



The Mechanic

The original mechanic designed for “Attila: Flagellum Day” can be found in the system of **collecting runes** and **casting abilities** of Attila, the game's protagonist purple ball, controlled by the player. With the collection of three runes, in fact, the player will obtain an in-game effect corresponding to the collected **sequence**, which in the prototype is found in increases in speed, vitality and protection, as well as the placement of traps, the ability to jump on enemies damaging them with exponential damage with each bounce, throwing enemies away, hacking and rendering opponents harmless, and much more. In addition to this main system, the game has been enriched with **additional mechanics** aimed at completing the prototype, enhancing the experience, and giving the game a clear objective. These mechanics include, along with other applications, a scoring system with multipliers.

Playtest Result

The playtest phase produced **positive results**. In fact, the core mechanic was appreciated by the players and considered fun. What, however, required further investigation and a series of **upgrades and rebalancing** were some of the abilities activated by the collection of runes:

- **Recurrent Jump:** The objective of this skill is to provide a tool that, in exchange for the appropriate aiming and ball control skills, can offer increasing damage to enemies over time. However, players could abuse the mechanic to stand on top of various walls on the map; moreover, the damage increase was less than the vitality growth of enemies. Thanks to the inclusion of a mechanic whereby walls in the game map disappear for specific intervals of time when hit from above and an exponential growth in the offensive power of the skill, subsequent playtests revealed a considerable appreciation of the jumping mechanic.
- **Mental Orbit:** The mechanic was created with the aim of providing players with a scalable skill (with damage and range accumulated with each roll of the skill) with no time limit; except that in the moment players suffer damage all progress is lost. The problem with this mechanic was the insufficient offensive contribution it offered. To effectively reward the player's skill, this mechanic has also been enhanced with more interesting damage growth.
- **Psychic Impulse:** This defensive mechanic aims to give the player breathing space, saving him from potential damage and driving away enemies. However, this ability was often overlooked by players, who preferred to spend their runes on other powers instead. The reason for this was the strong situational nature of the moment when players found themselves in possession of part of the sequence needed to activate it and the real need to precisely obtain this effect. For this reason, “Psychic Impulse” is one of the mechanics that has been most disrupted because of feedbacks. In fact, in the current state of the game, after activating this ability, a circular indicator will be displayed around the game protagonist ball. When the player would take damage from enemies, this circle will instead break, unleashing the actual impulse. These changes circumvent the problem encountered in the first test, leading to this ability becoming a valuable investment in the future of the game by players, effectively activating the effect of the skill only when required.

In general, playtesting has been essential to balance and refine the gameplay, and despite the core mechanic already was considered effective by those who played the game at its first version, all the changes analysed in this document brought to the more successful iterations of playtest, with a game that now presents itself as a satisfactory prototype conform to the designed idea.