



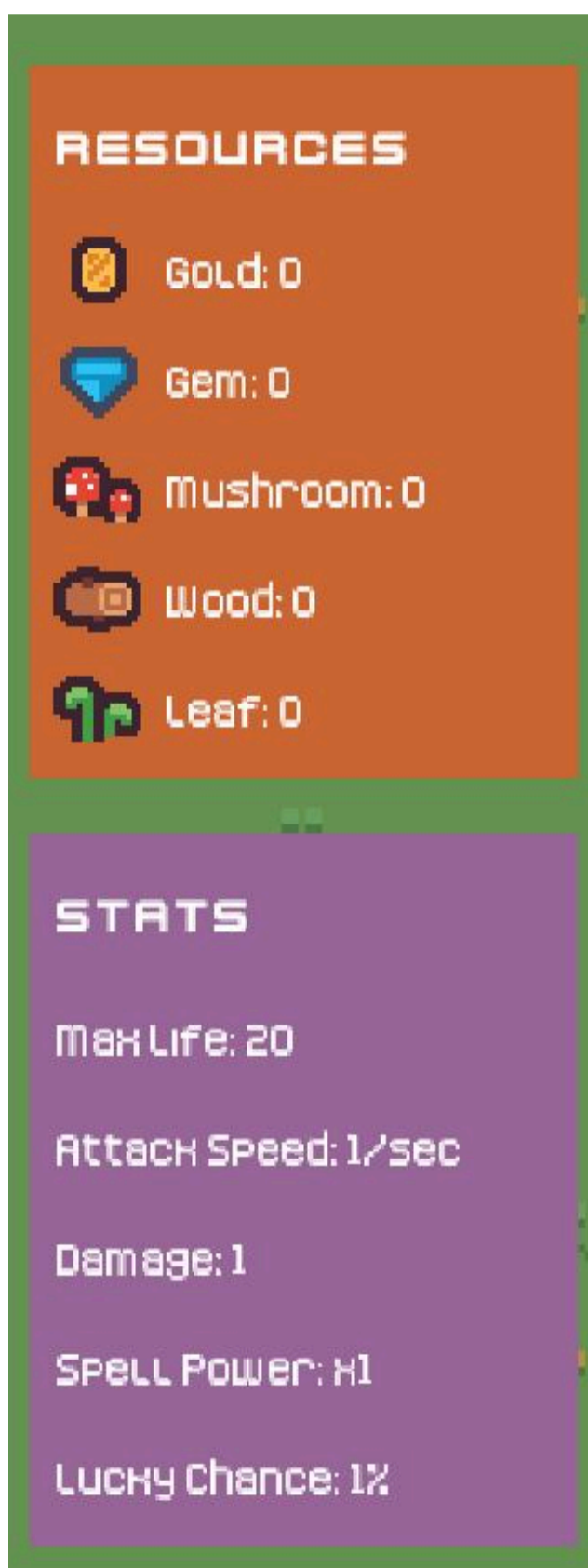
KARATE ZOMBIE POTATO

Game Design **Thinking**

This game is part of the assignments for the course [Master the Art of Game Systems Design and Analysis](#) by Gabriel Chauriye of [Game Design Thinking](#). It was made so students can analyse the game based on the new knowledge they acquire throughout the course, and discover new things each time they do so!

A Karate master Potato who died in suspicious circumstances is brought back to life as a Zombie... without losing its Karate abilities!

Combat the Tuberos Baddies who mysteriously come back to life more powerful than before each time you defeat them, increase your stats, use powerful spells, and get to Level 99 in this Idle Roguelike!



Stats

Stats represent the properties and parameters of all characters in the game. These are numbers that interact based on the systems' rules.

Player Stats - *Karate Zombie Potato, eternally damned to be back to life as a zombie after being thrown to the compost bin.*

- **Max Life** - Defines the initial life of the player character. Zombie Potato cannot be healed more than their Max Life.
- **Attack Speed** - Defines how many attacks per second the player will do to the selected enemy.
- **Damage** - Damage each base attack will do to the enemies.
- **Spell Power** - Represents a number multiplier for each of the Spells.
- **Bonus Chance** - Represents the base percentage of each of the Chances.

Enemy Stats - *The Tuberos Baddies, a mixture of odd-looking creatures eternally opposing Karate Zombie in his path to final rest.*

- **Life** - Enemies' life increases with each level.
- **Attack** - Enemy attack increases with each level.
- **Attack Speed** - Attack speed is 1 attack per second.

Resources

The resources are the rewards players get while engaging in the core loop, which in the case of this game is the combat, and that they can use in the progression loop, which in this game is represented by the Shop which allows players to spend resources to increase their stats or to use them to trigger Spells or increase their Bonus chance to defeat enemies and increase the chance to get bonuses.

Currencies - A specialised type of resource that players can use to buy things.

- **Gold** - You can use Gold to increase the stats' levels in the Shop by paying Merchants and to get Materials via the Evil Mage.
 - Get Gold when you complete a level, more if you've managed to defeat the enemies before the level timer finishes.
- **Gems** - You can use Gems to temporarily increase the chance of Bonus Chances, and to increase Mages' ratio of conversion.
 - Get Gems if you defeat the enemies before the timer finishes.

Materials - Materials are simple resources that can be used for triggering Spells and can be used to get Gems from the Good Mage.

Get Materials if your Dice Result for Getting Materials is Lower than your current Chance to Get Materials.

- **Wood** - Fuel to activate the Fire Scroll.
- **Mushroom** - Makes you stronger so you can activate a Super Punch.
- **Leaf** - Great material to create and use Health Potions.



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Combat

During the combat phase, the player has a range of spells and chances that they can use or increase respectively. The player will go automatically to the Shop once the character's health is equal or less than one.

Timer - There's a timer ticking down. If you defeat the enemies before the timer gets to 0, you'll get massive rewards, but only a few coins if you defeat them before that.

Combat Level - The level increases each time you defeat all enemies or the timer gets to 0. Enemies gain power with each level.

Enemies - The Tuberos Baddies. What a wretched folk. They won't stop coming back, and more powerful each time.

- When enemies health drop to 0 they froze in place until the level is finished, in which case, they will come back.
 - Enemy Life = 3 * Level
 - Enemy Damage = Level
- You can change the enemy you're attacking by pressing the numbers **(1)**, **(2)** or **(3)** in your keyboard.

Spells - Press the button to trigger the Spell... if you have enough Materials to make the Spell work!

- **(Q) Fire Scroll** - Uses Wood to damage all enemies by 3 times the Spell Power Multiplier.
- **(W) Super Punch** - Uses Mushrooms to attack 5 times the normal attack times the Spell power Multiplier.
- **(E) Health Potion** - Uses Leaves Heals the character by 1 times the Spell Power Multiplier.

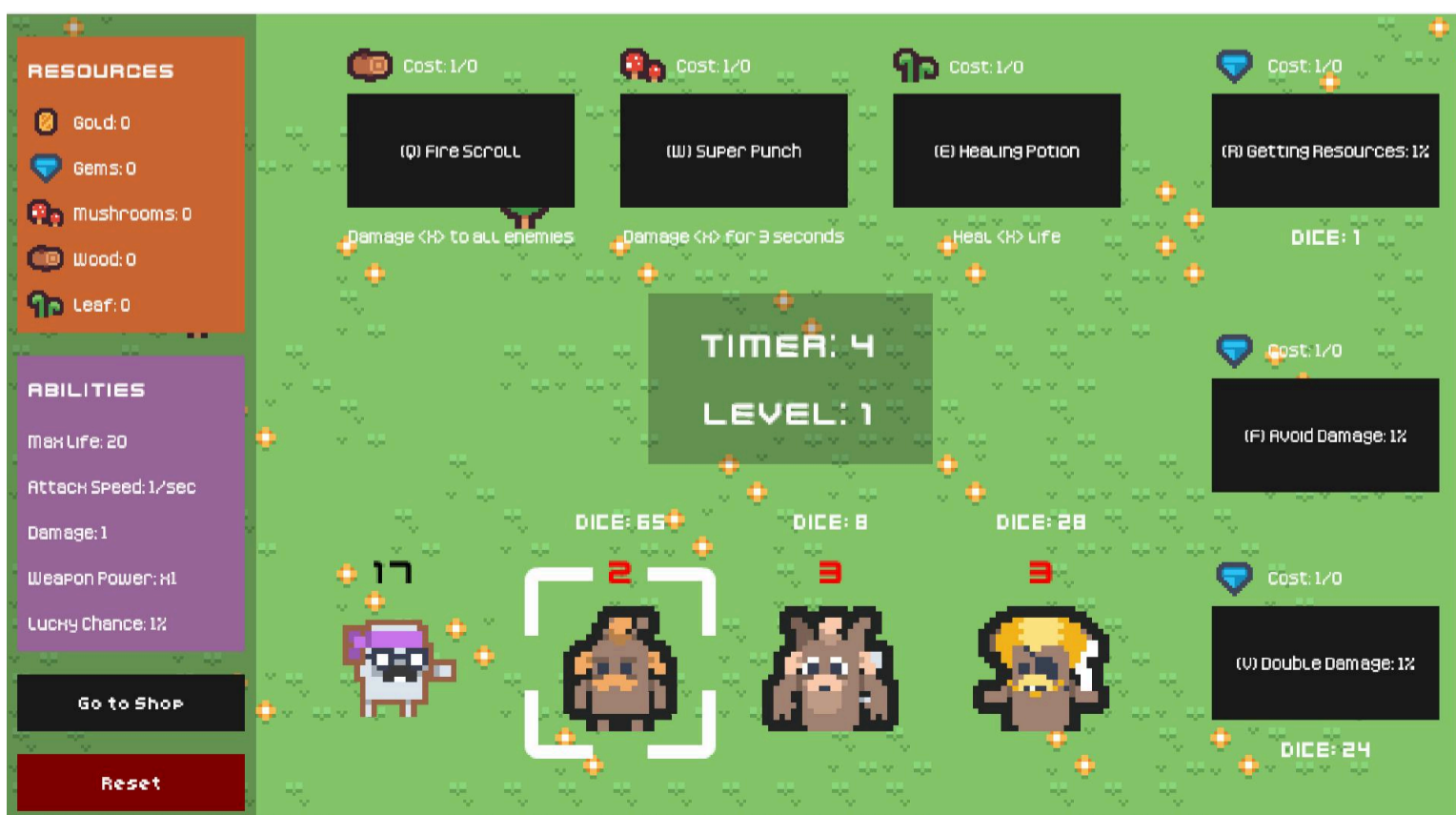
Bonus Chance - Good things can happen to those who're lucky... and pay for it with Gems!

Press the button to temporarily increase the chance of getting a bonus.

When you go back to the Shop, the % will go back to the base level.

Each chance has an associated Dice Result. If the dice result is less than or equal that the Chance, it will trigger the bonus.

- **(R) Get Resource %** - Temporarily increases the chance of getting a resource after defeating an enemy.
 - The Dice result is on the bottom of the button.
 - Get a resource is the dice result is the same or lower than the current percentage.
- **(F) Avoid Damage %** - Temporarily increases the chance of dodging all damage from one of the enemy.
 - The Dice result is on the top of each enemy.
 - Avoid damage is the enemy result is the same or higher than you current chance.
- **(V) Double Damage %** - Temporarily increases the chance of doubling the damage, on top of Super Punch if this is active.
 - The Dice result is on the bottom of the button.
 - Double damage if the result of the dice is the same or lower than the current percentage.





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Shop

During the Shop phase, the player will be able to pay for increasing their stats... for a price! They'll also be able to convert Gold into Materials, and Materials into Gems, as well as affecting the conversion ratio individually.

Levels - Each time you buy from a Merchant or Increase the Mage Multiplier, you increase the level up to maximum of 99. Each level you increase will cost you more to update.

Merchants - *They will help you in your journey... for a price!*

- **(1) Add X Max Life** - Pay Gold to Add the number displayed there to the character's maximum life.
- **(2) Add x0.1 Spell Multiplier** - Pay Gold to Add 0.1 to the Spell Multiplier for all Spells.
- **(3) Add 0.2 Attacks/sec** - Pay Gold to Increase attack speed.
- **(4) Add 1% Base Chance** - Pay Gold to Add 1% to the initial value of all Bonus Chance.
- **(5) Add 1 More Damage** - Pay Gold to Add 1 more to the base attack value.

Mages - *Mages are the keepers of the secrets of the Arcane, being able to turn one thing into another... and even more if you pay them!*

- **(A) Evil Mage** - Converts 100 Gold to 1 of each Material times Evil Mage Multiplier.
- **(Q) Evil Mage Multiplier** - Pay Gems to Increase the Evil Mage Multiplier, getting more Materials for the same amount of Gold!
- **(D) Good Mage** - Converts 10 of each Material to 1 Gem times the Good Mage Multiplier.
- **(E) Good Mage Multiplier** - Pay Gems to Increase the Good Mage Multiplier, getting more Gems for the same amount of Materials!

Cheat Codes - Use P, O, I, U, Y to get a massive number of Gold, Gems, Mushrooms, Wood and Leaf respectively.
Reset - Reset returns the game to the Main Screen and reset **all** values, including Resources and Stats.

