



Robots Uprising





Summary

- Gameplay

- Purpose.....
- New Mechanics.....
- **Resources**.....
- **Units**.....
- **Structures**.....
- **Technologies**.....
- **Maps**.....
- **Possible Improvements**.....



Gameplay

→ **Summary**



Purpose

We have chosen to create a futuristic - SF mod because there is no mod available with a futurist content on 0 A.D. We also did it because we knew that we could add new features with a futuristic mod more easily than with another context.

For the gameplay, our goal is to make the game faster, from games of 1h to 30min maximum. We wanted to reward experienced players by a hard mod in terms of mecha.



New Mechanics

Copper and titanium drills and oil pumps are the only entities able to give resources to players, they are only buildable on the resource that they can gather.



**Copper
Drill**



**Quartz
Drill**



**Titanium
Drill**

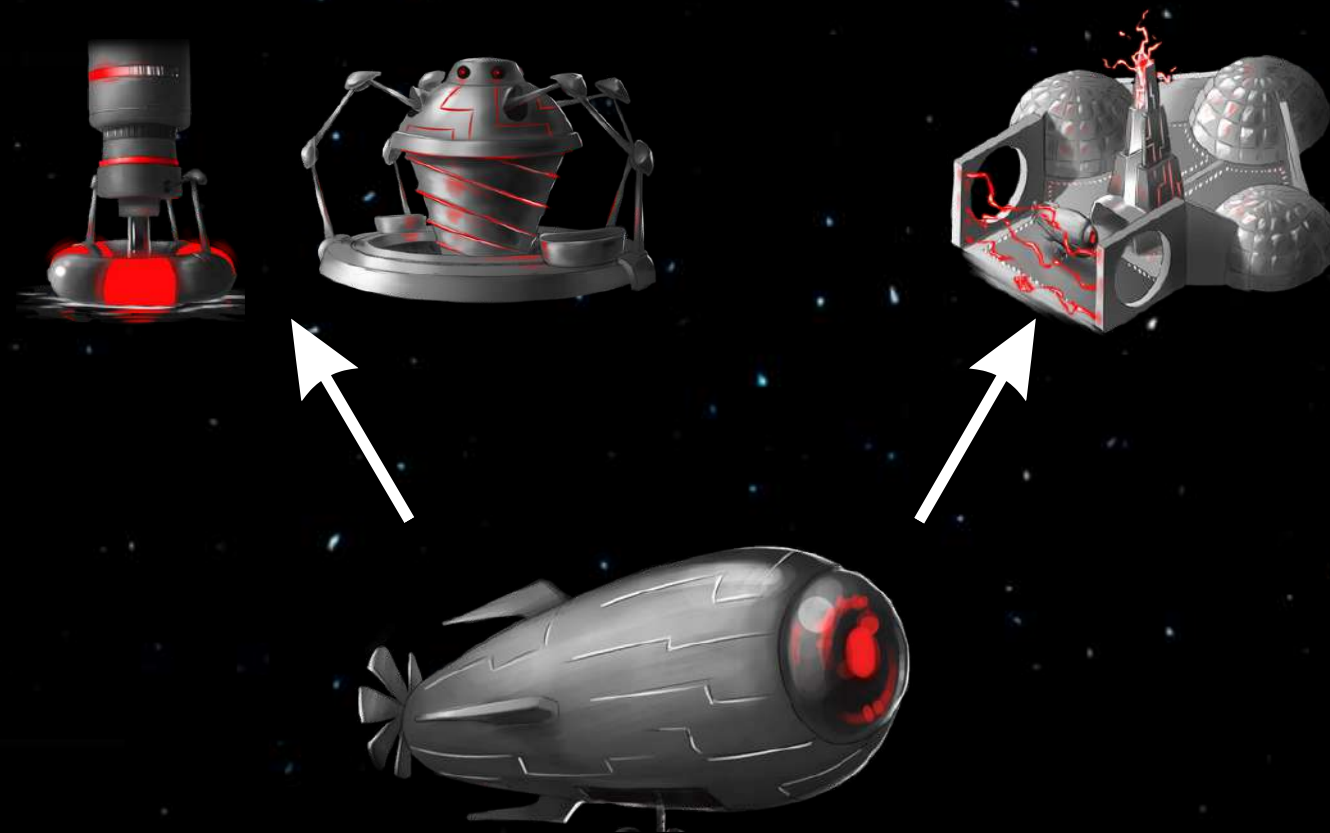




New Mechanics

As we said before, drills are structures so they can't bring the resources to the Power Station alone. That's why we created a unit able to do it : Grappler.

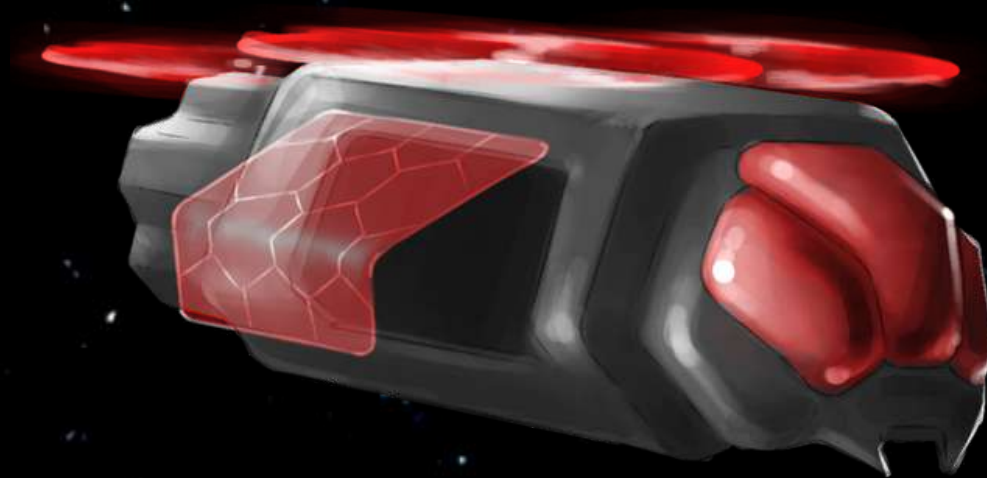
Grappler is a flying unit which only interact with drills and it is the only unit that is able to interact with drills. Grappler can gather resources from drills and capture ennemy drills to gather resources, automatically.





New Mechanics

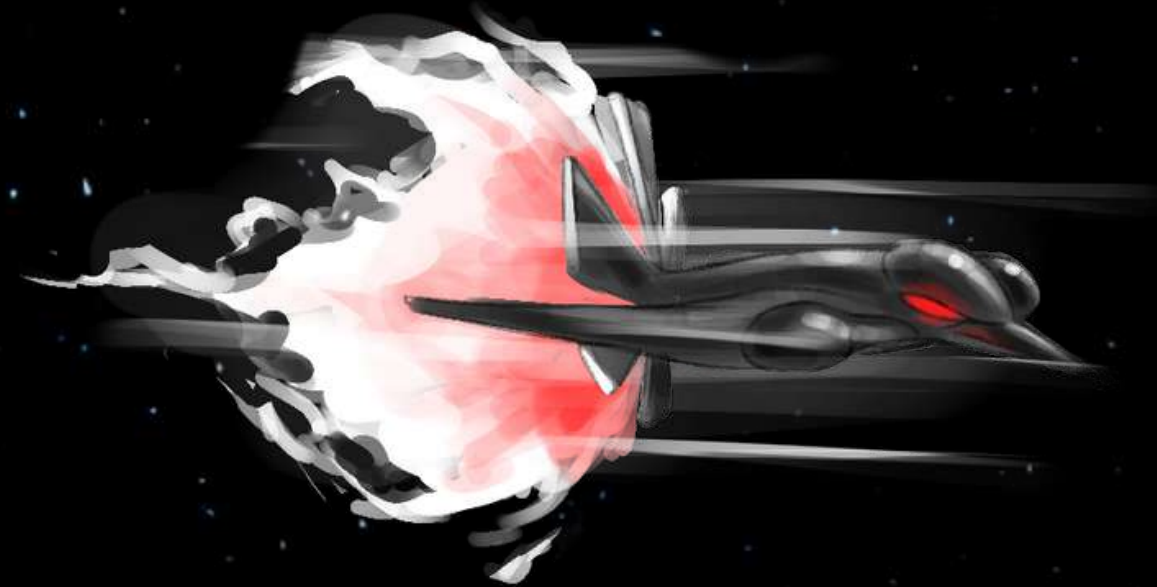
On the exclusive maps we created, there are **some strategic places** which have no access without spaceship, so we needed a flying unit to bring units on these places. That is why we created the Conveyor. He is not only a transporter, it's high speed make player being able to assault ennemy base very fast or simply reduce time travel between two places.





New Mechanics

Grapplers and Conveyors are only vulnerable transport spaceships, so we also need to offer to players the capacity to defend or attack them. That's why we created the Hunter : It's role is to protect ally spaceships and attack ennemy spaceships. It can be a game changer.



→ **Summary**

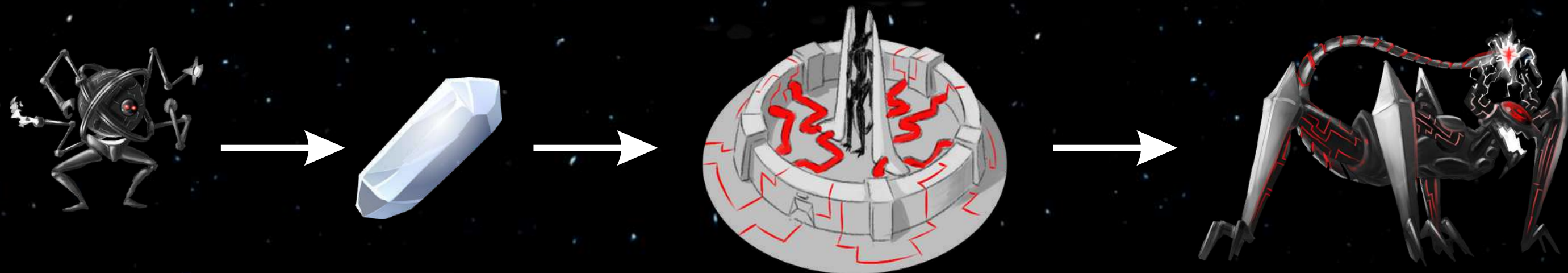


New Mechanics

Starcilite is a particular resource which can't be gathered by Grapplers because of his chemical composition and his molecular instability. Only Build-O-Tron is able to gather it thanks to his precise equipment.

Starcilite spawns every 5 minutes in a random place all around the map. Each player is notified by a short message and a ping on the mni-map.

If you gather enough Starcilite, you will be able to build the Behebot factory, which permits you to train the Behebot, a special unit.

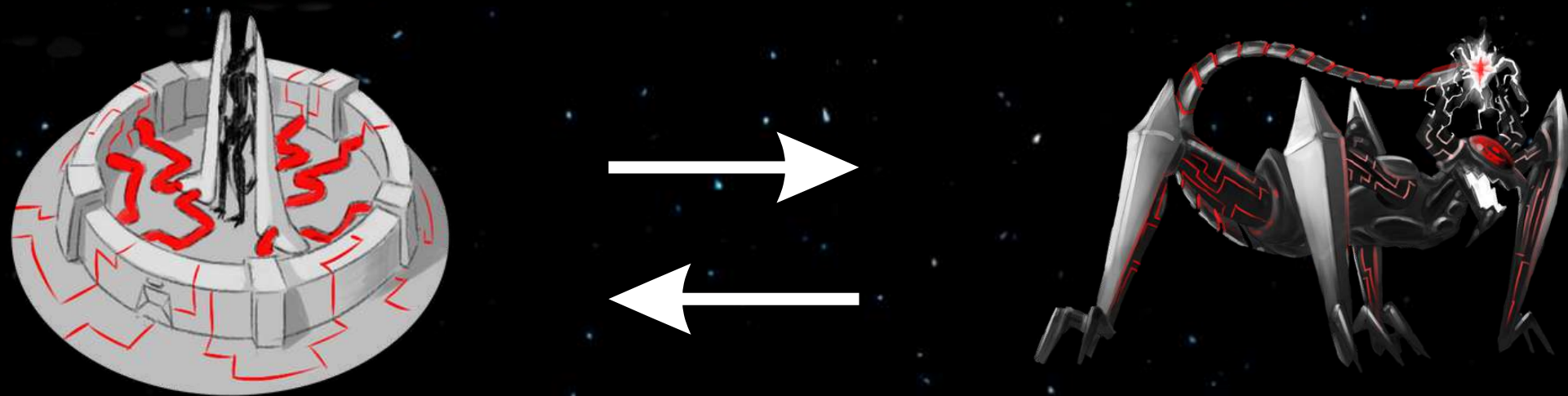


→ **Summary**



New Mechanics

Behebot is only unlockable with Starcilate. It can be trained only one time and can't be re-trained after it's death. Moreover, Behebot and Behebot factory are codependents : if one gets destroyed, the other is going to be destroyed to.

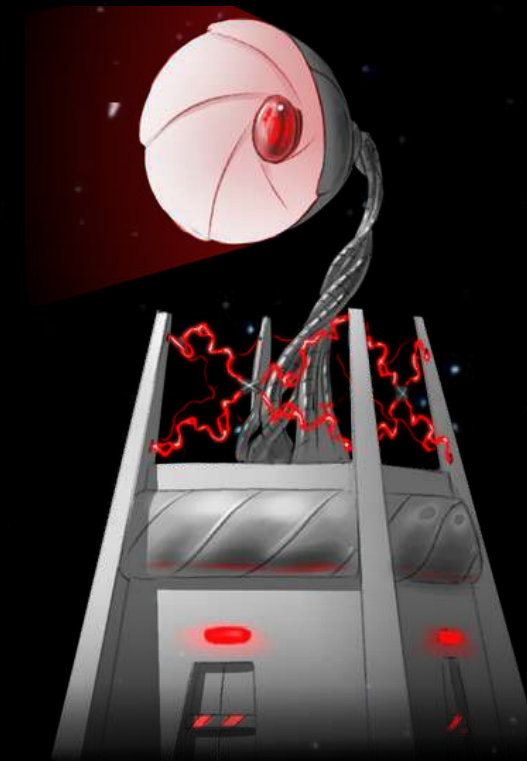


→ **Summary**



New Mechanics

So there are 2 battlefields : on the ground and in the air. That's why we created two types of defensive towers : Anti-air turret and Heavy Cannon. The first one can only shoot on spaceships and can be very useful in Grapppler defense. The second one can only shoot on the ground units and is necessary to the base defense.



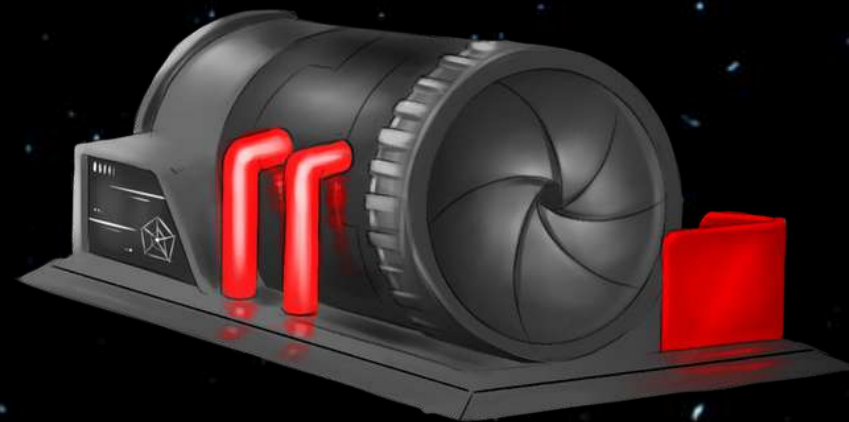
→ **Summary**



New Mechanics

In this mod, population is represented by energy (more consistent). As opposed to the basic game, not only units add energy but structures too. For example, when you build a factory, 1 point of energy will be consumed. You will have to build generators, which give you 10 energy points and cost no energy.

If the necessary energy is higher than yours, you will not be able to train units or build structures.





Energy



New Mechanics

In this mod, you can build structures where you want, there's no limit.

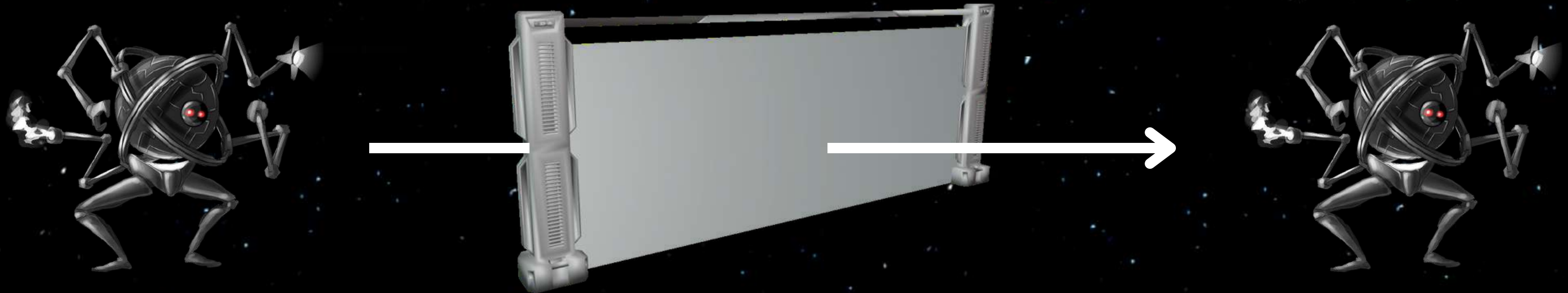


-  = Buildable zone before changes
-  = Buildable zone after changes



New Mechanics

**We replaced basic walls by energy walls, so ally units can go through without your input but enemies cannot.
(Non contractual image)**





Resources

We decided to change resources to be more coherent with project universe, robots haven't the same needs than humans, pure logic. Except Starcilate, resources run the same system than in the base game.



Copper



Titanium



Quartz



Starcilate

Units

Technological phase n°1



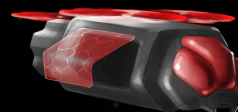
Build-O-Tron



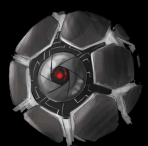
Grappler



Explorer



Conveyor



Bomber



Hunter



Scorbot



Predator

Technological phase n°2



Shredder



Arachnobot

Technological phase n°3



Behebot

Units

Technological phase n°1

Build-O-Tron



HP : 150

Cost :

 25

 25

 1

This unit is the builder of the civilisation but it's not the only role that it has. Build-O-Tron is the only unit able to extract and gather Starcilate.

Explorer



HP : 150

Cost :

 25

 30

 25

 1

This vulnerable flying unit can be useful to explore the map to find resources or to spy your opponent thanks to it's large field of vision.

Units

Technological phase n°1

Bomber



HP : 50

Cost :

 50
 50
 1


A very vulnerable but fearsome unit, which explode when it touches an enemy or at it's death. It's a very fast unit.

Scorbot



HP : 200

Cost :

 75
 75
 1

Ranged unit particularly strong against ennemy Bombers which need to be near of the enemy to do damages.

Units

Technological phase n°1

Predator



HP : 250

Cost :

 75
 75
 1

Hand-to-hand combat unit which is particularly strong against enemy Crossbots.

Hunter



HP : 100

Cost :

 80
 100
 80
 1

Flying offensive unit which can be very fast. He is the only unit able to shoot on spaceships.

Units

Technological phase n°1

Grappler



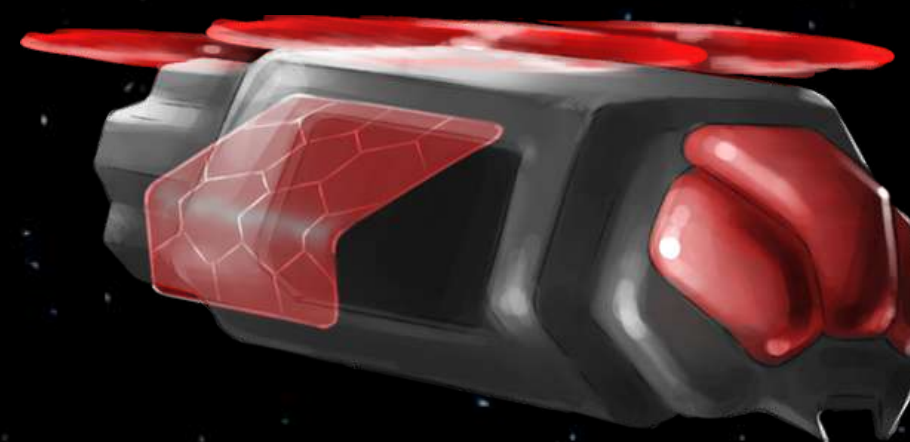
HP : 150

Cost :

 50
 50
 50
 1

It's the only unit that is able to gather resources from drills and pumps to the Power Station.

Conveyor



HP : 250

Cost :

 100
 60
 100
 1

This spaceship is able to transport units from a place to another very fastly. He is also able to drop off units in it's garrison.

Units

Technological phase n°2

Arachnobot



HP : 250

Cost :

 300
 200
 2

Ranged unit which is more resistant and has more range than a Crossbot.

Shredder



HP : 500

Cost :

 200
 300
 2

Hand-to-hand combat unit very resistant but quite slow. This unit is particularly strong against structures.



Units

Technological phase n°3

Behebot



HP : 1000

Cost :

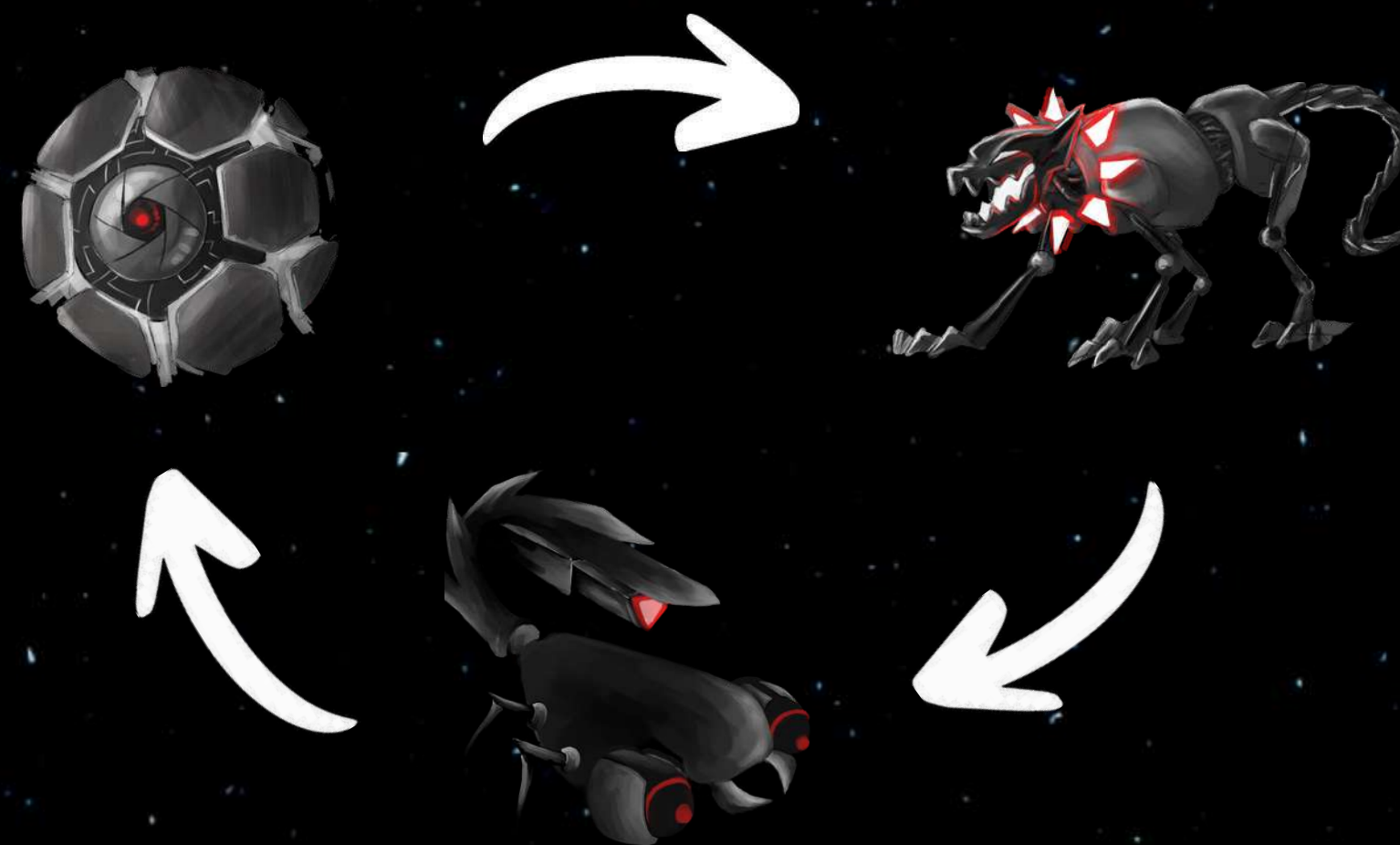
 500
 900
 500
 5

Elite unit extremely strong and resistant. This unit requires Starcilite and a lot of resources to be trained. Can be trained only one time, permanent death.

[!\[\]\(6059a5aa8b4ca7bb793408023d6c6e42_img.jpg\) Sommaire](#)

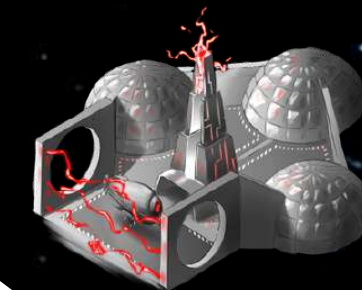
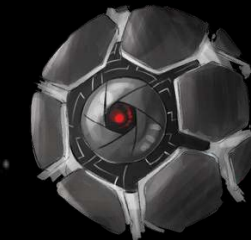
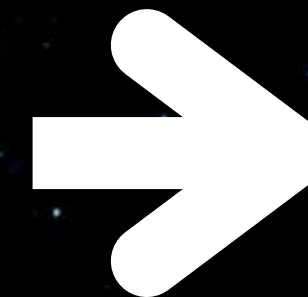
Balancing

Each unit have a damage bonus against another unit. Bombers is very strong against Predators but not against Crossbots because Bombers can't reach them before dying. Predators are strong against Crossbots thanks to their shielding.



Balancing

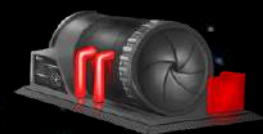
"MEKA" units have their own characteristics. Arachnobots are quite expensive but very strong against small groups of N°1 technological phase units. But they will be weak against defensive towers. That's why Shredder is strong against defensive tower and all other structures.





Structures

Technological Phase n°1



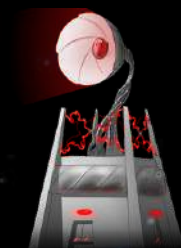
Generator



Walls



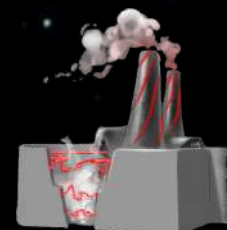
Drills



**Anti-Air
Turret**



Spacedock



**Robotic
Factory**

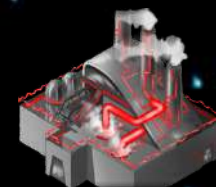
Technological Phase n°2



Heavy Cannon



Repair Center



MEKA Factory

Technological Phase n°3



Improve Station

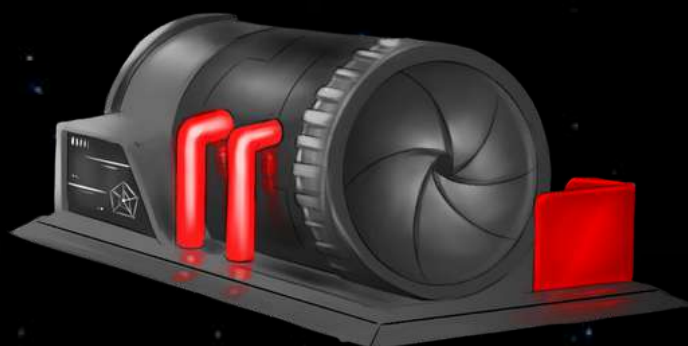


Behebot Factory

Structures

Technological phase n°1

Generator



PV : 700

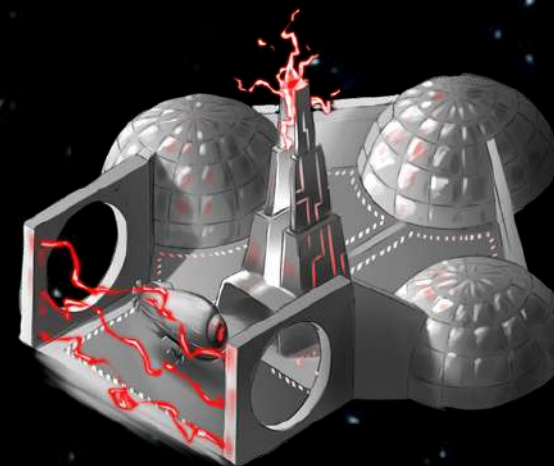
Coût :

 100

 50

Generator is buildable at the beginning of the game. Generator allows player to increase his energy limit by 10 so he can create more units and build more structures.

Power Station



PV : 2 500

Power Station is placed on the map right at the beginning of the game. It's also a storehouse, Grapplers will gather resources and drop them in here.

It's also the win condition of the game : if you destroy the opponent's Power Station, you win. This building is not buildable but can be repaired by Build-O-Trons.

Structures

Technological phase n°1


Titanium Drill



PV : 500

Coût :

⚡ 2

Titanium Drill is buildable at the beginning of the game. It's only buildable on Titanium Ore : 

This building make the player being able to gather resourcses thanks to Grapplers. It's capturable so you will have to defend it from your ennemies.


Quartz Drill



PV : 500

Coût :

⚡ 2

Quartz Drill is buildable at the beginning of the game. It's only buildable on Quartz ore : 

This building make the player being able to gather resourcses thanks to Grapplers. It's capturable so you will have to defend it from your ennemies.

Structures


Technological phase n°1

Copper Drill

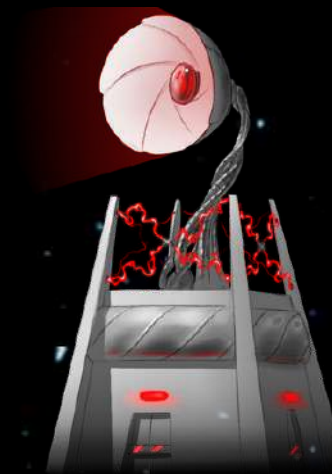


PV : 500

Coût :
⚡ 2

Copper Drill is buildable at the beginning of the game. It's only buildable on Copper Ore : 
This building make the player being able to gather resourcses thanks to Grapplers. It's capturable so you will have to defend it from your ennemies.

Anti-Air Turret



PV : 1 200

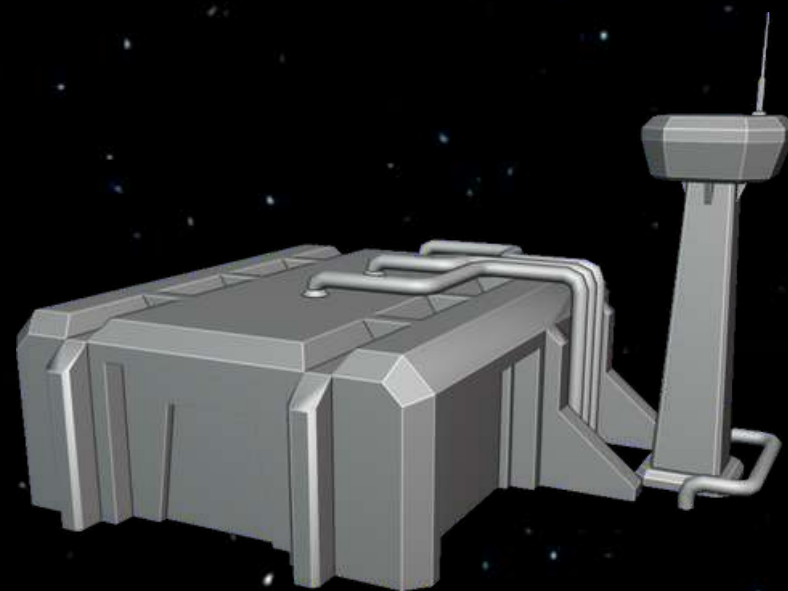
Coût :
 350
 300
⚡ 1

Anti-air Turret is a defensive building buildable at the beginning of the game which has only one goal : kill Explorers, Hunters, Grapplers and Conveyors of your opponent.

Structures

Technological phase n°1

Spacedock



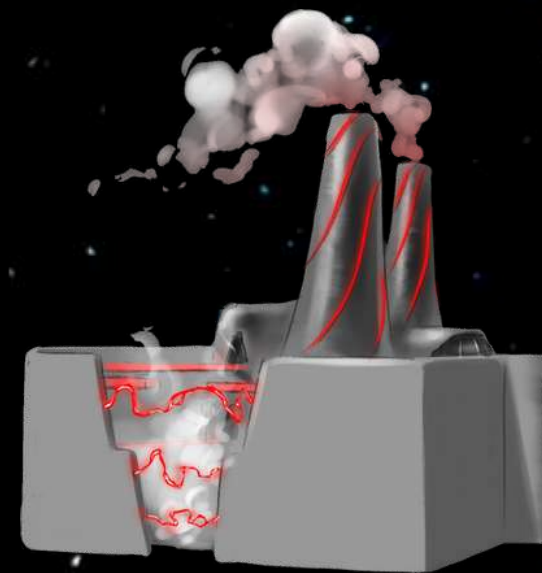
PV : 900

Coût :

 200
 200
 1

Spacedock is buildable at the beginning of the game and allows player to train Grappler, Hunter and Conveyor and to improve them thanks to technologies.

Robot Factory



PV : 900

Coût :

 200
 200
 1

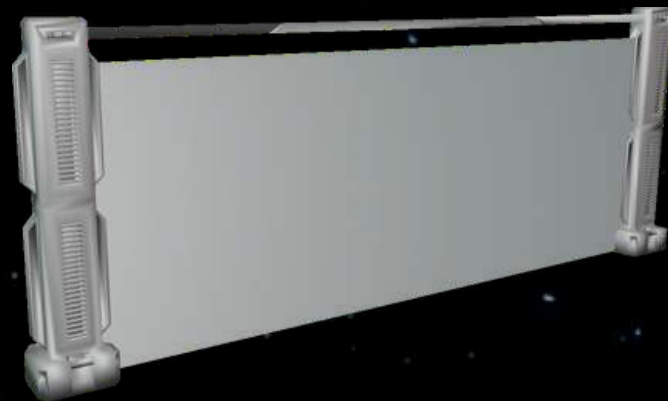
Robot Factory is buildable at the beginning of the game and allows player to train Predator, Crossbot and Bomber and to improve them thanks to technologies.



Structures

Technological phase n°1


Murs



PV : 900

Coût :

 350

 350

 1

Walls are defensive buildings buildable at the beginning of the game. They allow you to protect your base : your units can go through without your input whereas enemies have to destroy them to go through.

Technological phase n°2

Repair Center



PV : 1 000

Coût :

 200

 1

Repair Center is buildable after researching the Technological Phase n°2. It allows you to heal your units by putting them in garrison of this building.

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Structures

Technological phase n°2

Heavy Cannon



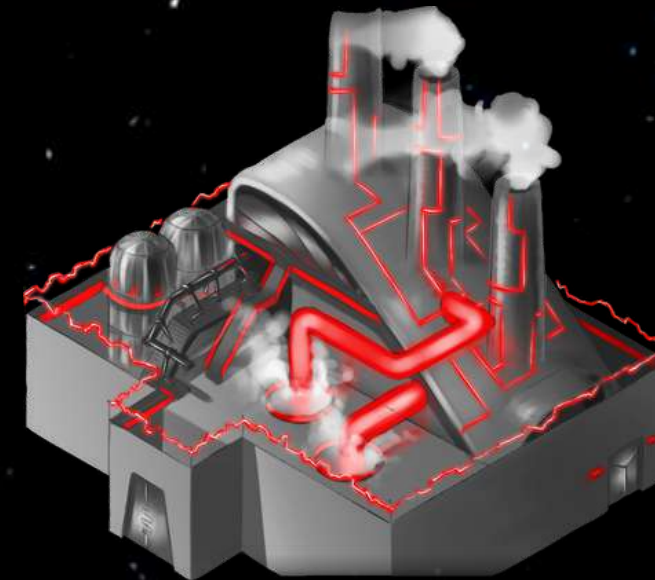
PV : 1 200

Coût :

 350
 300
 1

Heavy Cannon is buildable after researching the Technological Phase n°2. It's only goal is to defend your base from ennemy ground units.

MEKA Factory



PV : 900

Coût :

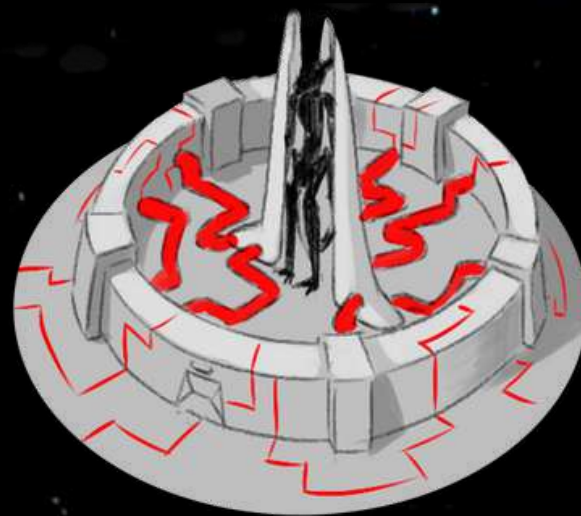
 350
 350
 1

MEKA Factory is buildable after researching the Technological Phase n°2. It allows you to train Arachnobot and Shredder. These units can also be improved in this building thanks to technologies.

Structures

Technological phase n°3

Behebot Factory



PV : 900

Coût :

 250
 500
 500
 300
 1

Behebot Factory is buildable after researching the Technological Phase n°3. It allows you to train Behebot, an overpowered unit available only one time. If you train it, you will have to defend this building because if Behebot Factory is destroyed, Behebot will die too.

Improve Station



PV : 1 200

Coût :

 300
 300
 1

Improve Státion is buildable after researching the Technological Phase n°3. It allows you to improve general stats of your civilisation like Health Points of you buildings for example.



Technologies

You will have 3 technologies by unit and 3 technologies by building (only defensive turrets and drills). These technologies wear the same name as the building they improve.

Technologies are available following the Technological Phase researched by the player. During the beginning of the game (Technological Phase n°1 which is being researched automatically), you will only have access to "MK1" technologies. After unlocking Technological Phase n°2, you will have access to "MK2" technologies and so on.

"AMK" technologies are only available in Improve Station, so they will be available only after researching Technological Phase n°3.

Technologies



Build-O-Tron

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Power Station. It improves movement speed, building speed and damage resistance of Build-O-Tron.



Explorer


MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Power Station. It improves movement speed, vision range and health points of Explorer.



Bomber

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Power Station. It improves damage done, attack range and damage resistance of Bomber.

Technologies



Crossbot

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Robotic Factory. It improves damage done, attack range and vision of Crossbot.



Predator

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Robotic Factory. It improves damage done, attack speed and damage resistance of Predator.



Hunter

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Spacedock. It improves damage done, movement speed and health points of Hunter.

Technologies



Grappler

MK1

Coût :

 150
 100

MK2

Coût :

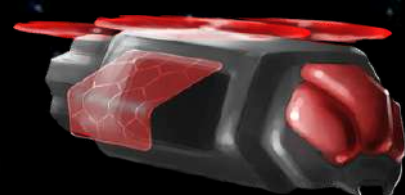
 300
 250

MK3

Coût :

 350
 400

Only available in Spacedock. It improves movement speed, resource storage capacity and health points of Grappler.



Conveyor

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in Spacedock. It improves movement speed, garrison capacity and health points of Conveyor.



Arachnobot

MK1

Coût :

 150
 100

MK2

Coût :

 300
 250

MK3

Coût :

 350
 400

Only available in MEKA Factory. It improves attack range, vision range, damage done and damage resistance of Arachnobots.

Technologies



Shredder

MK1

Coût :

 150

 100

MK2

Coût :

 300

 250

MK3

Coût :

 350

 400

Only available in MEKA Factory. It improves movement speed, damage done and damage resistance of Shredder.



Anti-Air Turret

MK1

Coût :

 150

 100

MK2

Coût :

 300

 250

MK3

Coût :

 350

 400

Only available in Anti-Air Turret. It improves damage done and attack range of Anti-Air Turret.



Heavy Cannon

MK1

Coût :

 150

 100

MK2

Coût :

 300

 250

MK3

Coût :

 350

 400

Only available in Heavy Cannon. It improves damage done and attack range of Heavy Cannon.

Technologies



Efficiency

AMK1

Coût :

 300

 200

 250

AMK2

Coût :

 400

 400

 400

AMK3

Coût :

 600

 600

 600

Only available in Improve Station. It decreases resouce cost of all buidings of the civilisation.



Overclocking

AMK1

Coût :

 300

 200

 250

AMK2

Coût :

 400

 400

 400

AMK3

Coût :

 600

 600

 600

Only available in Improve Station. It increases damage done of all units of the civilisation.



**Reinforced
Titanium**

AMK1

Coût :

 150

 100

AMK2

Coût :

 300

 250

AMK3

Coût :

 350

 400

Only available in Improve Station. It increases damage resistance of all buildings of the civilisation.



Technologies



Titanium
Coating

AMK1

Coût :

 300
 200
 250

AMK2

Coût :

 400
 400
 400

AMK3

Coût :

 600
 600
 600

Only available in Improve Station. It increases health points of all buildings of the civilisation.



Maps

-  Player 1
-  Player 2
-  Player 3
-  Player 4

On this map, players will be able to play 2vs2 but also free-for-all. Resources are placed like all players have 3 resources near his base at the beginning of the game.

After that, players will have to decide where they want to go : middle (more dangerous but there's more resources) or on the side (less resources but less dangerous too).



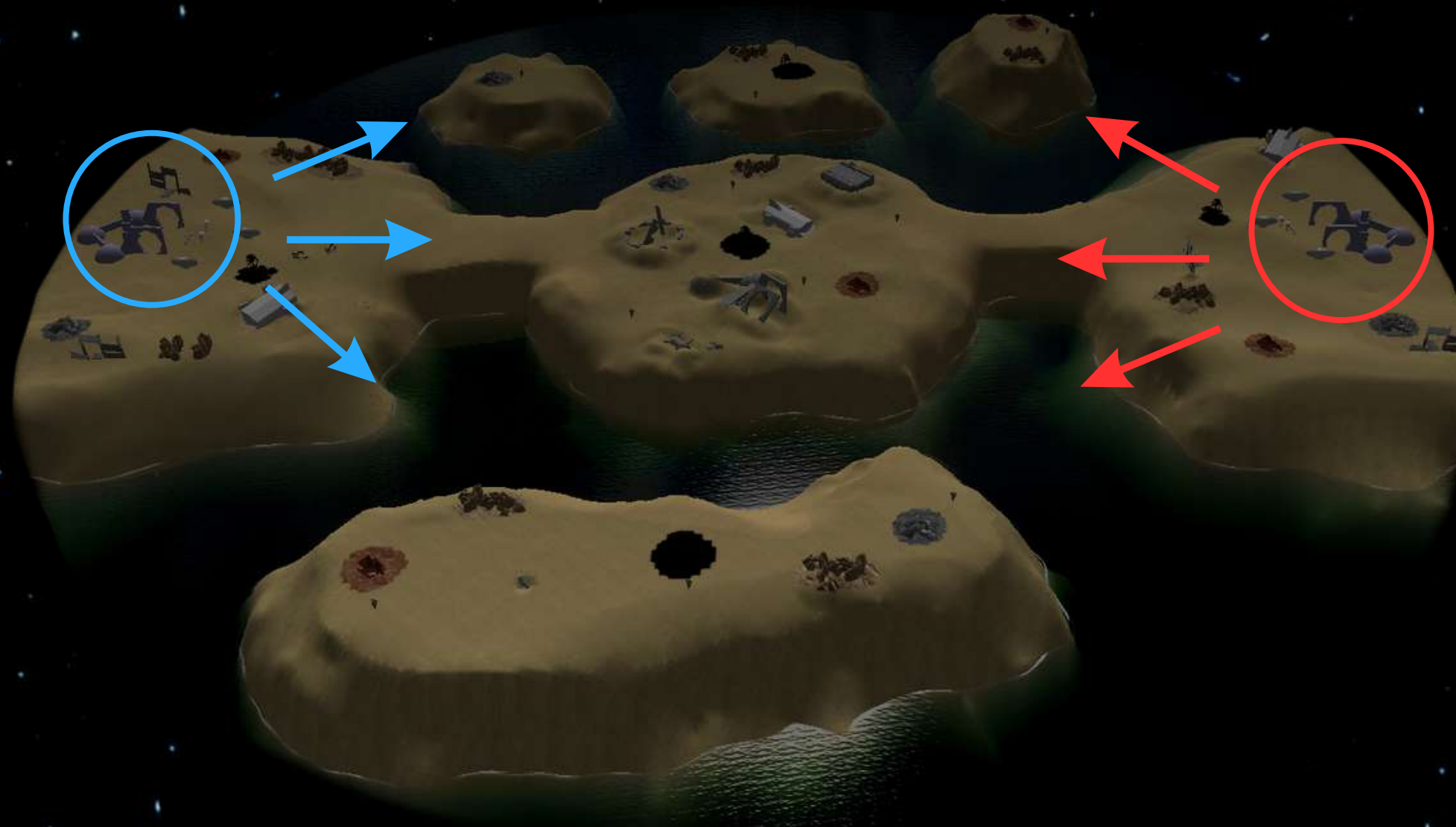


Maps

■ Player 1
■ Player 2

This map is exclusively a 1vs1 map. As the other map, each player has 3 resources near his base at the beginning of the game. After that, they can go outside to explore the map and find more resources.

This map is made in such a way that the middle is near each player so they can quickly go in. There's also some strategic points to force players to play on sides and control a big part of the map.





Ways of Improvement

In case potential members of the 0 A.D. community would like to take over the project to improve it and continue to make it evolve, we would like to share our ideas with them by proposing some ways of improvement.

GAMEPLAY

- Behebot : ability
- New Button : Conveyor

Graphism

- Textures
- Animations
- Character Design



Ways of Improvement

Behebot : Ability

We would like to add a gameplay mechanic via the Behebot, making it very different from other units. The idea would be to integrate a skill into the Behebot, which could be activated at any time by the player and have a long cooldown time. This skill would be unlocked via a technology that costs Starcilate, making it more complicated to unlock. It would be a skill that the player could activate and make a special attack, like a huge laser for example, making its use super-powerful and making the Behebot even more attractive and decisive. The strategic aspect would not be so much impacted as the skill would have a long cooldown time and the player would have to choose the right time and place to activate it.



Unlocking the ability by
researching a technology



Cost :



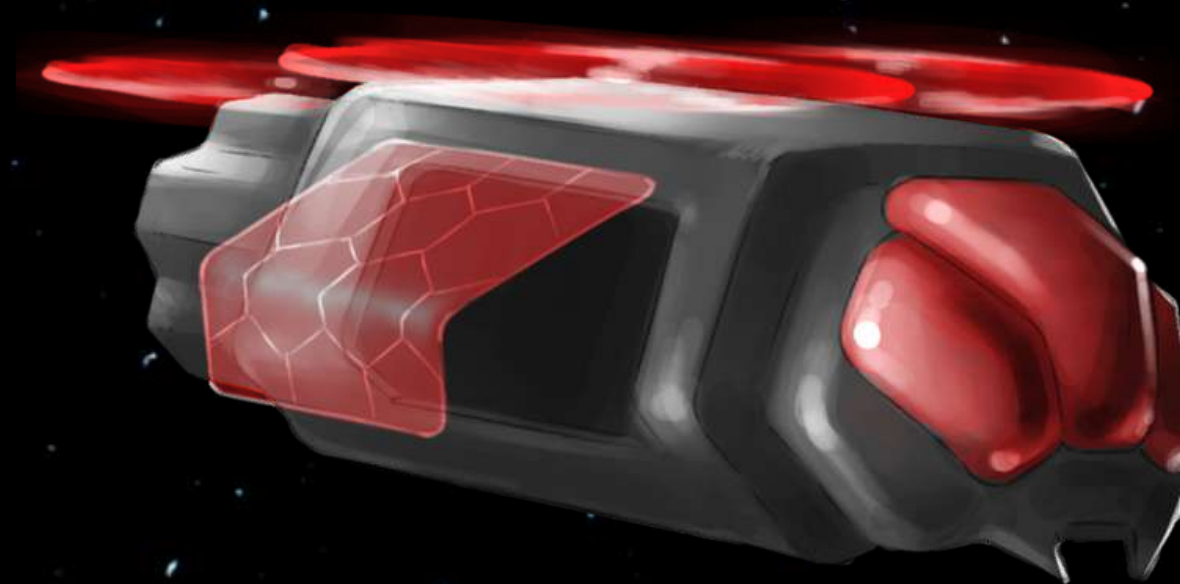
Ability unlocked
can be used in fight



Ways of Improvement

New button : Conveyor

In order to make the transport of units more pleasant and faster for the player, we think that a "Drop here" button should be added which would make the units garrisoned in the Conveyor be dropped directly to the location indicated with the button, without having to manage the landing of the ship and without having to unload the transported units manually. This would make the handling much simpler and save the player a lot of time. (in development)



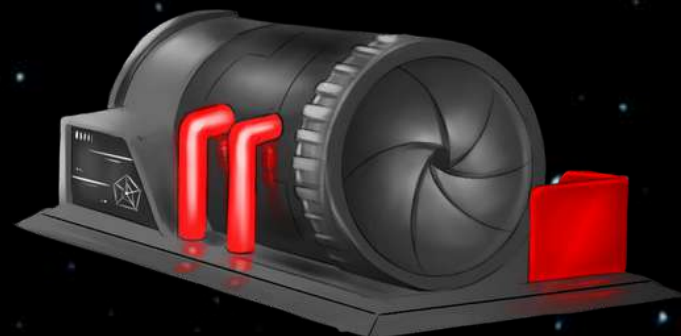


Ways of Improvement

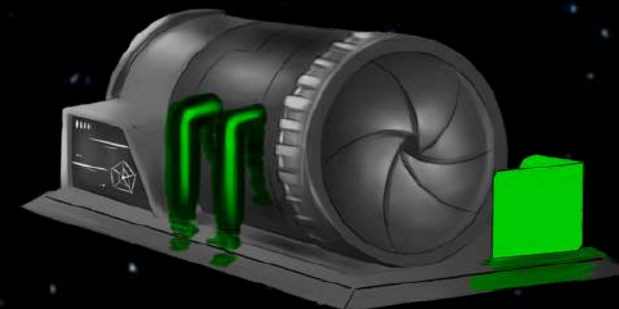
Textures

We find that it is sometimes difficult to clearly identify which side a unit or building belongs to, unless you move your mouse over it, which slows down the information gathering. This is why we had the idea of making the neon colours on the buildings (see concept art) change colour according to the colour assigned to the player. That is, the green player in the game would have buildings with green neon lights, making identification much quicker and adding a nice aesthetic touch. The aim would be to have this system for buildings but also for units, so that the battlefields are clearer for the players.

Red player



Green player





Ways of Improvement

Animations

For animations, we would like to have them on all units: shooting animations, hand-to-hand combat, flight (Grappler's propellers, Hunter's reactors...), construction (Change of foundations), halos of light on the explorer.

We would also like to have them on the buildings: the robots trained in the factories are visible during their training, the turrets turn on themselves to monitor each angle of fire, flashes of red energy on the Power Station or the factories.

We also wanted the units to change their appearance after each upgrade (technology), giving visual feedback on the player's actions.

Action



Animation



Feedback



Ways of Improvement

Character Design

We thought that there could be other civilizations, if we follow the scenario. Indeed, there could be a civilisation inspired by the animal world (this one, even if some units are exceptions like the Shredder or Crossbot for example), a more humanoid civilisation with bipedal units like the Crossbot for example.

In fact, we could create a panoply of civilizations in the spirit of this one by giving each of them different specificities and new mechanics. The scenario opens the door to many different types of groups, which would make it possible to create civilizations that are quite distinct from each other, we have made a non-exhaustive list of those that could bring different things to the mod:

- Humanoids
- Animals classified by zone (Savannah, rainforest, ocean...)
- Insects
- Robotic aliens (explorers of different planets...)