

# Monster Hunter World

## *Playable Monster DLC*

### **General Idea:**

The chance to play your favorite Monsters in Monster Hunter World. Monsters will now be playable for players in "Versus", a PvP game mode. Versus matches will go up to 4 Hunters vs 1 Monster making it a 5 player match.

### **Versus Quests:**

Versus quests is a new option on the board list that allows players to pick their preferred monster. When you pick the monster you join a queue to find hunters. The map will coordinate with the selected monster's origin (i.e. Odogaron - Rotten Vale).



## Monster concept:

Players pick the monster they want to play and get into matchmaking.

Monster playability is similar to that of a normal hunter when it comes to player maneuverability and camera movement.

Mechanics are already present in the monster's A.I. making it easier for combos and attacks to be transferred into "monster terms".

## Attacks:

*Normal attacks*, such as tackles and tail swipes, would work in a similar way as hunter weapons work with simple Y and B attacks as well as combos..

*Special attacks* such as Nergigante's Shoulder Bash or Tzitzu Flash would be selectable like coatings or ammunition on the right window. Players using these abilities can use the aiming reticle.

*Special attacks* would have cooldowns with some having more than 1 charge available. Every time an attack is used, it will initiate a cooldown.

This means you could use that ability three times in a row if you let the ability cooldown three times, each time it *cools down*, one charge becomes available.

Exactly like the Light BowGun LandMines



Charges available

*Ultimate attacks* such as *Nergigante's Dive* would be available through a charging meter. The more damage you take the faster the meter fills up. When the meter is completely filled it will start glowing and give you the option to use your ultimate attack by pressing R2+L2.

Example: POV of the Monster when played / how attacks are selected (bottom right)



*Note: the Camera would not be this close to the Monster...*

## **Movement:**

When moving before being attacked by a hunter, you have to spend a certain amount of time (2 mins) in an area before moving to the next. Invisible barriers would keep the monster inside.

This system in place would prevent monsters from running around the map while the time limit for hunters decreases.

Once you're attacked in a certain area the timer is increased to 5 minutes and the barriers remain.

The invisible walls would expand over other areas to prevent Bowguns and Bows from attacking the monster from the safety of the barriers, making the monster not be able to strike back.

Example of Area limits:



When the timer is over the Monster has 30 seconds to move to another area.

Land Monsters will just walk / run, while flying monsters will do the “take off animations”. While taking off, the monster will not be able to fly freely around the map. The map will appear, and the monster will be able to choose a location. Once selected, the player will land in “auto-pilot mode”.

## **Aggression Stacks:**

Having a player controlling 1 Monster vs 4 Hunters will make it exceedingly difficult for hunters due to the Monster being able to simply focus 1 Hunter.

This is where *Aggression Stacks* come into play.

When played by A.I. the Monster tends to swap focus from one Hunter to another after each attack the Monster throws. Forcing players to attack a target seems unnatural and not fun gameplay wise.

Instead we would encourage the Monster to attack different Hunters through a system called *Aggression Stacks*.

When the Monster hits Hunter n°1 with an attack it does 100% off its damage, but Hunter n°1 now gains 1 *Aggression Stack*, giving him 50% damage reduction.

If the Monster decides to attack Hunter n°1 again it will do 50% off its damage and apply another stack of *Aggression* giving Hunter n°1 a 70% damage reduction.

The Monster then proceeds to attack Hunter n°2 hitting them for 100% of the damage since Hunter n°2 had no Aggressions Stacks prior. This makes Hunter n°1 lose all their *Aggression Stacks*, causing them to take 100% of damage on the next hit they take.

Monster Aggro stacks disappear after 10 seconds of not getting hit.

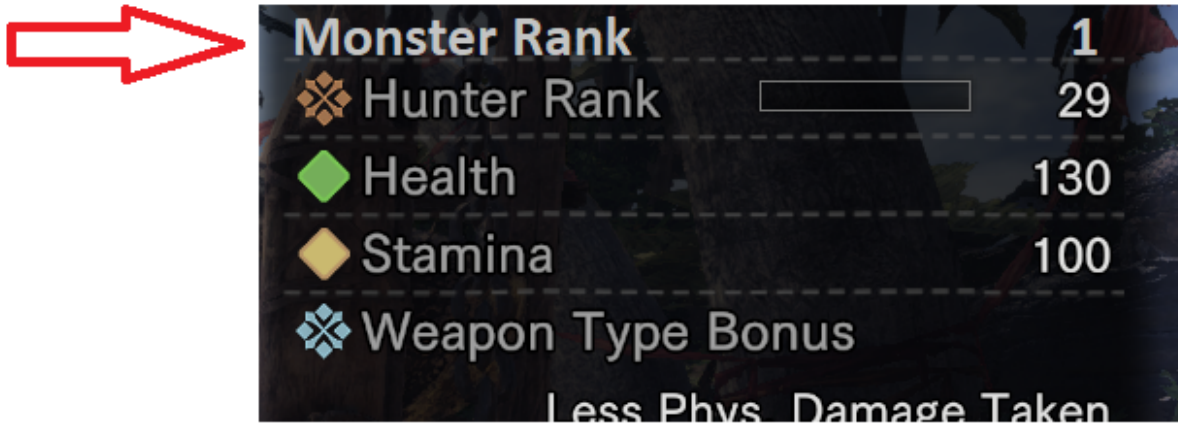
## **Rage Mode:**

After dealing a certain amount of damage to the A.I. Monster, it roars and becomes enraged.

When being controlled by a player a pop up key ( B+Y ) will appear on the screen. When a player hits these buttons, their Monster will Roar and enter Rage Mode.

## Monster Rank:

As you win with a Monster your Monster Rank goes up



When you pick your first monster you start with a small size. As you increase your Monster Rank, you gain access to larger and larger versions of it eventually leading to the golden crown size.

As you increase in Size you also gain more HP to a certain extent.