HOVER BOARDS

OVERVIEW

Transport vehicles for mini figures

WHAT THEY DO.

- Move minifigures about faster than walking (50% faster?)

- Can carry a single unit load rock or crystal.

- They can be upgraded to carry more

ROCK MONSTER TEMPLE

If a minifigure has orders to move to a position and it is in a block with an empty hover board, he hops onto it and travels to the destination.

If he gets stuck on rubble, he gets off and continues walking. Send an error message to player.

ATTACKS

They attack buildings, by bashing into it or throwing boulders at it. If they manage to destroy a building, then in the buildings rubble will be the ore and crystals that the rock monsters desire, they will then be able to collect one of the crystals left lying around.

UPGRADES

MK I Hoverboards are unreliable, they break down quite often

MK II hover boards are a lot more sturdy. Break down less frequently

MK III

The RM's gather Boulders from rubble left on the floor or from a rock face. The rubble level on the floor does not go down in quantity and the rock face does not disappear or sustain any damage.

STAMPING:

The RM's stamp their colossal feet, causing land slides and close by minifigures to slip or fall and drop anything they may be carrying. (which they may then collect)

REINFORCED WALLS

Reinforced walls will prevent a RM from entering a tunnel, which gives you better protection.

When a RM is hurt and it is running away, it takes the nearest exit, if this is a re-enforced wall then he dives through it anyway, destroying the re-enforcement , and leaving a normal un-re-enforced wall.

STOPPING ROCK MONSTERS

Rock monsters can be stopped by electrical fences, they get zapped, suffer damage and will not pass through the fence.

They can be damaged by min-figures hand held 'mining weapons' which cause a little damage, but are inaccurate and generally many mini-figures with weapons are needed to defend against RM attacks.

Mining Lasers are the most effective. These deal short but effective blasts to RM's only a few hits will make a RM turn and retreat.

If caught in a dynamite blast the RM will suffer damage. But Dynamite is only used to blast at walls and RM's only get caught in the blast by accident.

MOVEMENT

Large heavy slow moving monsters as they are made of rock.

APPEAR and DISAPPEAR

They appear and disappear into the rock face, without a trace.

When they are hurt they will turn and run, escaping into the nearest rock face.

Once inside a rock face, it is removed from the game list, we don't actually caculate the movement through rocks. New rock monsters are generated as fresh, full healthy as and where required.

As a random effect we will have damaged RM's breaking up into small RM's which will skuttle off into the walls. (This may be changed to retreating RM's if hit again will split and disperse)

DIFFERENT ROCK MONSTER TYPES

ICE MONSTER

Details to follow

LAVA MONSTER

Details to follow

MINI MONSTER

These are identical to the normal Rock monsters but 2/3rds the size and strength.

STATISTICS

For the end of level we will want stats on

- Number of players hits made on RM's (damage points inflicted)

- Number of RM's 'scared away' by the player.

- Damage caused by RM's (damage units to men and buildings)

- Crystals 'pinched' by the Rock Monsters.

- Temple breached yes/no.

AI PRIORITIES

(All distances should be tweekable)

If RM has crystal then make the quickest exit to the nearest wall.

If they are crystals lying around, move to nearest and pick it up.

If minifigure / vehicle within '2' blocks has crystal then stamp (to make them drop the crystal) (the nearest crystal might now be nearer!)

If no available crystals within '6' block radius then attack the nearest building. (the nearest crystal might now be nearer!)

GRAPHIC / ANIMATION

Push mini figure out of the way. Pick up figure, by leg, swing to the side and drop him.

Also need a mini figure 'sitting' dazed for a short while anim.

MINI-FIGURES 'TOOLS'

Mini figures can

BUILDINGS