

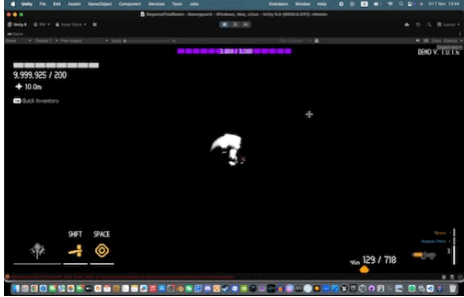
“Rev”

An *Overdawn* boss by Richard Wang

CURRENT ABILITIES:

Name	Type	Description	Changes
Spider Attack	Skill 1 (Ranged control)	Rev becomes untargetable and performs a map-wide attack where he slashes back and forth, creating damaging lines that activate after a short period of time 	Currently whiffs half the time. Mechanically good, but make the hitbox bigger. Rev should do the slashes slower, make it so that Koi can track Rev. Rev's range should be slightly smaller? Clone idea: Rev spawns multiple revs do do this attack, so now Koi needs to figure out which one is the real rev after the attack. - Spawns another Rev that has very little HP. Koi NEEDS to kill the new REV. - Damage hitbox needs to last longer (trail of fire?) - Damage hitbox needs to be bigger
Dash Slash	Skill 2	Rev dashes forwards, slashes his blade, and fires out a wave of bullets. 	More bullets + variation of bullets per slash. Every time rev performs this attack, the following bullet pattern is random out of three.

Uppercut	Skill 3	Rev uppercuts up, and when he slams down he lets out a wave at bullets. 	Currently virtually the same as dash slash. - The uppercut itself should do something - If Koi gets hit by the uppercut, she takes 25 damage from uppercut, gets stunned, forced to take another 25 from the bullets. - The bullet pattern should be different (bigger bullets / 2 waves of bullets) - One wave on uppercut, second wave when he falls back down. - One wave on uppercut, bullets boomerang back when he falls down - Bullet pattern should come out even faster (frame perfect dodge) Same bullet pattern pool as slash
Spin AOE	Skill 4	Rev creates a ring of bullets that expand out. 	Attack is fine in terms of speed. Just give him more bullets? Maybe even two waves of bullets when he gets low HP.
Parry	Skill 5 (Defense)	Rev enters a parrying stance. Attacking rev during this phase	Rev should be able to attack / perform abilities during

		allows him to deflect your bullet back at you. 	'parrying state' Rev's parry should be more impactful / do more. It should be guaranteed damage.
Slash	Skill 6	Rev dashes at Koi and does a melee attack with his sword 	Koi can currently just walk away to dodge it. Rev's attack hitbox should be bigger and he should dash further. He can even teleport?
Ultimate			Ultimate is good. Rev minimum HP should be set to 2000 Is the range unlimited? If so, make the effect bigger. Spawns a clone rev at the end.

NEW ABILITIES:

Name	Type	Phase	Description	Reference
Clone	Passive		Every time Rev hits an ability, he spawns a temporary clone at his	

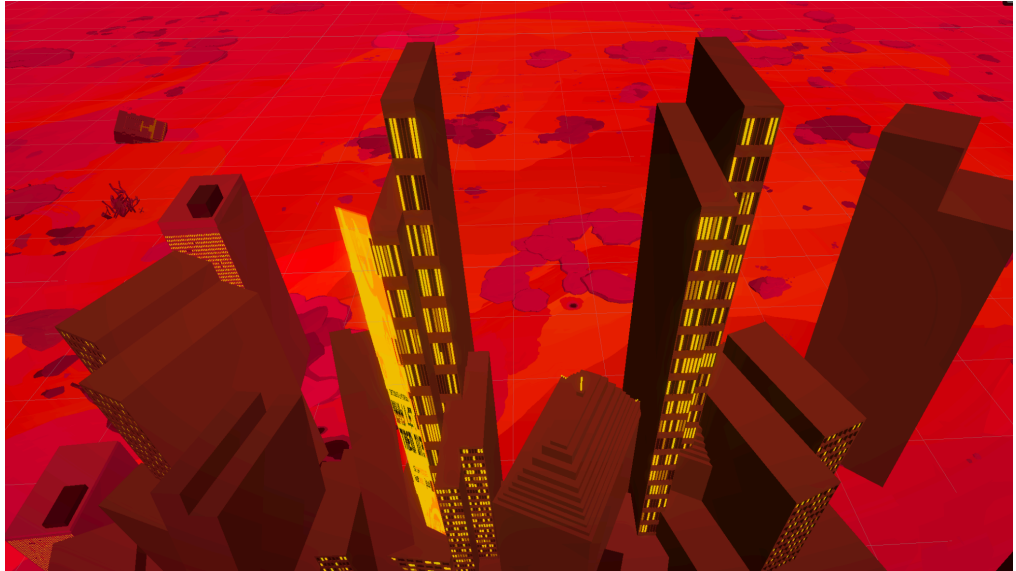
			location that performs a random ability before disappearing	
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- ☐ Create bullet pattern sketches for YJ
- ☐ Create SFX list for telegraph things
- ☐ List of art assets we have and assets we need
 - ☐ 2 new grass tiles with variation
 - ☐ Garden decoration assets

☐ Lantern



- ☐ X3 different engraved rock assets
- ☐ Tree stump
- ☐ Detailed tops of buildings — assets (Richard)



- ☐ Create a new background / skybox?
 - ☐ Make the map outdoor with an open skybox
- ☐ Balancing current abilities

“Rev” — Alpha

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Name	Type	Phase	Description	Reference
Paint it, Red	Skill 1 (Ranged control)	1	Rev dashes repeatedly, leaving behind sword trails that linger for a second before activating and dealing damage. Koi needs to dodge them by zigzagging based on the order of appearance. Good timing can also allow Koi to hit Rev at the end of his dashes. The sword trails can be compared to the sniper trails.	Boss from YJ's game +undertale (Sans gastro cannons)
Art of War	Skill 2 (Melee + Ranged control) Functions as base melee	1+2	Rev unleashes a sequence of melee slashes with his katana and moves forward with each slash.	Nago combo from GGST: Combo

			Something like: Close slash, Stab, Long slash, Low slash, high slash, etc. It will be a <u>set combo</u>, so Koi can memorize the pattern and dodge accordingly  1: Rev slashes up. 2: Rev brings the blade back down and performs a spin attack 3: Rev follows up into a downwards slash 4. Rev does a somersault into a second downwards slash 5. Rev brings his sword up in an upercut 6. Rev slams his sword down to create an AOE.	
Parry	Skill 3 (Defense)	1+2	Literally a parry. Rev can, at any point, enter a 'parrying state' where if Koi attacks him, Koi will do no damage and Rev performs an undodgeable attack with his blade. The point is to discourage Koi from just spamming an LMG on him. Rev enters Aeth Surge if he hits the parry. If Koi does not attack Rev, Rev will exit parry and stance and the fight will go on as usual. Tip: Koi can hit Rev from <u>behind</u> during parry stance by slowing down time, sandevistan style, and dashing behind him.	Tsushima perfect parry

			Deflection?	
Terror Horizon	Ultimate (Defense + command grab)	1	Rev sheathes his blade and enters a parry stance. If Koi attacks, Rev will parry as normal and activate Aeth Surge; Rev will also exit parry stance if not attacked. HOWEVER. If Koi goes behind Rev and attacks him (as players have now learned to do) Rev uses Koi's speed against her and command grabs her, throwing her to the ground. Rev then immediately performs a wide sweeping attack. This attack is DODGEABLE, but must be frame-perfect. Rev activates Aeth Surge if his ultimate hits. Additionally, Koi will lose access abilities for a few moments. The idea is to surprise players who thought they could just go behind Rev and attack him. Players never know when he will perform a backslash, keeping players on their toes.	Adam using David's speed against him: David v Adam Sombra hack OW1
Aeth Vein	Skill 4 (Bullet Time)	2	Rev slashes his own arm, injecting pure Aeth in the ground. A vein-like network of glowing cracks spreads outward in a small radius (e.g. 5 meters)	 [10/27 PB... League - Singed W
Paint it,	Skill 5 (Ranged)	2	Rev performs Paint it, Red,	Same

Red(er?)	control)		but with more sweeping strikes. The sword trails are much larger and activate faster. Rev also teleports now, making it impossible to hit him mid dash. Rev activates Aeth Surge	reference, just bigger and faster.
Void Blade	Skill 6 (Aura)	1+2	Rev focuses for a split second, leaving him vulnerable. Rev's next basic skill also fires projectiles from his blade. Rev activates Aeth Surge.	Genji stadium dragonblade power-up Or reinhart earthshatter firestrike powerup
The Rising Sun	Ultimate (Projectile + Wipe mechanic)	2	Rev imbues his blade with aeth and rises above the map, performing a devastating projectile attack. The projectile spans THE ENTIRE ARENA. Koi can only dodge it by hiding behind an <u>obstacle</u> . However, the attack also deals damage to obstacles, so letting Rev get his ult off too many times will remove all obstacles off the map, leaving Koi defenseless. Rev activates Aeth surge. Usually by the 3rd ult, Rev has a guaranteed hit.	Elden beast swings — Imagine this but LARGER and undodgeable Also destiny 2 'light fading' mechanic. A boss can just instakill you if you let it live for too long
Aeth Surge	Buff/Debuff	1+2	Rev injects Aeth, increasing attack speed by 30% but slowly draining HP. Rev also gains lifesteal when he has this buff, so he can make back the HP lost while further discouraging KOI from being hit.	

