# Horde Mode Gameplay

This is the gameplay and mechanics for the Horde Mode in the EE game. Horde mode is a gameplay mode where the player fights against endless enemies. The enemies come in waves of increasing difficulty.
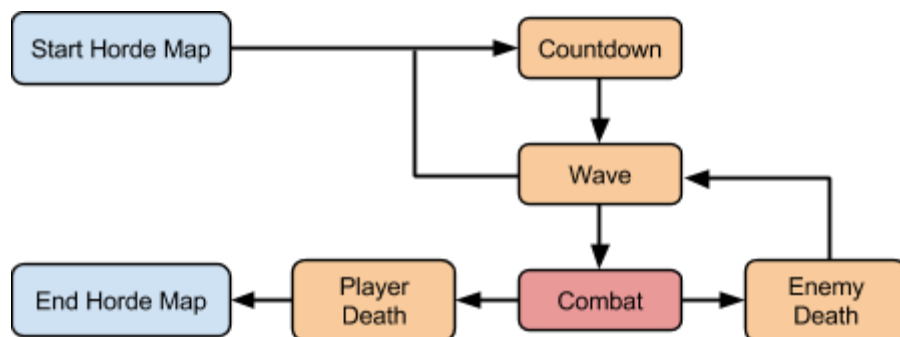
## Horde Gameplay

### Flow



        The flow of the horde mode is a cycle of a countdown to the next wave. Once the countdown is done the a wave of enemies appear. The countdown to the next wave starts over, ie. even if the player does not destroy all the enemies a new wave will appear. With enemies on the map Combat happens between the player and the enemies. If there are no enemies on the map a new wave will appear. The horde map will only come to an end when the player dies.

## Player

### Location

Player starts at the center of the map when starting off a horde map. Once the player dies, however, the player respawns at a random spawn point. The player spawn points are all across the map preset.
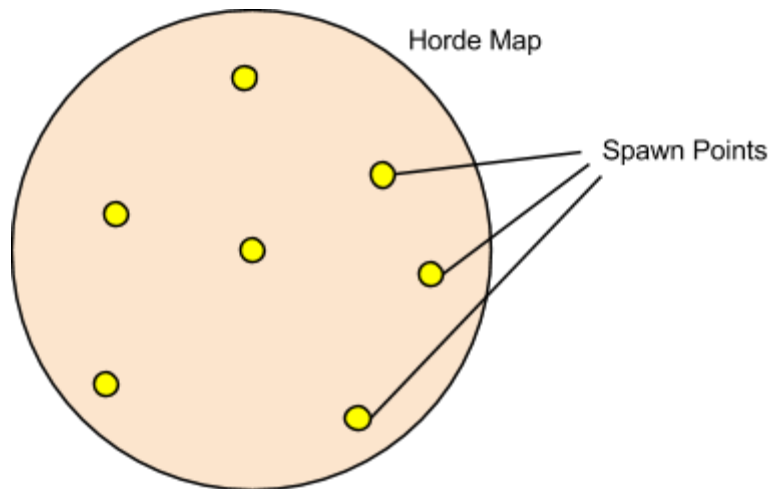
## Limitations

The player does not have all the same mechanics and abilities from story or other modes. Most notable is that the player has only one life in which to survive as many waves as possible. There is also no leveling up system and types of weapons and items are limited to a smaller arsenal.

# Enemies

Enemies have the most basic of AI in horde mode which is to attack the player. Each enemy will of course attempt this differently but there is no aberrant behaviour which might be seen in other modes of gameplay.
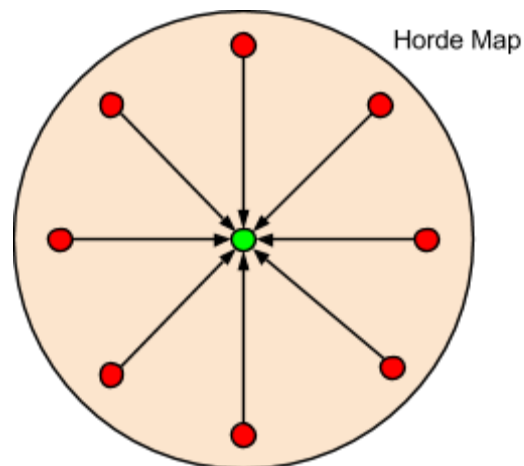


Enemy waves will come from several spawning points similar to how the player respawns. As the waves increase and difficulty increases enemies may come from several points at the same time. Where the bugs spawn may or may not be random.
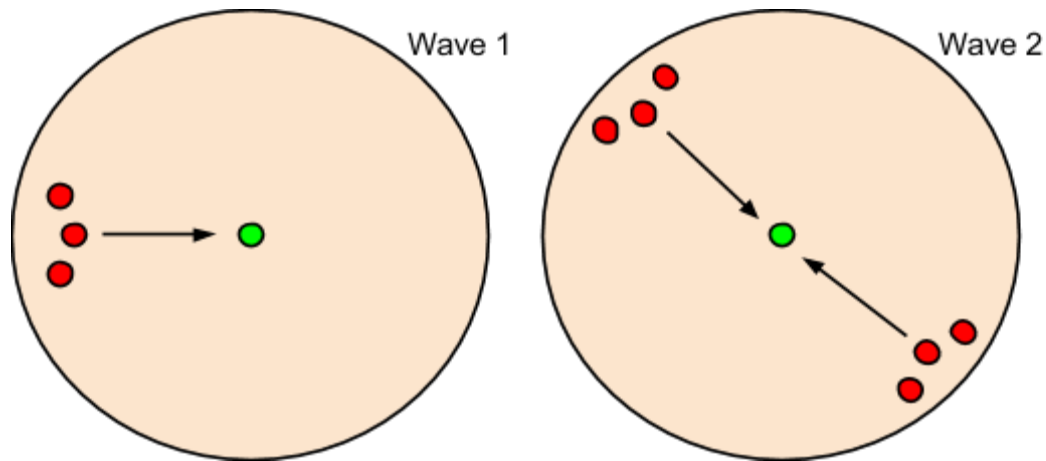
Our starter horde map will have the basic enemies of Ants and Flies. As the waves increase the enemies become stronger. This is through a scaling of the enemies, i.e. not new enemies but rather new, stronger, versions of the basic enemies.

Different maps will have different  types of enemies and some maps with stronger enemy types.

## Map

The map for the horde mode is a single area map that does not lead anywhere. Essentially it is a cage in which the PC is trapped. The maps are to be built in such a way that replaying the challenge on the map will not be boring. This is done mostly through varying terrain, different sections of the map will have different obstacles and strategies in defending and eliminating enemies.

Different maps will be of different areas and provide different challenges in surviving the horde mode.

## Waves

A wave is a army of enemies that will appear from a spawn point. A wave consists of number enemies, the enemy types, how long the time is to wait till it activates, and the spawn points (or number of spawn points).

A wave only activates after the timer from the last wave is up or all the enemies on the map are destroyed.

As the number of waves that have passed goes up the more challenging the waves are. This means more enemies per wave, stronger enemies in the waves , shorter time till the next wave starts and the enemies come from more than one direction (multiple spawn points).

Depending on how the enemies scale, if at all in the end, the horde mode may be survival in endless waves. Endless waves would be feasible and desirable as a player can play the challenge over and over getting higher scores. If scaling the enemies provides weak results then waves will have to be made manually and so would default to a max number of wave.