

Weapon, Ship, and Enemy Types

Each player ship's weapon has a damage attribute: Kinetic, Energy, Nuclear, and Void. These attributes coincide with the types of enemies to the north, east, south, and west of the central arena. Each weapon will interact with different enemy types, causing more or less damage to the enemies depending on what attribute the weapon has and what attribute the enemy has.

Ship Weapons:

Kinetic: Excelsior, Dragonfly, Corsair

Energy: Spectre, Crusader, Hunter

Nuclear: Juggernaut, Reaper

Void: Nebula, Voidwalker

Kinetic: Kinetic weapons are relatively primitive compared to the rest, using simple metal bullets and either ballistic or magnetic propulsion systems. Due to this, and the energy-type invaders' shields being unable to block physical projectiles, they are 20% more effective against Energy-type enemies. However, they are 20% less effective against nuclear-type invaders. They are equally as effective against Void-type enemies as they are against Kinetic-type enemies.

Energy: Energy weapons fire condensed, superheated beams of either energy or plasma. These weapons are 20% more effective against Void-type enemies, but 20% less effective against Kinetic-types. They are equally effective against Nuclear-type enemies as they are against Energy-type enemies.

Nuclear: Nuclear weapons use radiation and atomic explosions to attack, making them 20% more effective against the biological Kinetic-type enemies. However, they are 20% less effective against Void-type enemies. They are equally effective against Energy-type enemies as they are against Nuclear-type enemies.

Void: Void-type weapons defy all known laws of physics, tearing through reality itself. They are 20% more effective against Nuclear-type enemies. However, the Energy-type enemies' advanced defenses make Void weaponry 20% less effective against them. They are equally as effective against Kinetic-type enemies as they are against Void-type enemies.

Enemies:

There are four groups of enemy types: Kinetic, Energy, Nuclear, and Void. Each of these enemy groups has many enemies that differ in mechanics and designs, from weak cannon fodder to the final enemy flagships.

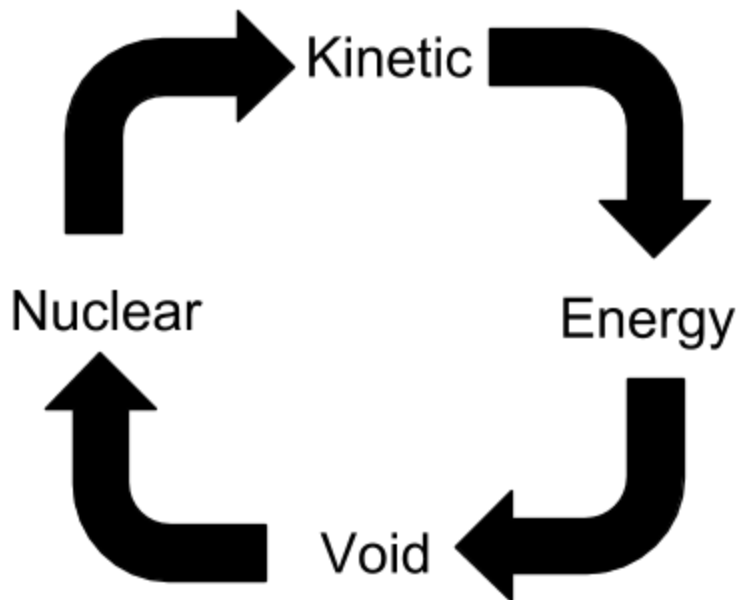
Kinetic: Kinetic-type enemies are biological ships, born and grown from a quite literal mothership. They attack by firing bones and spikes, and operate as a hive mind. They are located to the north of the central space station.

Energy: Energy-type enemies are highly advanced, using thin, lightweight ships that are held together by energy waves and, in some cases, are made up entirely of energy. They attack by firing the very same energy that they are made of. They are located to the east of the central space station.

Nuclear: Nuclear-type enemies are large and bulky, to protect against the massive amounts of radiation in and around them. They attack using radioactive weapons and nuclear warheads. They are located to the west of the central space station.

Void: Void-type enemies look as if they are from another universe, eldritch and nonsensical in their designs. They move and attack by breaking the laws of physics, tearing holes in reality to move and fire at enemies. They are located to the south of the central space station.

Damage Type Graph:



Each damage type is 20% more effective against the enemy type clockwise of it, as well as 20% less effective to the enemy type counterclockwise of it. Eg: Kinetic is 120%

effective against Void, 80% effective against Nuclear, and 100% effective against both Void and Kinetic enemies.