

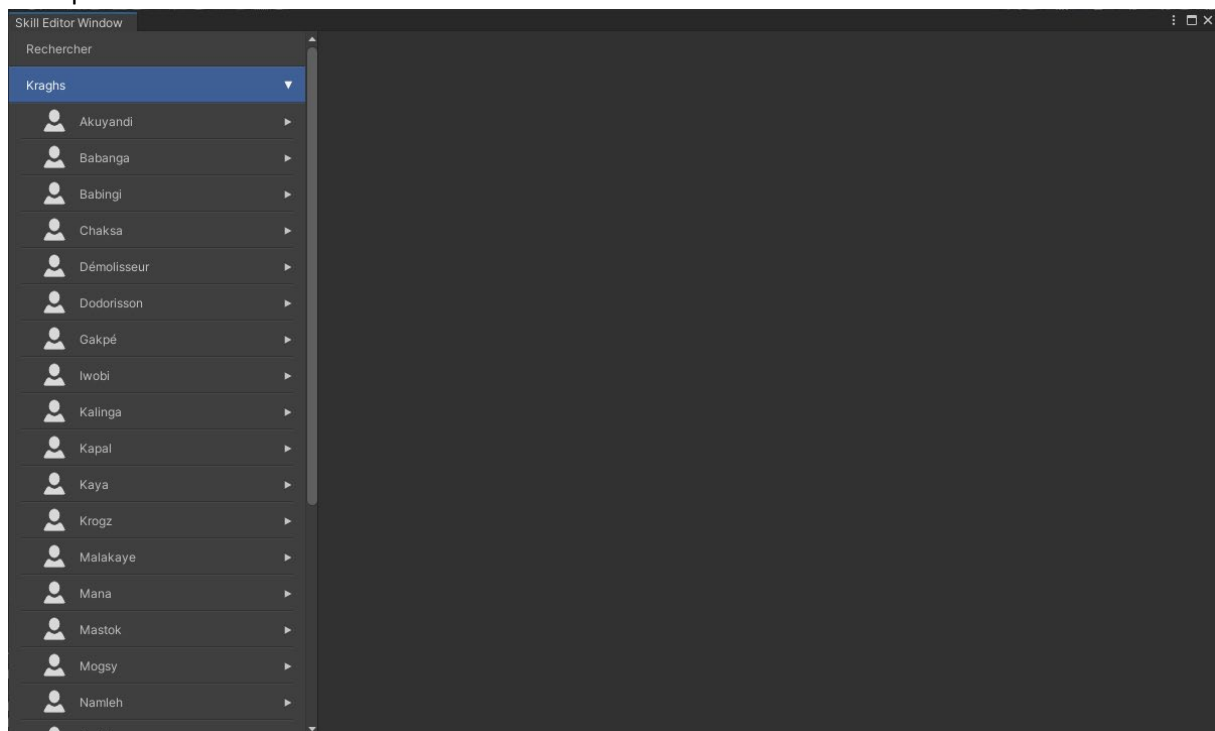
	NOARA – THE CONSPIRACY	Version n°16
	Internal documentation: Skill setting	Last edited : 14/12/2022

I. Goal

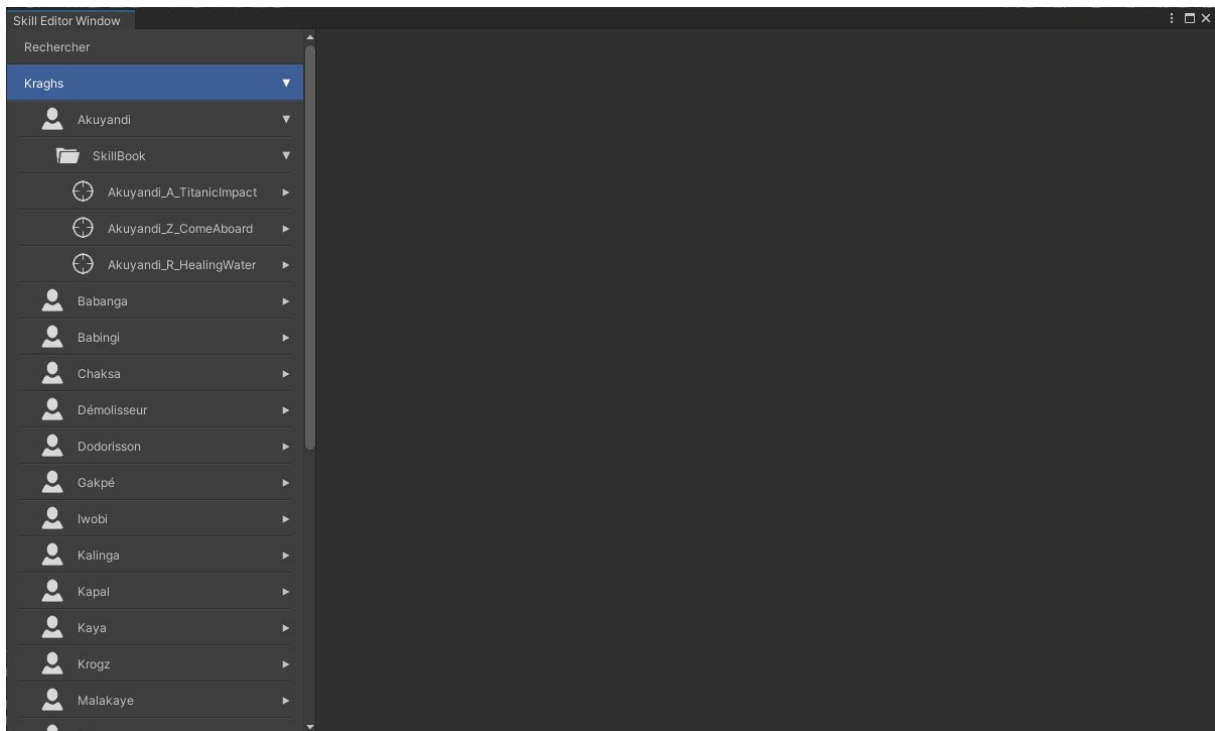
The goal of this documentation is to learn how to edit settings on skill to test new skills, fix some bugs, or balance the game by editing things such as damage, range, etc.

II. Skill setting

1 – Open the Skill Editor in “Noara > Editor > Skill Editor”.

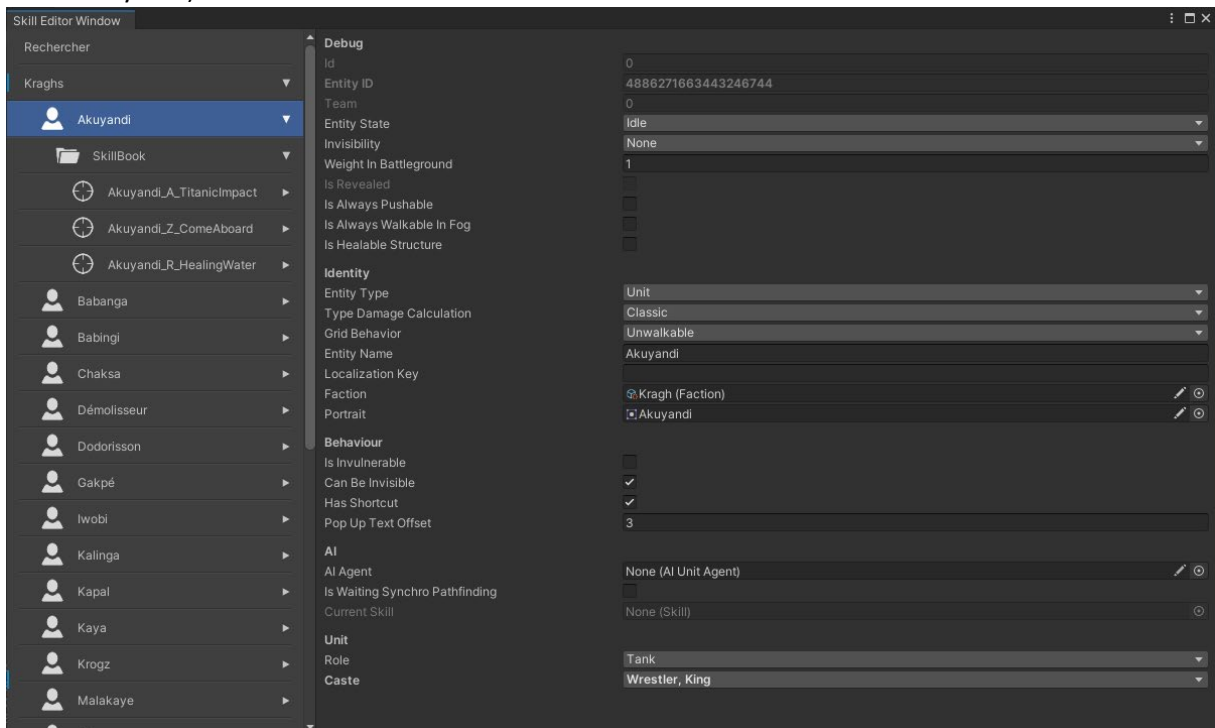


In this window, you can find every unit in the game. By clicking on a unit, you'll have access to its Skillbook which contains the unit's skills:



Please note that due to a bug, the passive skill is not included in this window. I'll explain later how to edit passives.

2 – The first thing we can modify is everything regarding the unit. To do so, click on a unit (example here: Akuyandi).



I'll list below everything you can modify:

Debug

- Entity State: Base state of the entity. Must be set to "Idle".
- Invisibility: Base invisibility state of the unit. Set to "None" in most case, can be set to "Invisible" if the unit starts the game invisible.
- Weight in Battleground: The amount of space the unit uses in the 8 units limit. Set to 1 for all units.
- Is Always Pushable: Whether or not the unit will always be pushed and never push. Set to false for units.
- Is Always Walkable In Fog: Whether or not the unit will be an available walkable tile when hidden in fog. True => The unit tile will be considered "Free" when invisible. Set to "False" for most units, "True" for structure such as Stronghold or chests.
- Is Healeable Structure: Only relevant for structures so set it to False.

Identity

- Entity Type:
 - o Object: Item on a tile that occupies the tile.
 - o Unit: Units. Set to this for units.
 - o Relique: Used for stronghold only.
 - o Item: Item on a tile that doesn't occupies the tile (ex: traps)
 - o Structure: Structure (solid objects, can't be pushed)
- Type Damage Calculation:
 - o Classic: Default, unit takes damage inflicted. Set to this for units.
 - o Point: Units takes 1 damage each attack. Used for items or objects that must be damaged X times before dying.
- Grid Behavior:
 - o Unwalkable: Is not a walkable tile when visible. Set to this for units
 - o Walkable: Is a walkable tile when visible.
- Entity Name: Name of the unit (shown to players)
- Faction: The clan the units belong to (Kragh or Adalar)
- Portrait: The sprite used as portrait for the unit. 256x256 image.

Behavior

- Is Invulnerable: Is the unit invulnerable at all times?
- Can be Invisible: Whether or not the unit can be invisible.
- Has Shortcut: Does the unit show in the army bar
- Popup Text Offset: Healthbar/Unit name offset (vertical). Change this for bigger or smaller than usual units.

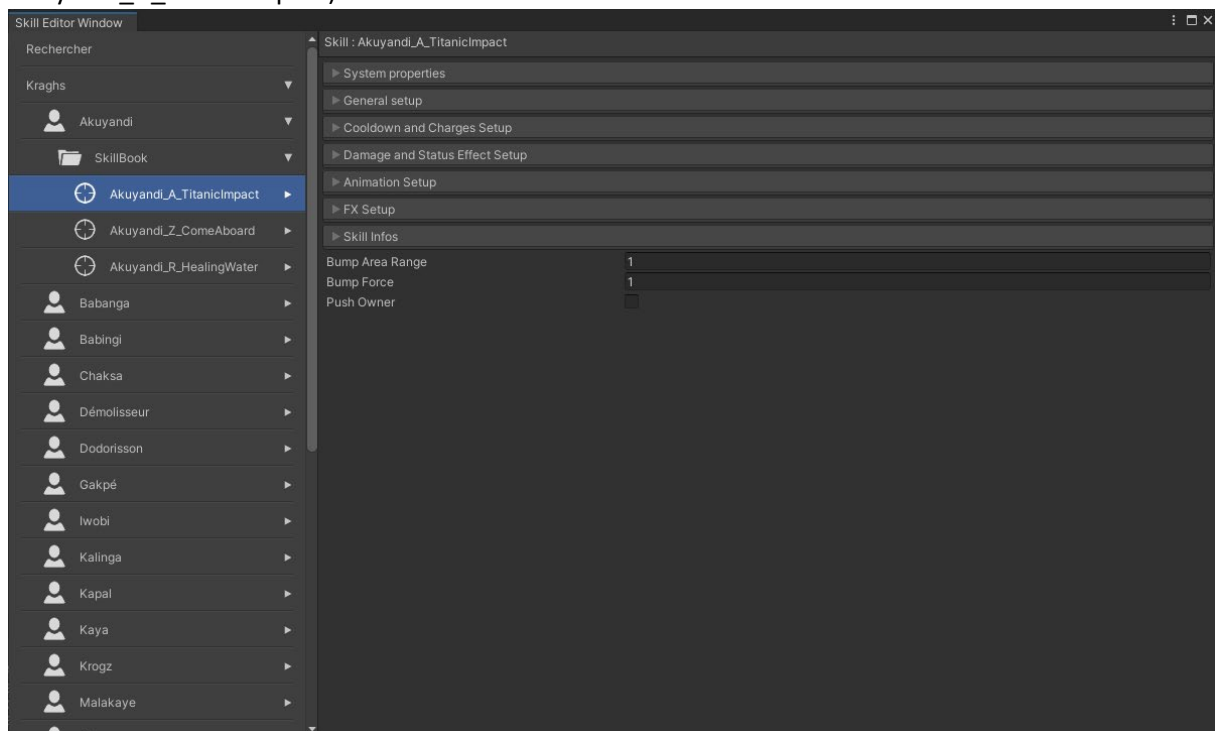
AI

- Nothing to setup here

Unit

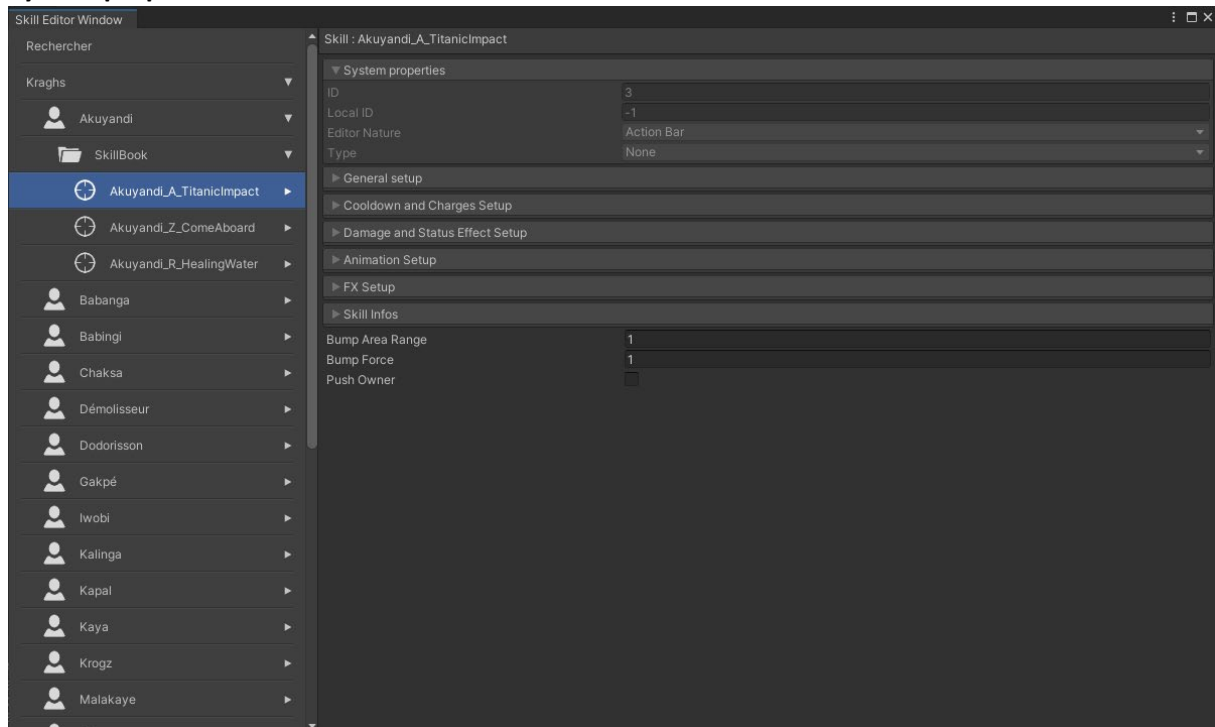
- Role: Role of the unit (tank, healer, bruiser). Only used for indication purpose to players.
- Caste: Which caste the unit belong to. Up to 3 different one.

3 – You can then start modifying the unit skills. To do so, click on one of its skills (example: Akuyandi_A_TitanicImpact)



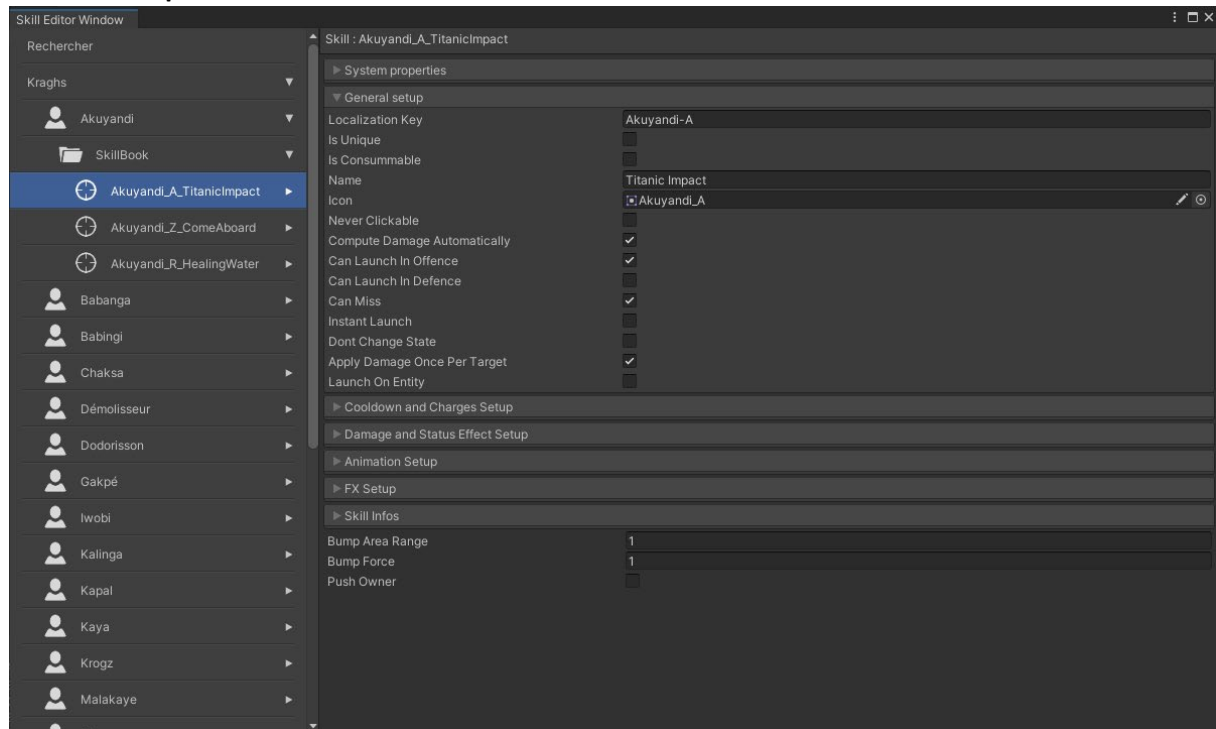
Here, there are a lot of things you can modify. I'll list all you can edit below:

System properties



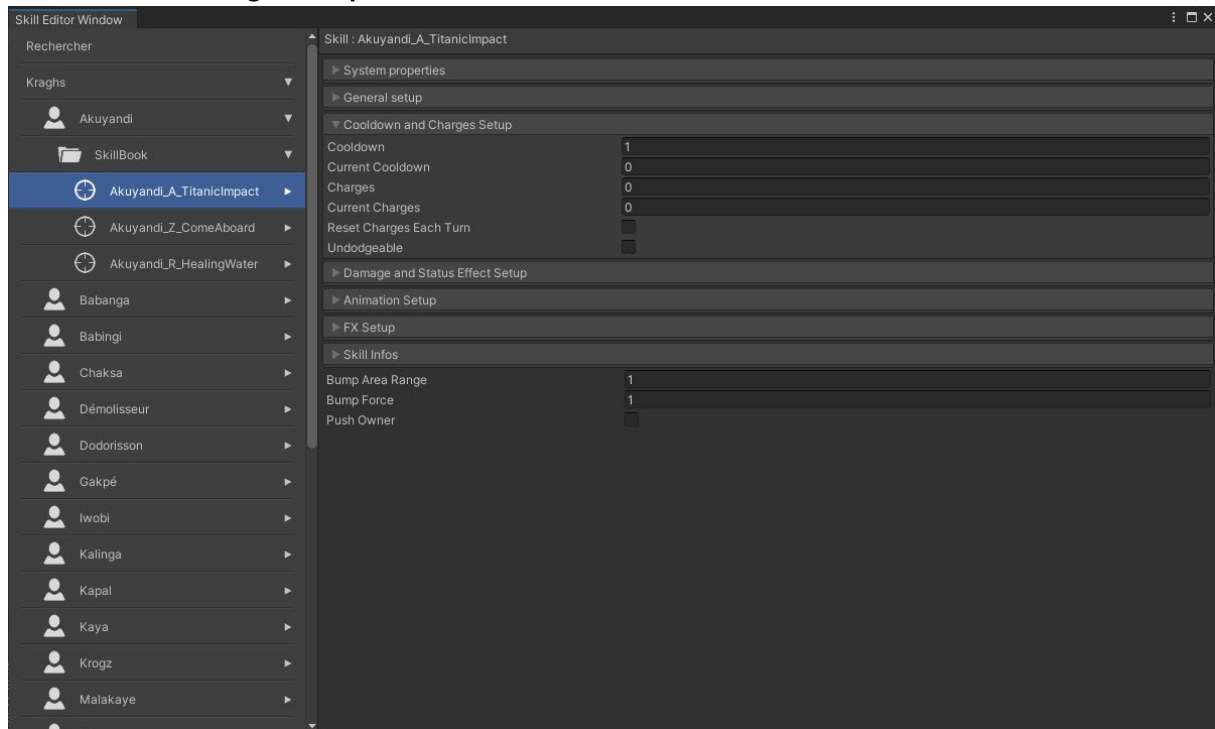
Nothing to touch here

General setup



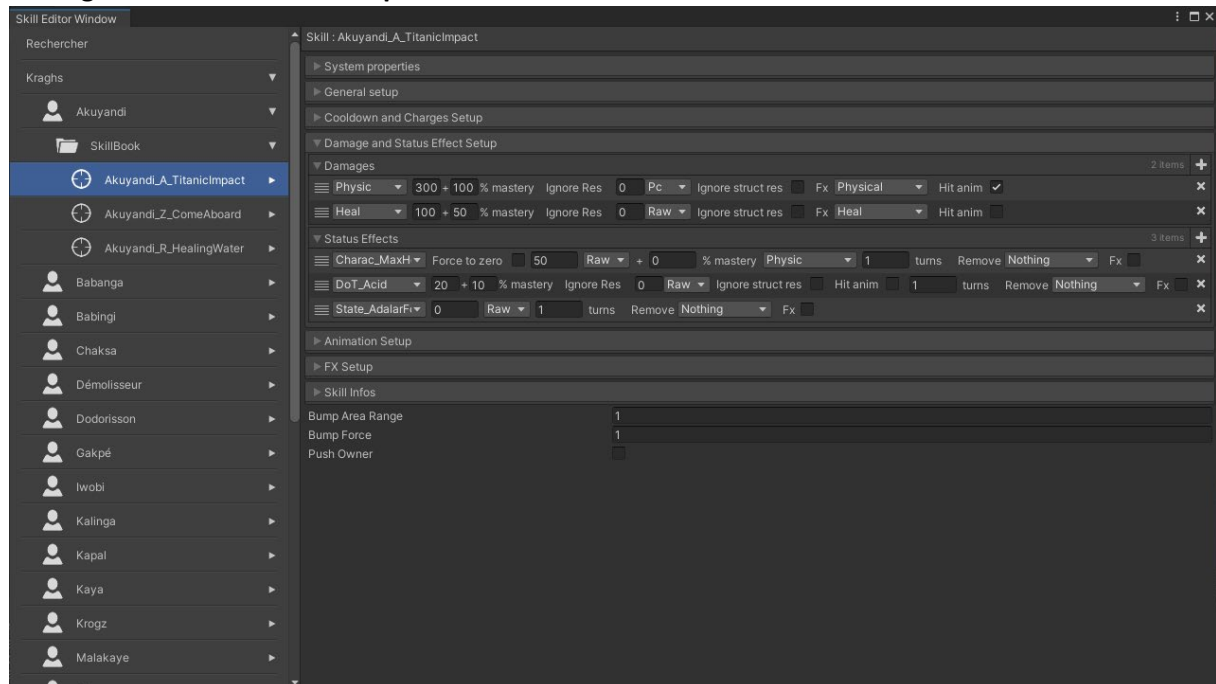
- Localization Key: The localization key for the skill. Follow these rules : "UnitName-SkillShortcut"
- Is Unique: The unit can only have one of this skill. Used for unique items, not for skills.
- Is Consumable: The skill is consumed once used. By default, only used by items such as healing potions.
- Name: Name of the skill. Not shown to players.
- Icon: Icon of the skill. 256x256
- Never Clickable: The skill can't be clicked or used. Used for passive skills only.
- Compute Damage Automatically: Let the game use the default damage formula for damage calculation. Used for most of skills, only edited by developers. Don't touche that.
- Can Launch In Offense: Whether or not the skill can be used in Offensive turns.
- Can Launch In Defense: Whether or not the skill can be used in Defensive turns.
- Can Miss: Whether or not the skill can miss when blinded.
- Instant Launch: Whether or not the skill show the grid before launching. True => The skills launch instantly without showing the grid. Used for skills launched on the unit directly (such as buff) or around it (aoe around the unit).
- Don't Change State: Don't touche that.
- Apply Damage Once Per Target: Used for AoE skill or projectiles. If set to true, the same skill/projectiles can't damage two times the same target even if it touch it multiple times.
- Launch On Entity: The skill is launched directly on the entity.

Cooldown and Charges Setup



- Cooldown: The skill cooldown. 1 minimum or the skill can be used an infinite amount of time per turn.
- Current Cooldown: The current cooldown of the skill. Only modify that if you want the skill to be on cooldown when starting the game.
- Charges: Number of stacks the skill has. By default 0. If more than 0, the skill can be used multiple times each turn.
- Current Charges: The current number of stacks. Change it if you want the skill to start with a different number of stacks than the number of stacks (ex: skill has 2 stacks but starts with 0)
- Reset Charges Each Turn: Whether or not the stacks reset each turn. Used for global game stacks (ex: 5 times in the game) or turn stacks (2 times each turn).
- Undodgeable: Deprecated

Damage and Status Effect Setup



Used to setup the damage and status effects applied by the skill.

You can add as many damage or status effects line as you want.

For damage line you have, from left to right:

- Damage type:
 - o Physic: Used for physical damage
 - o Elemental: Used for elemental damage
 - o Heal: Used for heals
- Amount: Amount of healing or damage done.
- Ratio: Physical/Elemental mastery ratio for the skill. A ratio of 100% means for each Mastery point the unit has, the skill does 1 more damage.
If Damage type is Physic, mastery is physical, if Damage type is Elemental or Heal, mastery is elemental.
- Ignore Res: Amount of resistances ignored by this damage line
- Ignore Res Type:
 - o Raw: The amount of Ignore Res is raw (5 = 5 resistance ignored)
 - o Pc: The amount of Ignore Res if in % (5 = 5% resistance ignored)
- Ignore structure res: Whether or not the skill should ignore 100% of structure resistance.
- Fx: The FX that should spawn with the damage line. Rules for this is:
 - o If the skill has no status effect, apply the Damage Type FX (Physical => Physical)
 - o If the skills has a base status effect (Burn, Bleed, Stun), apply the Status Effect FX.
- Hit anim: Whether or not the unit getting hit should do a hit animation. For example, you should uncheck it for heal lines.

For status effect line, you have 3 types of status effects:

Characteristics boost: (first line in the screenshot)

- Status Effect Type: Which characteristics is boosted (here it is "Charac_MaxHealth")
- Force to zero: Force the characteristics to 0 even though the unit has some buff (can be used for example if a skills reduces velocity to 0).

- Amount: Amount of that characteristics buffed. Use negative values for debuff.
- Amount Type:
 - o Raw: The amount is raw (100 means +100 for the characteristic)
 - o Pc: The amount is in % (100 means +100% for the characteristic)
- Mastery ratio amount: The ratio used to boost the characteristic in %. 100% means that for 1 mastery, the characteristics is buffed by 1 more.
- Mastery ratio type: Physic or Elemental. Which mastery is used to boost this characteristic.
- Number of turns: Number of turns the buff stays. -1 means infinite.
- Remove: List of actions that can remove the buff/debuff. Can be:
 - o Nothing: Nothing can remove it apart from time
 - o Purge: Removed if purged
 - o Attack: Removed when the unit attacks
 - o Move: Removed when the unit moves
 - o LaunchSkill: Removed when the unit launch a skill
 - o AttackDirect: Removed when the unit takes a direct hit
- Fx: Whether or not the status should spawn a FX.

DoT: (second line in the screenshot)

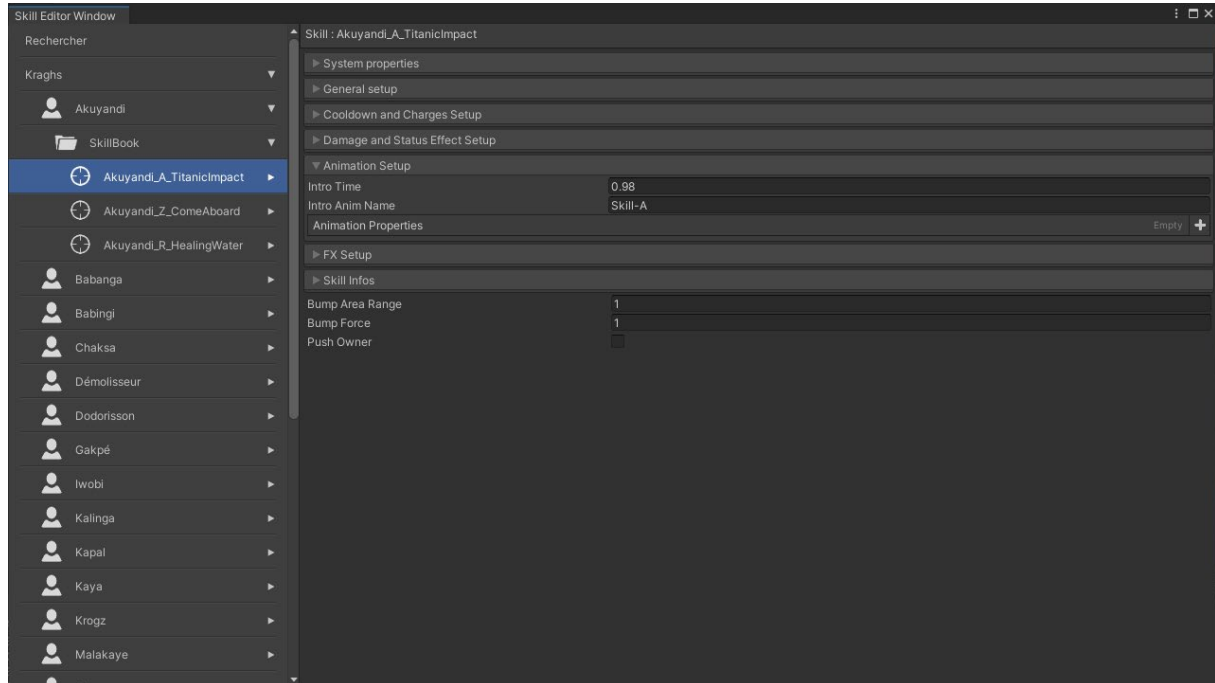
- Dot Type: Which dot is applied (here "Dot_Acid")
- Amount: Amount of damage done each turn.
- Ratio: Physical/Elemental mastery ratio for the skill.
If Damage type is Physic, mastery is physical, if Damage type is Elemental or Heal, mastery is elemental.
- Ignore Res: Amount of resistances ignored by this damage line
- Ignore Res Type:
 - o Raw: The amount of Ignore Res is raw (5 = 5 resistance ignored)
 - o Pc: The amount of Ignore Res if in % (5 = 5% resistance ignored)
- Ignore structure res: Whether or not the skill should ignore 100% of structure resistance.
- Hit anim: Whether or not the unit getting hit should do a hit animation.
- Number of turns: Number of turns the dot stays. -1 means infinite.
- Remove: List of actions that can remove the dot. Can be:
 - o Nothing: Nothing can remove it apart from time
 - o Purge: Removed if purged
 - o Attack: Removed when the unit attacks
 - o Move: Removed when the unit moves
 - o LaunchSkill: Removed when the unit launch a skill
 - o AttackDirect: Removed when the unit takes a direct hit
- Fx: Whether or not the status should spawn a FX.

State: (third line in the screenshot)

- State Type: Which state is applied (here "State_AdalarFortress")
- First box is unused, let it to 0
- Second box is unused, let it to Raw
- Number of turns: Number of turns the state stays. -1 means infinite.
- Remove: List of actions that can remove the state. Can be:
 - o Nothing: Nothing can remove it apart from time
 - o Purge: Removed if purged

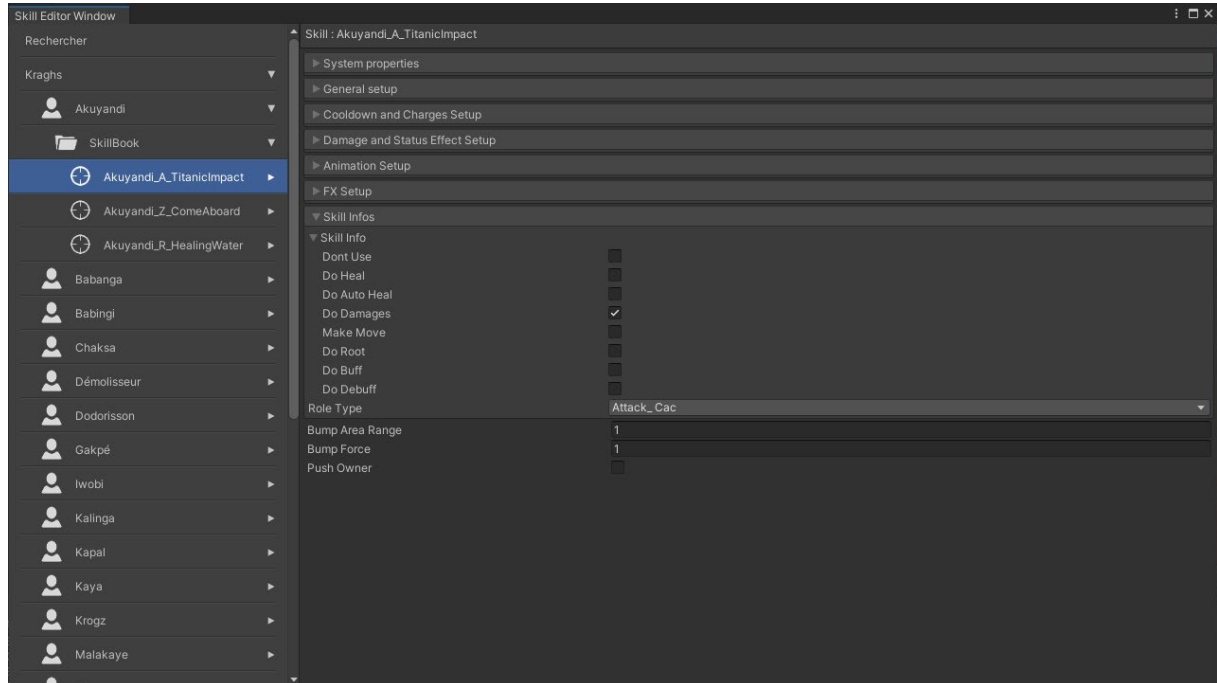
- Attack: Removed when the unit attacks
- Move: Removed when the unit moves
- LaunchSkill: Removed when the unit launch a skill
- AttackDirect: Removed when the unit takes a direct hit
- Fx: Whether or not the status should spawn a FX.

Animation Setup



- Intro Time: Time between the launch of the skill and the application of damage/status effect. Used to fit the animation
- Intro Anim Name: Animation trigger used for the skill. Can be changed to change the skill animation.

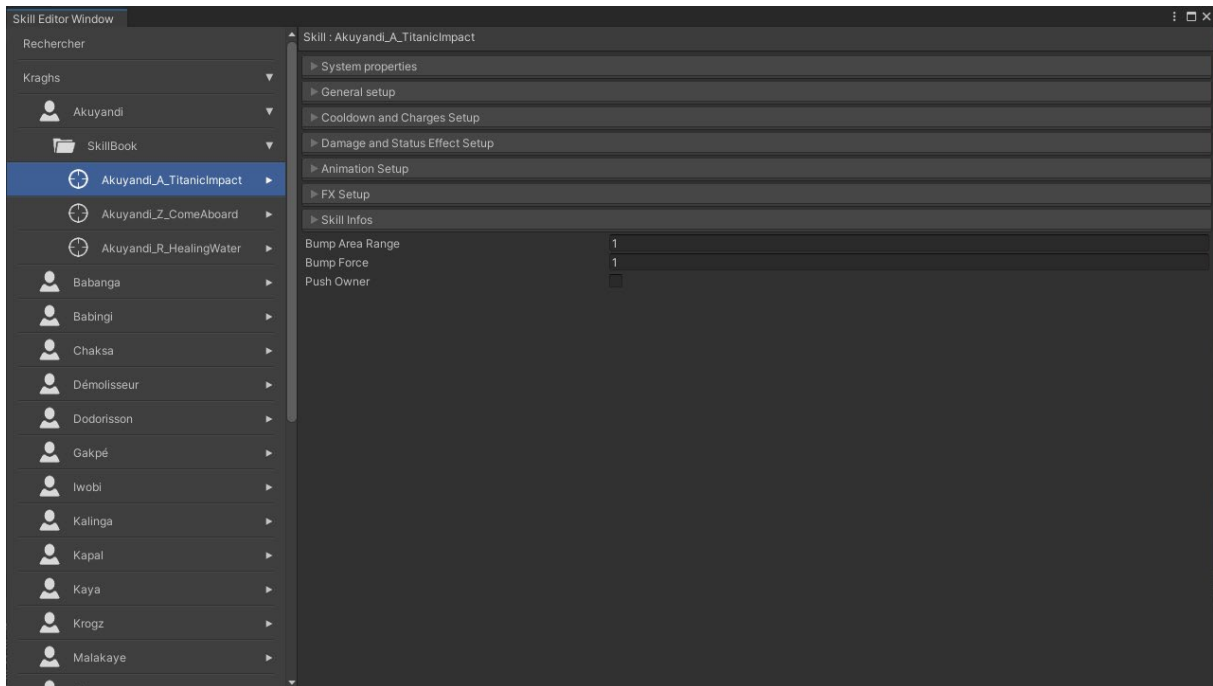
Skill infos



Used for AI to know what the skill does.

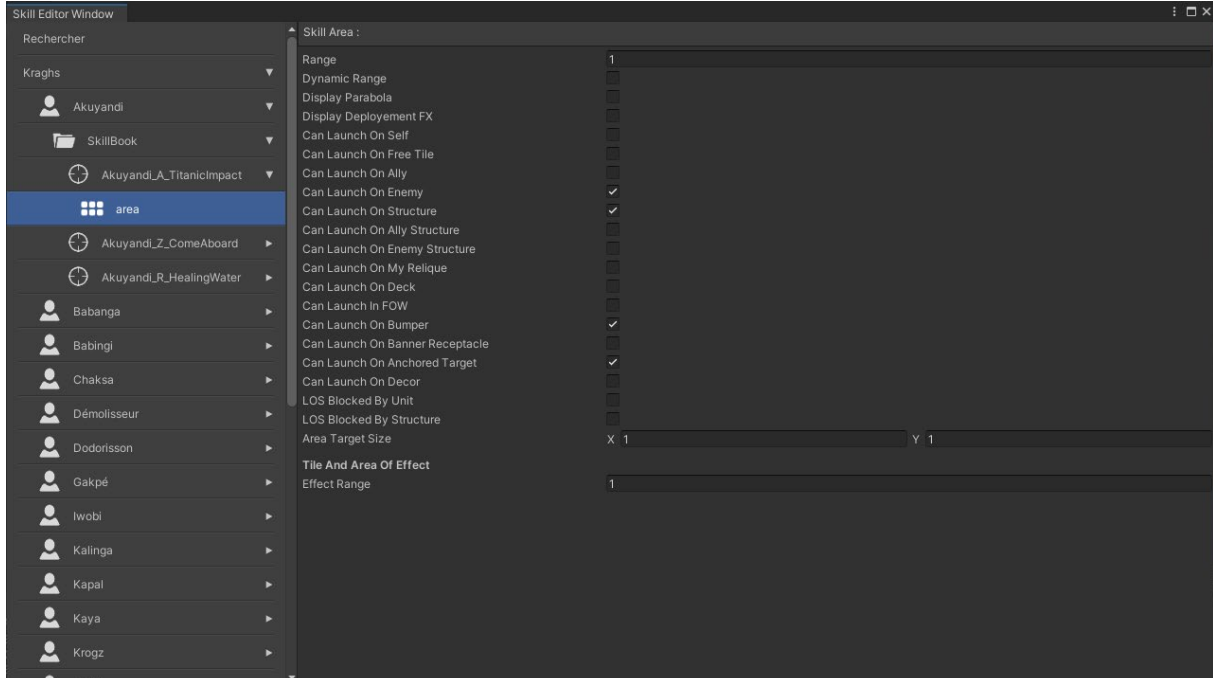
- Don't Use: Tell the AI not to use this skill.
- Do Heal: The skill is a Heal.
- Do Auto Heal: The skill is a Self Heal
- Do Damages: The skill is a damage skill
- Make Move: The skill is a moving skill
- Do Root: The skill root
- Do Buff: The skill is a buff
- Do Debuff: The skill is a Debuff
- Role Type: Attack_Cac (for range = 1) or Attack_Range (for range > 1)

Additional informations



Everything below what we just saw is some additional skill informations that are SPECIFIC to a skill. For example, this skill has 3 additional informations. Please refer to the specific skill documentation to know what they're modifying.

Area setup



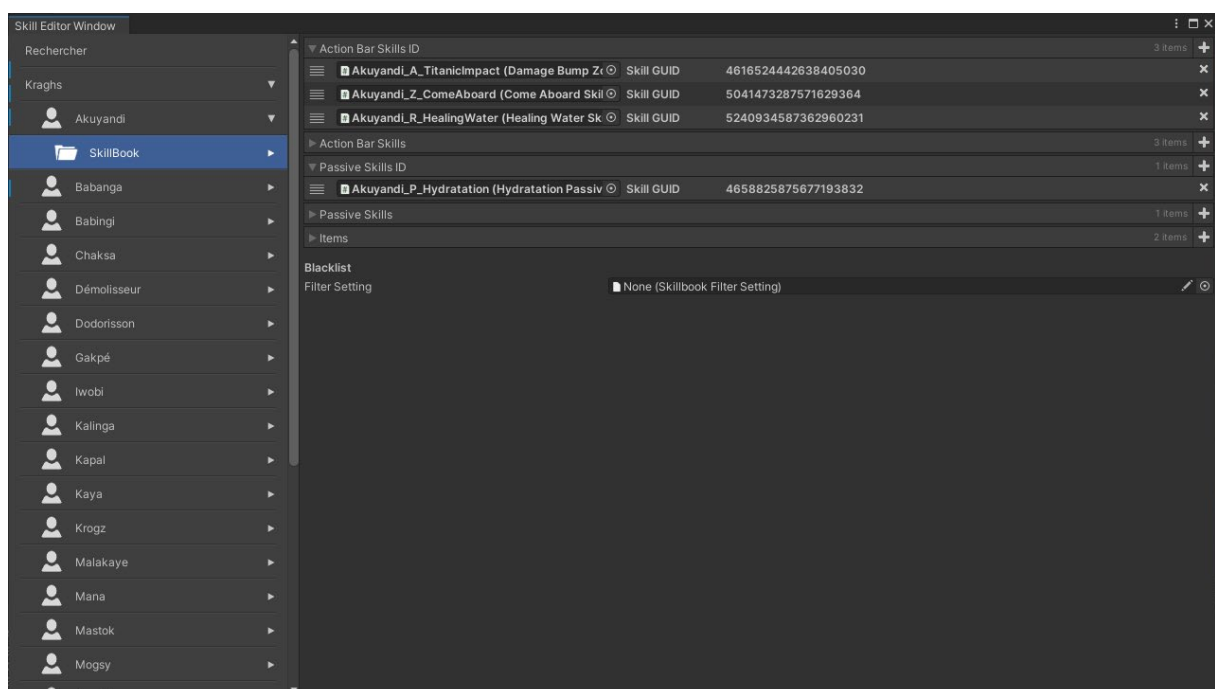
Finally, by getting one layer down the skill, you have access to the Area settings. This setting modifies the range of the skill, and where/on which unit it can be launched.

- Range: Range of the skill in tiles.
- Dynamic range: Whether or not the skill should have a dynamic range based on the unit's strength (10 strength = 1 more tile).
- Display Parabola: Display the parabola FX. Used for skills launching projectile from above.

- Display Deployment FX: Display the deployment FX (an arrow on the tile)
- Can Launch On Self: The skill can target the launcher's tile
- Can Launch On Free Tile: The skill can target a free tile
- Can Launch On Ally: The skill can target an ally unit tile
- Can Launch On Enemy: The skill can target an enemy tile
- Can Launch On Structure: The skill can target a structure tile
- Can Launch On Ally Structure: The skill can target an ally structure tile
- Can Launch On Enemy Structure: The skill can target an enemy structure tile
- Can Launch On My Relique: The skill can target the player's stronghold
- Can Launch On Deck: The skill can be used in the player deck (used for passive that are launch every turn for example)
- Can Launch In FOW: The skill can be used on a tile in the fog of war
- Can Launch On Bumper: The skill can be used on a bumper tile
- Can Launch On Banner Receptacle: Deprecated
- Can Launch On Anchored Target: The skill can be launched on an anchored target
- Can Launch On Decor: The skill can be launched on a not playable tile
- LOS Blocked by Unit: The Line of Sight is blocked by units
- LOS Blocked By Structure: The Line Of Sight is blocked by structures
- Area Target Size: The size of the area the skill targets. 1x1 means it target 1 tile, 2x2 it targets a 2x2 tile area.
- Effect Range: The range of the effect, unrelated to the Area Target Size. A Effect Range of 1 means it only affect the targeted tile. An effect range of 2 means it target the targeted tile and all tiles around it.

III. Switching a skill

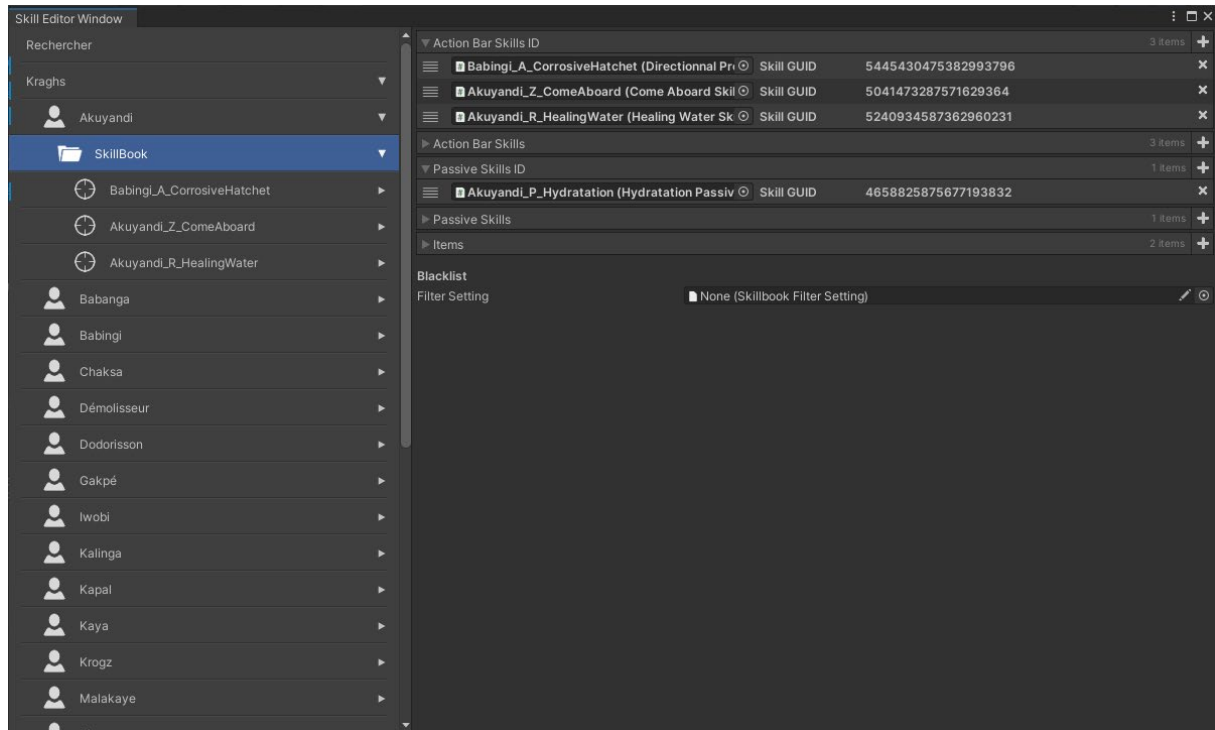
You may want to switch a skill with another for test purpose. To do so, click on the SkillBook of the unit.



The unit's skills are displayed here. In "Action Bar Skills ID", you have references to the A, Z and R skills of the unit.

In "Passive Skills ID", you have references to the passive.

To switch a skill with another, you can click on the little circle on the left of the skill and select another one.



Here, I replaced "Akuyandi_A_TitanicImpact" with "Babingi_A_CorrosiveHatchet".

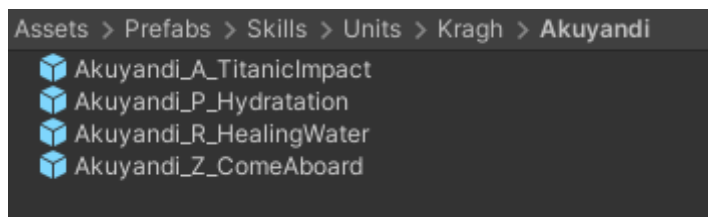
The only thing you need to care about when doing so is the Animation Setup we saw earlier. Make sure the new skill has a valid trigger for the unit.

IV. Editing a Passive skill

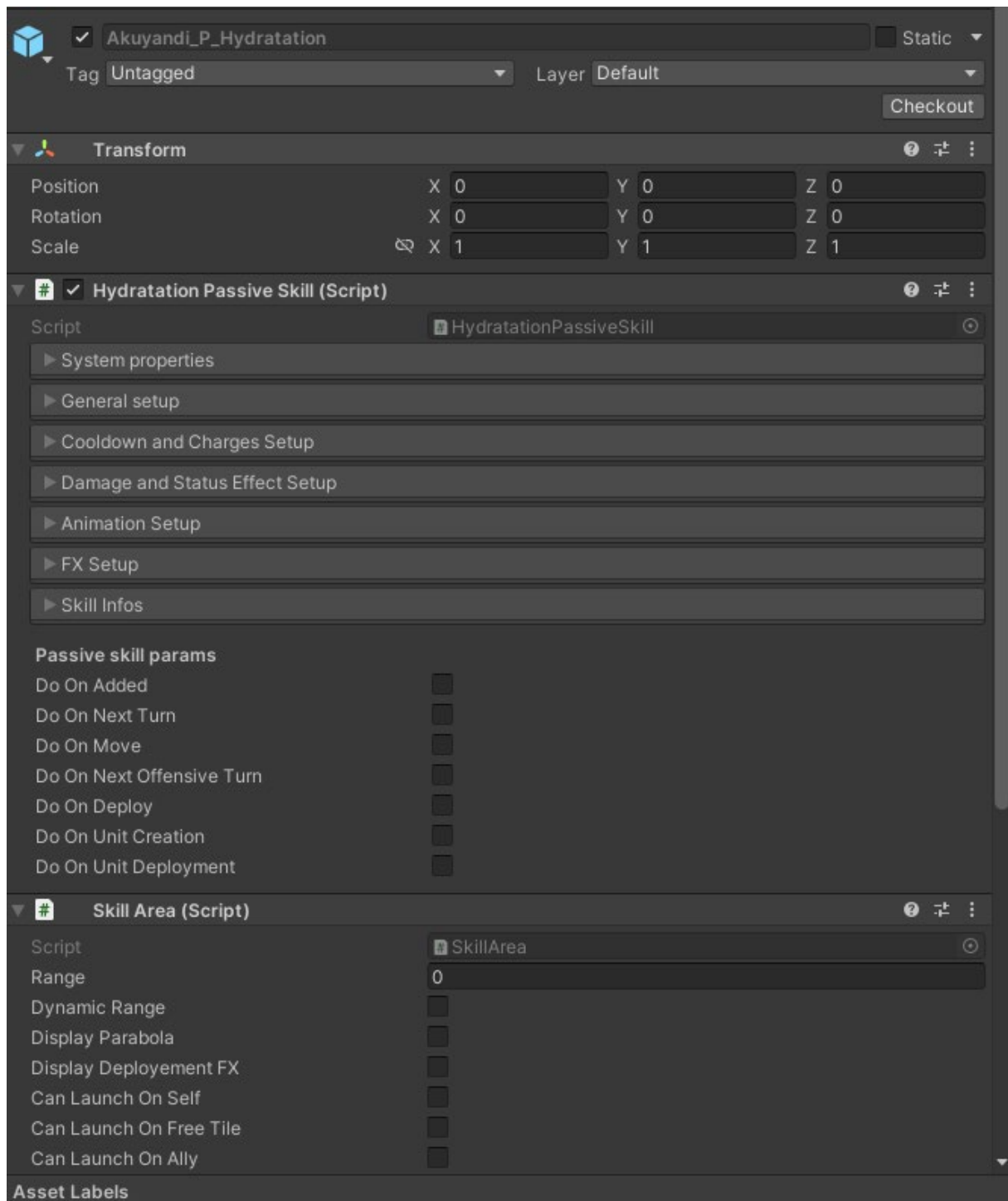
We saw earlier that passive skills were not yet included in this tool. To edit them, you must navigate in the Project to "Assets > Prefabs > Skills > Units > [CLAN] > [UNIT]".

For example, to modify Akuyandi's Passive, you go to "Assets > Prefabs > Skills > Units > Kragh > Akuyandi".

Here, you can find the skill's prefab. The passive is labelled [UnitName]_P_[SkillName].



By clicking on it, you find on the Inspector panel all the same informations as we saw before in the tool.



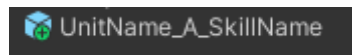
You can modify the settings here, and they'll be applied automatically.

V. Creating a new skill

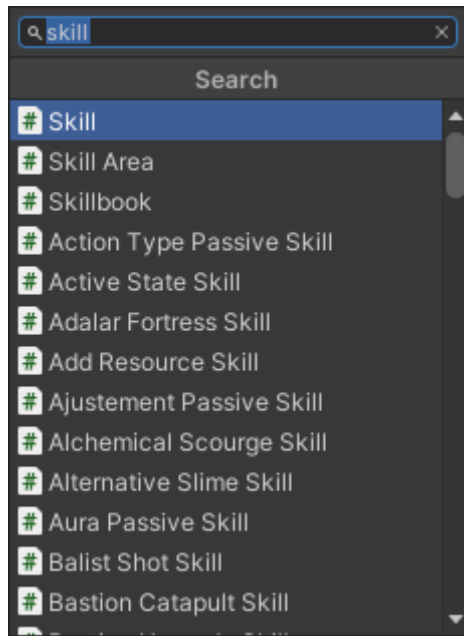
Sometimes, you might want to create a brand new skill to prototype some new units.

To do so:

1 – Right click in the Project view, Create > Prefab. Name it UnitName_Skill_SkillName (example: Guttsie_Z_FromAbove)



2 – In the Inspector view, click “Add Component” and type “Skill”. Here, you can add any of the base Skill Component or a specific skill component if you want the skill to work like one of the existing ones.



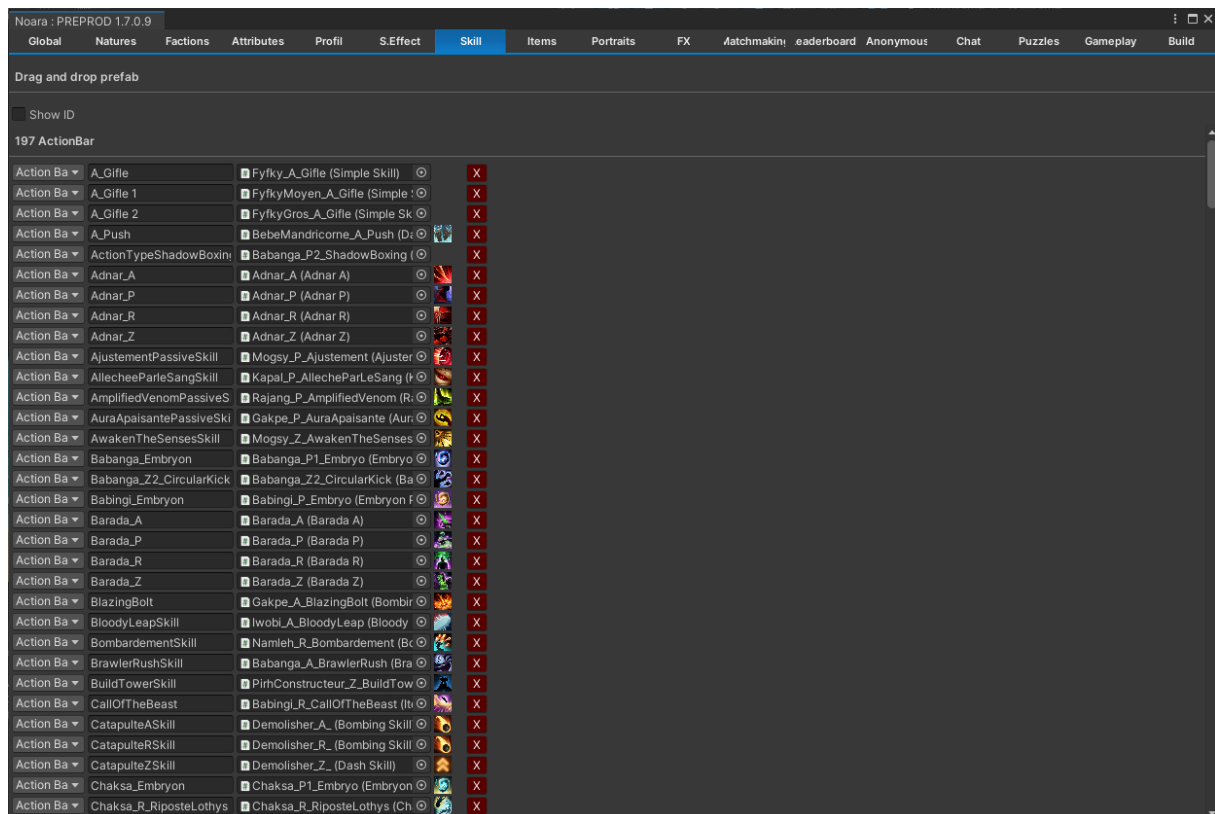
Skills component are as follow:

- Skill: Basic skill. Can do damage and apply status effect.
- Aura Passive Skill: Passive skill giving buff/debuff around the unit.
- Charge Skill: Skill using a charge.
- Dash skill: Skill using a dash.
- Directional Projectile Skill: Skill using a directional projectile.
- Do Jump To Skill: Skill using a jump movement.
- Give Item Skill: Skill giving item to player.
- Healing Zone Passive Skill: Passive skill healing around the unit
- Move Skill: Skill using a move
- Trap Skill: Skill placing a trap on a tile
- Item Skill: Skill placing an item on a tile
- Object Skill: Skill placing an object on a tile
- Spawn Entity Skill: Skill spawning an entity

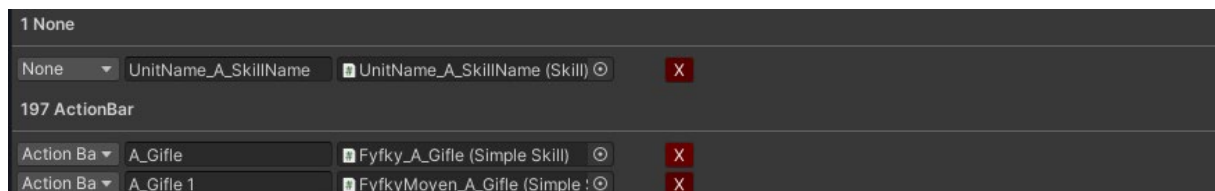
If none of those fits, and none of the existing one fits, the skill must be developed.

3 – When adding a Skill Component, an Area component is automatically added

4 – Now, you have a working skill. We need to add it to the skill references list. To do so, open the Core Setting in Noara > Core Editor and navigate to the “Skill” tab.



Drag & drop the prefab you just created in the list. It should show above everything else like so:



Then, click on “None” and select what kind of skill it is:

- Action Bar: Unit skills
- Item: Item
- Relique: Stronghold skill
- Caste: Caste skill
- Booster: Booster

5 – Then, you can attribute this skill to any unit you want as seen above, and modify its setting.

Note that creating a caste skill, an item skill, a stronghold skill, a booster or a unit skill is using the same base components. Using this method, you can create any of the above.