore it should only be visible during the loading screen to reinforce the player’s social status.

Cross Promotion

As Hoplon owns several games, it would be a strong addition to the studio to have content dedicated to players who try all the games.

For example: in Smite from Hi-Rez Studio, special customizations can be unlocked only by playing the other titles of the company (Tribes Ascend, Global Agenda...)

Followers

Give special decals & colors for special actions / events. For example League of Legends proposes a skin to players who subscribe their youtube channel or follow them on twitter...