

ZenFri

Clandestine: Anomaly

CTR Gameplay Framework v1.0

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1. Document Goal

- Identify all aspects of the CTR gameplay in “Clandestine: Anomaly”

2. Terminology – Quick Reference

<Unnamed Energy>	<ul style="list-style-type: none"> • This is the pervasive energy that is always present within our dimension and upon which the Navitas feed • Feeding on <Unnamed Energy> is what allows tendrils of an Origin Point to grow
Class	<ul style="list-style-type: none"> • Every Origin Point is assigned a class • The class is tied to its potential growth rate.
Level	<ul style="list-style-type: none"> • Individual maps of play
Ley line (Placeholder)	<ul style="list-style-type: none"> • Geomagnetically aligned lines of energy that crisscross the earth. • When a tendril encounters a ley line, its energy absorption is increased. • Every planet has ley lines • Galactic ley lines also exist
Ley Nexus (Placeholder)	<ul style="list-style-type: none"> • A place where two or more ley lines cross • Huge fonts of power and highly desired by the Navitas. • In a basic match (without narrative driven objectives), the main goal of the Navitas is to drain the local nexus(es).
Match	<ul style="list-style-type: none"> • Any time the player enters the CTR portion of the game, that is referred to as a match • Match Types <ul style="list-style-type: none"> ○ Standard – Enemy Origin Point grows/attacks, player defends ○ Offensive – Navitas forces already built, player attacks ○ Defensive – Player protects designated target other than a nexus, enemy attacks
Node	<ul style="list-style-type: none"> • A point in the tendril's length where it becomes segmented
Origin Point	<ul style="list-style-type: none"> • Within any given match or level, an Origin Point is the place from which tendrils originate. • A given level will have at least one Origin Point, though it may not be limited to one. The following can be types of Origin Points <ul style="list-style-type: none"> ○ Portal ○ Vortex ○ Seeder
Tendril	<ul style="list-style-type: none"> • Physical extension of an Origin Point • Tendrils grow as <Unnamed Energy> is consumed

3. Gameplay Style

- The core gameplay of Clandestine: Anomaly blends aspects of castle defense, tower defense, and RTS in to a new type of defense-driven experience.
- For the sake of brevity and to avoid getting it confused with other system, this hybrid style of gameplay will be referred to as CTR (Castle Defense-Tower Defense-RTS).
- The core gameplay experience is divided in to matches, which are defined by a starting point, an end point, and a time limit

3.1. Points of Reference

In order to understand the gameplay of Clandestine: Anomaly, there needs to be an understanding of the concepts upon which it is drawing and the differences between them.

3.1.1. Castle Defense

Castle Defense	
Player	Enemy
Player wants to keep enemy from getting to place behind them by placing units in front of the enemy	Enemy wants to get to a place "behind" the player by going through the player's defenses
Player unit attacks enemy unit upon meeting	Enemy unit attacks player unit upon meeting
Player places primary unit - Resource cost to place unit - Cooldown timer for unit placement	Period of Time
Player gathers resource	
Player waits	
Player places next unit - Resource cost to place unit - Cooldown timer for unit placement	
Player gathers resource	Enemy deploys unit
Player waits	
Player places next unit - Resource cost to place unit - Cooldown timer for unit placement	Period of Time
Player gathers resource	Enemy deploys unit
Player waits	Period of Time
Process Repeats	Process Continues
Wins if all enemy units are destroyed	Loses if all units are destroyed
Loses if enemy reaches protected area (either once or x number of times)	Wins if reaches player's protected area (either once or X number of times)

4. Look and Feel

- Science-fiction feeling
- Two game view aspects, each with own look and feel variation
 - Map view
 - Top-down map with multi-level access
 - Strategic command center look and feel
 - Recon view
 - On the ground/in-the-field feeling
 - Tactical command situation
 - 3-Dimensional movement of units and tendrils

5. Goals

5.1. Enemy Goals

- To completely drain all of the ley nexuses in the local area

5.2. Player Goals

- To stop the enemy from draining the ley nexus power in the local area

6. Gameplay Features

The CTR gameplay of Clandestine: Anomaly is comprised of a number of smaller features that, when combined, result in the full match-based gameplay.

6.1. Match

Any time the player enters the CRT portion of gameplay, it is referred to as a match.

- A match takes place within a specific

6.2. Ley Lines

Ley lines are geomagnetically aligned lines of power that crisscross the earth and all other worlds within our dimension.

- Ley lines will be visually represented within matches in Episode 1, but they will not be used in game play until later episodes
- Ley lines are invisible to the naked eye, though there are conventional technologies that can detect them
- Ley lines can only be visibly detected via Sigmec technology
- Ley line are represented by shimmering lines/waves of energy
 - Similar to an aura borealis, but just as a single “stream” of it crossing through the area
- Ley lines allow tendrils to absorb an increased amount of power

6.3. Ley Nexus

A ley nexus is where two or more ley lines converge. These are huge sources of power and something from which the Navitas want to feed. The more nexuses they can drain, the faster their plans will come to fruition.

- Like ley lines, the nexuses are invisible to the naked eye
- A nexus can be seen via Sigmec technology
- There may be more than one nexus in a local area
 - The combined power pool of the nexus in the area equals 100% of the area’s nexus power
- In a standard match, the goal of the Navitas is to drain the local area of its nexus power
- Should the nexus power of an area reach 0, the player is defeated

- Within a match, the nexus points can be at various x, y, and z coordinates

6.4. Portal

A portal is a tear in the fabric of our universe created by the Navita as they try to escape from their universe and get in to ours.

- Function as spawn generators
- There are four classes of portals
 - Class 1 – Smallest, allows harvesters and smallest Navita through
 - Class 2 – Allows small and medium-sized Navita through
 - Class 3 – Allows all sizes of Navita through, except Seeders
 - Class 4 – All sizes and classes of Navita can enter our universe
- A match has at least one portal present
 - May have more than one
- As long as at least one portal is open, the Navita keep spawning
- Each portal is held open by multiple stabilizers.
 - The number of stabilizers may vary, though larger portals will have more stabilizers
 - Class 1 – 4 stabilizers
 - Class 2 – 8 stabilizers
 - Class 3 – 12 stabilizers
 - Class 4 – 20 stabilizers
 - The exact nature of these stabilizers is TBD
 - Thought: they will probably be one of the existing Navita models, though if possible, a different texture (simple shading variation would work) to indicate it's specific function
- As long as the portal is opened, destroyed stabilizers can be replaced by the Navita
- Damaged stabilizers can be repaired by the Navita
- If all the stabilizers are eliminated, the portal closes.
 - Player wins
 - Without access to their command units/Seeders on the opposite side of the portal

- The Navita units left behind after a portal closes will die
 - Any stolen power in transit will “return” to the area when the harvesters in the area die
- Preference: Portal can be the functional name for these things, but fictionally, it would be more attractive if they were called something else. Portal implies structure and roundness, where I see these things as being more like forced openings.

6.5. Stabilizer

A stabilizer is a class of Navita unit that holds a portal open.

- Stabilizers have a lot of health/durability
- Stabilizers do not defend themselves (?)
 - Their entire purpose is to hold open a portal
 - They rely on other units to provide defense
- To avoid excessive expense of the art budget, any of the pre-existing Navita models can be used as a stabilizer
 - Recommended: If necessary, a texture variation may help players distinguish the stabilizers from other types of units that might be using the same model. If a pre-existing Navita unit’s design can serve this function, then the variant would not be necessary.
- Each portal is associated with a specific number of stabilizers
 - If at least one of the stabilizers is missing, a portal will prioritize the creation of a new one
 - There will never be more stabilizers than a portal’s maximum number to support
 - $n = \text{number of stabilizers}$
 - At spawn timer trigger, if $n_{\text{current}} < n_{\text{Max}}$, spawn new stabilizer
 - At spawn time trigger, if $n_{\text{current}} = n_{\text{Max}}$, do not spawn stabilizer

6.6. Sparks and Paths

Sparks are small pulses of power that harvesters use to navigate our universe in order to locate a nexus, functioning in a manner similar to ants creating an ant trail.

- Visually, sparks are small pulses of light (representing energy)
- Sparks cannot be attacked, they are simply guide points for harvester navigation

- Sparks are connected by invisible paths
 - This is generally the same concept as the previously mentioned ley line energy, but in this version, is too faint for any of the current technology to see visibly
 - Stretch Goal: The player may have a client-only option to visually “paint” the lines so they can give themselves a visual reference
- The paths serve the same purpose as traditional tower defense games – they are the lane of travel the harvesters take to get toward a nexus
- Harvesters never leave the path (though other Navita do not have the same constriction)

6.7. Umbilical

An umbilical is the term used to reference the series of a specific type of array that needs to string outward from the command center toward their targets. The other arrays are dependent on this umbilical chain. Should a link in the umbilical be removed, then arrays further down the line are either diminished or disabled.

- Detail specifics TBD

6.8. Match

A match is the term used to reference an individual instance of the CTR gameplay experience.

- Each match consists of a single level, or map, upon which play occurs
 - Each level has boundary constraints
- By default, a match’s level contains the following:
 - At least one portal, but may be more than one
 - Stabilizers to hold the portal open
 - Number of stabilizers is determined by the class of portal
 - Command Center – the player’s headquarters
 - At least one nexus, but there may be more than one
 - Sparks that create one or more path ways to a nexus
 - Harvesters that follow the path created by the sparks
 - Navita that accompany the harvesters

- A match is assigned a value, which represents the combined total of the worldly energy (ley) of the area.
- Throughout the match, the player gets a steady though slow stream of residual nano income
- Match is won if a player can take the number of Navita stabilizers to 0
- Match is lost if
 - The area's ley has been drained to 0
 - The player's command center has been destroyed

6.9. Fog of War

The fog of war is a military term that refers to the lack of certainty with regard to situational awareness within a given area of a battlefield, war zone, etc. For game terms, this translates to a lack of situational awareness on the game map within a match.

- Represented by a semi-opaque layer over the game map
- Players do not receive updates from units (friendly or enemy) that are within a fog of war zone
- A player cannot give execute direct actions on friendly units that are within a fog of war
- A pulsar effect pushes away the fog of war
 - The Command Center, when present in a match, comes default with a Pulsar Effect
 - An Array equipped with a Pulsar Module creates a Pulsar Effect
 - Lower level Pulsar Modules have smaller Pulsar Effects than higher level modules
 - The player gains access to greater Pulsar Modules as they advance through the game
 - The Pulsar Effect affects a radius area with either the Command Center or the Pulsar-equipped Array as the center point
 - When an Array with a Pulsar Module is placed, the radius range of its Pulsar Effect immediately pushes back the Fog of War in that radius
- As soon as the Fog of War is pushed back from an area
 - The player's map is no longer semi-opaque in that area
 - The player begins receiving updates from both friendly and enemy units

6.9.1. EMP Effect on the Fog of War

- Only the Deadbolt Navita unit has the capability of creating an EMP
- The Deadbolt uses a suicide attack to create the EMP
- The EMP's point zero begins at the location of the Deadbolt's detonation
- The EMP's effect is a radius around the location of the detonation
- The range of the radius is set on the Deadbolt unit
- While in effect, the EMP will create the exact Fog of War effect found within the basic Fog of War details
- This effect overrides the Pulsar effect
- The EMP has a duration
 - When the duration expires, that specific Fog of War area disappears and behavior returns to normal

7. Fabrication and Deployment

A layer beneath the core gameplay, Fabrication and Deployment provide the player with the mechanism to build and utilize the units they will utilize in matches.

Fabrication

Fabrication is the term used to reference collective process of building and saving blueprints of arrays.

Deployment

Deployment is the term used for the in-match process of taking an array from the state of a blueprint to a finished mechanism that is then launched for use in combat.

7.1. Foundry

The foundry is a mechanism that is, by default, found outside of the core CTR gameplay loop.

- By default, the foundry is accessed outside of core gameplay
 - May be accessed from within match play via a special foundry button, but this will be done at an increased gameplay cost to the player
 - Want to encourage players to strategically pre-plan their gameplay load out
- It contains the inventory of all modules players have collected
- It tracks players' Nanos
- It is where players assemble arrays
- The UI for it is separated into three tabs:
 - Blueprints (Blueprint Fabrication)
 - Command Center
 - Assembly Bays
- UI allows drag/drop assembly of components
- UI provides button to execute the build and displays the cost for the build
- UI displays statistics of components
- UI displays progress of fabrication

7.1.1. Blueprint Fabrication

- One of three tabs within the Foundry
- Complete list of all module components

- Separated in to their respective module categories via icons
- Modules that have been acquired are represented in one state
- Modules that have not been acquired are represented in a different state (either darkened or in a different color)
- All modules in the list display their most relevant statistics but not the extended module information
- Module categories are:
 - Core
 - Engine
 - Primary
 - Secondary
- Focus Window
 - When a player taps a module, it becomes “focused” and shows up in a smaller window within the UI
 - This smaller window has extended module information
- Array Panel
 - Blueprint window displays a representation of an array and each module section
 - Modules that have not been filled are in an “not filled” state
 - Modules that have been filled are in the “filled” state, displaying the appropriate part that was placed
- Player can select and drag a module from their module list to place it on the array
- Cumulative Array Information
 - When the player drops the Module on to the Array, the Array’s cumulative statistical and functional information, including its current cost for fabrication (normal and accelerated), will appear in another window.
- Execute, Accelerate, and Cancel
 - One button for Execute
 - One button Accelerate

- If the Array does not have all required components in place, both the Execute and Accelerate buttons are disabled
 - Note: we won't allow players to build non-functional arrays
- Once a player has all modules in place, the Execute and Accelerate buttons light up
- Confirmation
 - When the player selects the execute or the accelerate buttons, they pull up a smaller panel (confirmation panel). It Reveals the exact details on what they are about to execute
 - Statistics
 - Relevant Costs
 - Description of effects
 - Back button
 - Confirm Button
 - If player selects the confirmation button, the blueprint begins its progress
- One button for Cancel
 - Can be accessed any time
 - Canceling if nothing has been executed will clear all of the Modules that have been placed within the Array
 - Canceling while something is in progress will bring up a confirmation panel
 - Confirming the cancel order while something is in progress will completely halt the progress and reset everything to how it was before the execute order was given
 - TBD if some amount of Nanos is refunded

7.1.2.

7.2. Programs

Programs are the basic building-blocks of the Parts, which in turn are assembled to create an array.

- Programs are acquired by:
 - Winning a match
 - Finding them in a nanopod cache (rare)
- The number of programs required to assemble a given part will vary

7.3. Parts

- Parts are comprised of a collection of programs.
- The amount of programs required for a different parts may vary
- Each part is assigned a power level
- There are five different types of parts
 - Core
 - Engine
 - Weapon
 - Defense
 - Utility
- The statistics, hit points, and build costs are totaled to define the statistics, hit points, and building costs of the final array
- Statistics are:
 - Power level
 - Recharge rate
 - Hit Points (HP)
 - Turns to build

7.3.1. Cores

The Power Core, called Core for short, is the central component of any array.

- Every array must have a core
- Only one core on any given array
- Higher level Cores are required to support more powerful engine, weapon, defense, and utility parts
- $\text{Sum (All Parts)} < \text{or} = \text{Core Power Level}$

Core Type	Definition
Standard	<ul style="list-style-type: none"> • Default Core for EDC Arrays • No special properties.
Cache	?
Haunt	<ul style="list-style-type: none"> • Has a chance to possess any enemy that makes a successful attack against its array.
Phase	<ul style="list-style-type: none"> • Provides a bonus to defense against physical attacks.
Strike	<ul style="list-style-type: none"> • Focuses the entire array on attacking • Cannot support defensive or utility programs.
Surge	<ul style="list-style-type: none"> • High recharge rate • Low survivability

7.3.2. Engine

The engine determines how an array can move and the speed at which it moves.

- Every array must have an engine

7.3.3. Weapon

- Allow the arrays to attack incoming Navita.
- Is assigned a power level
- Statistics
 - Power rating
 - Hit points (HP)
 - Range
 - Fire rate (per turn)
 - Power drain (per use)
 - Damage
 - Area of Effect (AoE)
 - Damage type
 - Turns to repair
- Damage Types

- Energy
 - Is mitigated by energy points
- Physical
 - Is mitigated by armor
- CBRN (Chemical/Biological/Radiological/Nuclear)
 - Bypasses armor
 - Bypasses energy points
 - Targets hit points directly

Weapon Type	Definition
Chaos Disruptor	<ul style="list-style-type: none"> • Neural and EM pulse • Affects all units (enemy and friendly) • 50% chance of attacking own allies • Enemy attacked by former ally has chance of returning fire
Gamma Loupe	<ul style="list-style-type: none"> • Only affects Seeders • Chance of disrupting an attempt to summon a Navita unit • Attack has a chance of shrinking a Tendril
Kelvin Influx	<ul style="list-style-type: none"> • Fire in two phases • Phase 1 <ul style="list-style-type: none"> ○ Cone effect ○ Drains energy ○ Decreases temperature • Phase 2 <ul style="list-style-type: none"> ○ Process reversed ○ Surplus energy fired in cone ○ Area heated thousands of degrees ○ Disrupts target's atomic structure
Laser Cannon	<ul style="list-style-type: none"> • Short-range • Energy-based weapon
Orbital Strike	<ul style="list-style-type: none"> • Huge amount of damage

	<ul style="list-style-type: none"> • Very long recharge
Proton Turret	<ul style="list-style-type: none"> • Medium ranged
Railgun	<ul style="list-style-type: none"> • Long distance • Straight line • Hits everything between “here and there” • High velocity shot • Slow recharge
Resin Skein	<ul style="list-style-type: none"> • Paralyzes target for a period of time • Fog-based resin • Hit once, target loses speed • Hit twice, target drops
Shepard’s Crook	<ul style="list-style-type: none"> • Grapples target • Small EM damage • Pulls target toward array
Sympathy Missile	<ul style="list-style-type: none"> • Medium ranged • Anti-matter
Syphon Field	<ul style="list-style-type: none"> • Broadcast effect • Slows movements • Decays function
ULF Burst	<ul style="list-style-type: none"> • Point-blank weapon • High-volume, ultra-low frequency attack
Zero Lance	<ul style="list-style-type: none"> • Connects a zero-diameter wormhole to enemy • Transfers hitpoints from enemy to EDC unit • Repeats every turn until disconnected or disrupted

7.3.4. Defense

- Defense against incoming Navita attacks

- Statistics
 - Power rating
 - Defensive stats
 - Hit points
 - Energy points
 - Armor
 - Defensive range
 - Power cost (per use)
 - Turns to build
 - Turns to repair
- Type of mitigation
 - Against energy attacks
 - Against physical attacks
 - All incoming damage

Defense Type	Definition
Anti-matter Belt	<ul style="list-style-type: none"> • Objects orbit array to work as a damage shield • Enemies hitting the objects of the shield take damage • Belt recharges
Armor	<ul style="list-style-type: none"> • Increases armor defense of array
Dissipater	<ul style="list-style-type: none"> • Energy cage • Bonus defense against enemy attacks
Energy Shield	<ul style="list-style-type: none"> • Area of Effect when active • Blocks passage of Navita units • Only EDC unit capable of constraining Seeder and Tendril growth
Holo Shield	<ul style="list-style-type: none"> • Creates a mirror image or displacement effect of array • Attackers have a penalty to hit
Interpose	<ul style="list-style-type: none"> • ?
Neural Bridge	<ul style="list-style-type: none"> • Temporarily causes enemies to fight as allies
Phase Shield	<ul style="list-style-type: none"> • Array becomes partially insubstantial

	<ul style="list-style-type: none"> • Provides bonus to physical attacks
Reintegrator	<ul style="list-style-type: none"> • Short-range emergency teleportation • Must be non-deactivated unit • If hit points would have been reduced to zero it disintegrates and returns with full hit points a short distance away • Causes array's core power rating to drop • Reintegrator part is permanently consumed <ul style="list-style-type: none"> ○ May not be restored or repaired

7.3.5. Utility

- Provide miscellaneous functions beyond that of pure combat
- Statistics
 - Power Rating
 - Hit points
 - Turns to Build
 - Turns to Repair

Utility Type	Details
Pulsar	<ul style="list-style-type: none"> • (This is the new piece of the "tower defense" supply chain. <ul style="list-style-type: none"> ○ The name is a placeholder, but is thematically representative of what this thing is doing. A pulsar is a type of star that gives off a rapid repeating series of radio waves. ○ We already had "relay" so I went from something different and mildly creative. ☺) • Has a broadcast range • All arrays must be in broadcast range of an EDC unit with a pulsar or the Command Center, which also has this functionality • They push back the fog of war • Arrays that are not within range of the broadcast ability become disabled

	<ul style="list-style-type: none"> ○ Alternative: If not outright disabled, they can “go dark,” meaning that you cannot see their status, give them directions, etc. They maybe be functioning normally, disabled, or destroyed, but the player would not be able to tell until they had “eyes” on it
Code Jammer	<ul style="list-style-type: none"> • Creates EM interference • Disrupts all non-player control digital units within a given radius
Code Scanner	<ul style="list-style-type: none"> • Intercepts communications
Engine	<ul style="list-style-type: none"> • Provides mobility to an array
Manipulator	<ul style="list-style-type: none"> • Semi-sentient AI • Moves and performs actions remotely • Moves slowly
Prime Cruncher	<ul style="list-style-type: none"> • Reduces time required for hacking
Relay	<ul style="list-style-type: none"> • Has a broadcast range • Allows units to better coordinate attacks • Allows AoE bonuses to stack • Allows AoE bonuses to propagate to other friendly EDC units
Repair	<ul style="list-style-type: none"> • Repairs damaged units • Restores deactivated units • Can be stacked for increased effectiveness

7.4. Arrays

An array is a type of hovering platform used for attacking or defending against Navita.

- There are different types of arrays
- An array’s type is dependent on the type of components it contains
- Minimum array component (Parts) requirements:
 - Core
 - Utility Part with an Engine Program
 - At least one other Part
 - Combat

- Defense
 - Utility
- A player will not have access to every single type of array in a match
 - Before a match, they must pre-select the types of arrays they plan to use
- Arrays are assembled and deployed by the command center during the match
- Players can only assemble arrays for which they have blueprints
 - Blueprints are acquired via mission completion and other non-match gameplay *(more details may be needed here)
- Some match-types might exclude the use of particular types of arrays, if necessary for the narrative
- Once assembled, players may place available arrays in to the game space
- Placing an array incurs a placement cooldown timer for that specific type of array (basically, they are waiting for a new one to be fabricated)
 - Cooldown time TBD
 - Arrays of the same type cannot be placed until the cooldown timer has expired
 - Other types of arrays do not share the cooldown timer with the one that was placed
- Arrays must always be deployed within the pulsar broadcast range of a Pulsar-equipped array or of the command center

7.5. Blueprints

- Once Parts have been fabricated together to form an Array, that Array's specific configuration can be saved in a template called a Blueprint
- The Command Center requires the blueprint of an Array in order to assemble and deploy it in battle
- Once a template has been saved, the Parts of that specific configuration is consumed
 - This is a gameplay rules choice, not anything that needs to be reflected in narrative. It will help manage the game's economy.

7.6. Command Center

The Command Center is the mechanism by which players deploy their Units within a match. It also frequently serves as a base within the match.

7.6.1. Outside of CTR match-based gameplay

- One of three tabs within the Foundry
- Comes with properties and statistics, which become relevant during match-based gameplay. Those properties may include the following:
 - Number of bays
 - Weapons
 - Armor Defense
 - Energy Defense
 - Utility functions
 - Others TBD
- The current statistics of the Command Center are displayed
- The properties and statistics of the Command Center can be upgraded
 - There are different levels of upgrades for each component
 - The prices of the upgrades are significant, much more expensive than the cost of configuring an Array blueprint
 - The cost of the upgrades are in Nanos

7.6.2. Within CTR match-based gameplay

- Command Center is both a physical element that may be present within a CTR match and the UI HuD for deploying Arrays
- When physically present in a CTR match
 - It possesses the default “pulsar” effect, which allows Arrays to be powered and/or communicate with each other
 - It can be attacked, damaged, repaired, and destroyed
 - Statistics
 - TBD
 - When present, the destruction of a command center will result in the loss of a match
- Prior to a CTR match, the player will be prompted and able to load blueprints in to their Command Center
 - If the available Bays are not filled, the game will not allow the player to launch the CTR match. More information on this under Assembly Bays.

- At all times in a CTR match
 - The Command Center has a specific number of assembly bays, which function to both assemble Arrays and launch them.
 - The number of bays may be increased within the game as either part of the narrative or as a purchase (TBD). More information on this under Assembly Bays.
 - The Bays are represented as Unit Icons displayed in a tray
 - When a unit is deployed from a bay, the icon switches to a “cooldown” state, likely a darker state
 - Cooldown state countdown is represented by a gradient that slowly returns to its lighter state as the countdown passes
 - When a unit cannot be deployed due to lack of resources, it also has a darkened state
- The Assembly Bay requires a specific set of parameters in order to create an Array
 - The Parameters are:
 - Engine Parameters
 - Core Parameters
 - System Parameters
 - A Blueprint stores these Parameters for quick use
 - To create a blueprint, players must acquire the set of (three) parameters process them within the foundry

7.7. Assembly Bays

Fictionally, the Assembly Bays are where the Command Center is assembling Arrays during battle (CTR match) and from which the players are deploying those same Arrays.

Mechanically, these Assembly Bays are represented as individual unit icons within the game’s HUD, each equipped with a different pre-slotted Array and each subject to a deployment cooldown timer of said Array.

7.7.1. Within the Foundry

- After a player has configured a Blueprint, it is saved along with up to 19 others in the Assembly Bay mainframe (or other appropriate term).

- This is represented in one of the three tabs found within the Foundry (currently named “Assembly Bays”)
- Each saved Array is found there as an icon
- The most pertinent statistics of the Array should be readily identifiable
- Command Center icons, the same as those to appear in the match HuD, are represented in this UI
 - Player can drag any Array from the Mainframe on to the Command Center buttons
 - Player has a mechanism to remove that Array from the Command Center (currently represented by an X in the mock-up).
 - When one of the Arrays from the Mainframe has been moved to the Command Center, the icon is still represented in the Mainframe but in a darkened state (or in some state that indicates that it is already in-use)
- Some Assembly Bays may not be accessible in the earlier stages of the game, but may be unlocked at later stages. These locked buttons should be represented on the HuD.

7.7.2. Within a Match

Command Center buttons that were found in the Assembly Bay UI are also represented in the Match HuD

- These are the buttons the player will use to deploy Arrays
- Buttons will display the cost value to deploy that particular Array (Resource type TBD)
- Player drags one of the Arrays from their Command Center tray into the match
 - Once an Array has been placed, the cost value for its deployment is deducted
 - A cooldown timer starts before another Array of that same type can be deployed again
 - This cooldown does not affect other Arrays in the Command Center

7.8. Nanobots

Fictionally, Nanobots (Nanos for short) are microscopic machines that are used to build Sigmec technology. They are also generated in our world by that same technology.

- Nanos are required to build, modify, and repair any type of EDC unit
- Having fulfilled their entire purpose, Nanos are consumed as part of the fabrication process
- With the overabundance of cloaked Sigmec technology scattered about the world, caches of Nanos (called Nanopods) can be found in random locations
- Players can collect Nanopods and accumulate Nanos
- Collected Nanos are tailed and kept until used
- Players cannot lose Nanos

7.9. Augmented Reality

7.9.1. AR in Clandestine: Anomaly

- The AR environment space in the sky/atmosphere above the player's Home Base coordinates
- Viewing the AR environment is referred to as "Recon View"
- There are two modes for Recon View
 - Direct mode - Player views the AR environment directly through their phone
 - Remote mode - Player views the AR environment through either a Probe of Manipulator Array

7.9.2. Reconnaissance View

Reconnaissance View or Recon view is the mechanism by which the AR aspects of the game are perceived.

7.9.3. Modes


7.9.3.1. Direct Mode

- Player looks at the AR environment directly with their mobile device

7.9.3.2. Remote Mode

- Also known as "Armchair AR"
- Player perceives the AR aspect of the game through either a Probe or a Manipulator Array

7.9.3.3. Probe

- May not always be available for player use
- With the probe, the player can:
 - Observe from the probe's perspective [See Armchair Quarterback]
 - Repair friendly units
 - Move probe to a desired location
 - Order probe to attack
 - Order probe to hack (only used in story mode)
 - Option does not show up if target is not hackable
 - Recall the probe to the player's Point Zero
- Carries with it a short-ranged pulsar ability (clears fog of war)
- There is only ever one probe within a match  (Verification Needed)

7.9.3.4. Manipulator Array

- Must be created like any other Array
 - Blueprint costs Nanos to Configure
 - Creation contains a Manipulator Module in the Primary Slot
 - Costs Nano to create Blueprint
- Must be equipped into the Command Center like any other Array
- Can have more than one Manipulator Array within a match
- Deploying Manipulator incurs a cooldown
- With the Manipulator Array, the player can:
 - Observe from the Array's location
 - Move the Array to a desired location
 - Recall the Array to Point Zero

- Note: The Radial Menu table showed this Array being able to hack. I am removing that functionality of the Array.

7.9.3.5. Additional functionality TBD

- New functionality and/or abilities of Remote Recon View TBD

7.9.4. Visual Distinction

From the player's gameplay perspective, the difference between Direct Mode and Remote Mode in Recon View must be very obvious.

7.9.4.1. Direct Mode

TBD

7.9.4.2. Remote Mode

TBD

7.9.5. Armchair Quarterbacking

Armchair Quarterbacking is the term used for taking command of full gameplay functionality from a remote location.

- Player's Point Zero coordinate does not change
-

7.10. Game Persistence

7.10.1. Hard Save Points

- Specific points of the game's progress are specifically designated as Hard Save Points
- Design will specifically set these points
- Hard save points generally take place
 - As soon as a mission has ended (victory or defeat)
 - Note: This happens as soon as mission end conditions are met. The mission's summary screens or dialog points are not required.
 - Significant Plot Points
 - Points where at least 30 seconds of dialog/interaction has occurred
 - This is not in absolute time but rather the approximate duration/amount of content given to the player

7.10.2. Force Stop

- Any time...
 - ...the device is completely powered down
 - ...battery has been depleted causing the device to reset
 - ...battery has been removed
 - ...the application has been forced to terminate/stop
 - ...the application has been exited
 - The game will only resume at Hard Save Points
 - The game will pick up at the point immediately following the hard save
 - If this was the end of a match, it will skip the summary screen that would have been associated with the match and move on to the next narrative or match sequence
 - If this was at the conclusion of a cinematic or dialog, it will resume into the next sequence of events
- Any time the game has been interrupted via...
 - ...selecting the home key
 - ...closing the device's cover
 - ...device has been turned off (but not powered down)
 - ...interruption from another application
 - The game will...
 - ...pause exactly where it is
 - All animations will pause
 - All AI will pause
 - All timers will be suspended
 - All currency/energy accumulation or depleting will be suspended
 - All dialog windows will remain wherever they were
 - When the game resumes...

- It will appear as if no time has passed nor as if game state progressed from the moment of the pause until the moment it resumes
- Force stopping the application via the mechanisms mentioned in Force Stop will have the same effects, even if the game is paused

7.11. Harvester Behavior

Harvesters are non-combatant Navita units that harvest the local region for its ley energy.

- Harvesters require a portal to spawn
- Harvesters spawn at specific time-based intervals
 - Spawn rate is defined in the level design
- When a Harvester spawns, it immediately travels along a path (pre-defined by development but invisible to the players)
 - The players cannot see the path, but they can see the turns and junctions, represented by the Emi (sparks)
- Harvesters do not respond to combat.
 - If attacked, they continue on their path
 - They neither retaliate nor attempt to defend themselves
 - They only slow/stop if they are debuffed by the player's units
 - Cannot be blocked by Energy shields
- The Harvester's Goals
 - Get to the Nexus by following the path created by the Emi
 - Obtain a certain amount of Ley from the Nexus
 - Carrying capacity defined on the unit
 - May be different levels of this unit that have increased carrying capacities
 - Make it back to the portal
- If the harvester makes it back to the portal
 - Drops off its cargo
 - Is fully healed
 - Goes back out to the nexus for another load