

# Ideas for Paragon's Future

**Last Updated:** 1:25pm, 22 Jan (Fangtooth buffs)

All of these ideas are not mine and come from the community as a whole. Many, many people have given their thoughts and ideas towards helping keep Paragon alive and these are many of those ideas, at least from my circle of influence. While we all might have different visions for exactly *what* Paragon is or should be, we all can share the same vision in having Paragon become *successful*. This is important to remember as sometimes our ideas or visions cloud the path towards success, and it is up to us to remember to stay open and willing to change in pursuit of that success.

I have broken down the ideas into two general categories; things that I personally think must happen and things that honestly still should happen. Realistically and honestly, there isn't much difference between the two categories, but I had to separate them to suit reality.

## **“Must Happen” Ideas:**

1. Implement Monolithic Matchmaking & Ranked Modes
  - a. Contains two Leagues: Ranked & Unranked
    - i. Ranked Queues: Solo Queue, 2's + 3's Queue, 5's Queue
      1. All ranked queues should feature already established competitive lobby and match rules (x amount of bans, no mirrors, forfeit rules, etc.)
    - ii. Unranked Leagues: Solo Queue (with option to be put with 2's, 3's & 4's), 2's+3's & 4's+1's Queue, 5's Queue
      1. May feature bans, no mirror picks
      2. May feature pick hero and role first before joining match
    - iii. This is in a perfect world, with enough concurrent players playing
      1. If not enough players, whole queues can simply be eliminated to fill others
  - b. Voice chat would add a key tool to increase the competitive nature of matches
  - c. **Implementing Ranked & MM is important** in order to give people the environment they want to play Paragon in.
    - i. Not only is ranked the stepping stone for competitive play (which this would further facilitate), but it also allows people to play with players of similar mindsets and expectations.
    - ii. This provides a challenge and a goal for players to work towards
      1. This further increases player retention and player investment
2. Execute on finishing, marketing and releasing Paragon

- a. ***FINISH BAKING THE CAKE & LET PEOPLE EAT IT! =>***
  - b. Paragon **can** be a flagship title
    - i. Showcase of the Unreal Engine
    - ii. Showcase of a raw, ultra-high visual fidelity title
    - iii. Showcase of thriving cross-platform play
    - iv. Showcase of a cross-genre title as 3rd person shooter & MOBA
  - c. Paragon has potential and deserves it (in my opinion, and a lot of others, of course!)
3. Core gameplay issues need to be solved, such as:
- a. Balancing Fangtooth, Prime & reducing the “snowball” effect
    - i. Rework Fangtooth buffs entirely to not include power and make them **temporary** (2-3 minute duration):
      - 1. 1st Kill Grants: Health-regen + Gold
      - 2. 2nd Kill Grants: Mana-regen + Gold
      - 3. 3rd Kill Grants: 10% Movement speed + Gold
      - 4. 4th Kill Grants: 10% Non-hero Damage Boost + Gold
      - 5. Subsequent Kills Grant: 2 Power + Gold
        - a. The power at the 5th kill and gold along the way should provide a sufficient advantage for one team to close out a match
        - b. With no power *until* the 5th kill, and with reducing the damage tanks/vitality based builds will do (see below), the advantage should be more effective for promoting each hero to fulfill a certain role
    - ii. ***The issue is that, currently, power from Fangtooth enables non-damage dealers to perform outside of their role***
    - iii. Prime and Fangtooth need to spawn later in a match
      - 1. This promotes the core MOBA mechanic of the laning phase
      - 2. Encourages hero-to-hero combat in lane but still contain the MOBA identity
      - 3. Fangtooth **must** spawn after the 10 minute mark
        - a. This allows the laning phase to dominate and disable super fast snowballs
      - 4. Prime **must** spawn after the 20 minute mark
        - a. This allows multiple Fangtooth to be taken
        - b. Allows the laning phase to transition into a mid game rotation and pick phase
        - c. Allows teams to pick up Prime and potentially finish match or create large advantage *after the laning phase and mid game have finished*
  - b. Reducing tank/vitality build & card damage

- i. Even though the focus is currently on hero-to-hero combat in Paragon, **that doesn't mean everyone needs to deal the damage numbers**
- ii. Supports and Tanks need to FACILITATE the combat and HELP it in being prominent
  - 1. They do this through healing, slows, silences, stuns, roots, shields, buffs, debuffs, etc., **not damage**
- iii. Remove power from tier 7 vitality slot, replace with health & regen
  - 1. *Could* be a small amount of basic damage (doesn't feed into abilities) to help brawler/bruisers
- iv. Severely reduce or remove power from vitality cost cards
  - 1. If a certain level of damage is needed for a tank or tanky fighter, it should instead come from base kit

**c. Reducing Hard CC Damage/Durations & Increasing CC Mitigation Options**

- i. Hard CC durations seems a bit high for Paragon's gameplay speed
  - 1. The numbers look fine on paper, even when comparing to other MOBA's, but with Monolith's gameplay speed, they're too long
- ii. Hard CC's damage itself (plus the current, overt damage of tanks/brawlers) seems to kill people too quickly and not provide competitive counter play or healthy engagement dynamics
  - 1. Focusing abilities that have hard CC around the fact that they have hard CC (and not damage) would make them more purposeful and relevant
- iii. Increase the amount of purify/CC mitigation cards/gems
  - 1. This would provide more engaging gameplay and counterplay options

**iv. Add Hard CC Diminishing Returns**

- 1. This makes crowd control much more skillful and reduces bad gameplay (being stunlocked to death needs to be a costly and of limited occurrence)
  - a. It forces a team to spread hard CC out to get more value from it (requiring additional targeting and tactical execution) OR pay for a completely stunlocked hero with many layered and subsequently less valuable CC abilities
- 2. **While stunned/rooted (stunlocked)**, subsequent hard CC would be reduced in duration by 33%, adding multiplicatively (100%, 66%, 44%, 30%, etc.)
  - a. 1st stun: 2 sec stun x 100% value = 2 seconds total
  - b. 2nd stun: 2sec x 66% = 1.33 sec stun (total 3.33 sec, instead of 4)
  - c. 3rd stun: 2 sec x 44% = 0.89 sec stun (total 4.2 sec)
  - d. 4th stun: 2 sec x 30% = 0.59 sec stun (total 4.79 sec, instead of 8 sec)

- e. The diminishing returns would reset when out of combat or after 6-10 seconds

3. **While in the same “in-combat” instance** (not stun locked), subsequent hard CC would be reduce in duration by 20%, adding multiplicatively (100%, 80%, 64%, 51%, etc.)

- a. 1st stun: 2sec x 100% value = 2 sec
- b. 2nd stun: 2sec x 80% = 1.6 sec stun (3.6 sec total)
- c. 3rd stun: 2sec x 64% = 1.28 sec stun (4.88 sec total)
- d. 4th stun: 2sec x 51% = 1.02 sec stun (5.9 sec total, instead of 8)
- e. The diminishing returns resets when out of combat or after 6-10 seconds

4. **ONBOARDING!! (see below for Tutorial Script)**

- a. Please, take my Tutorial Series and make it an in-game experience.
    - i. <https://www.youtube.com/playlist?list=PLx7K-AE5JqhDLcxvYD5xWAToT-3pkWP3l>
  - b. People need to be taught the intricacies of a complex genre like MOBA's in order to stick around
    - i. Overloading newer players does not help with engagement or encourage player investment
  - c. A step by step (eight steps or more like mine), optional, multi-hour tutorial that builds on itself is **absolutely needed**
5. Patch the replay system to be in not such a compromised state
- a. **Keep it** in at least a non-buggy, stable, functional and *watchable* fashion
    - i. New competitive or viewer features and options can come later
  - b. This at least enables the comp scene to have what they need in terms of casting/tournaments and replay analysis
6. Balances to Towers, Inhibitors & Super Minions
- a. Towers, inhibitors and the core need to deal additive, stacking damage with each shot
    - i. Tanks and brawlers still don't take enough damage from towers when diving
    - ii. Tower diving is simply too prevalent and not punished enough for how valuable picks are (which leads to objectives and the “snowball” effect)
  - b. Towers, inhibitors and the core projectiles need to track outside of tower radius
    - i. Each shot locks to it's target, charges up and the projectile homes onto the target, regardless of their position when the shot is discharged or when charging
    - ii. Eliminates “tower dancing”
      - 1. If a tower targets you, you are guaranteed to be hit once
  - c. Super minion wave's health (and the health aura it gives to nearby minions) needs to be reduced and the aura eliminated
    - i. The wave is too punishing and waves are too hard to kill

- ii. Having an inhibitor down is too much of a death sentence and disadvantage
  - iii. A super minion wave is too punishing for how easy the inhibitors, T2's and T1's can be taken down, especially from such a small advantage (like a single hero pick or a single out of position hero)
- d. Inhibitors and T2 towers **NEED** backdoor protection when minions aren't within radius
  - i. I don't think inhibitors have armor when minions aren't within radius, or it is buggy as I certainly recall inhibitors taking full damage with no minions inside but also taking reduced damage without (maybe buggy??)
- 7. **All accounts must have 1 copy of all cards & gems FROM THE START**
  - a. RNG account development based on cards & gems simply is not engaging nor significant
  - b. This increases the baseline competitive nature of the game
  - c. This also creates an equal battlefield for all
    - i. One cannot undervalue the principle behind this fact
- 8. Removal/Overhaul of Shadow Buff (Sneaky's Idea)
  - a. Shadow buff solely controls the game at a competitive level.
    - i. If a team gets Shadow Buff without their opponents knowing, one pick snowballs into 1-2 objectives. Even if both teams know about the shadow buff, one team essentially can't make a move out of safe areas/towers for 40-50 seconds.
    - ii. RNG to this extreme is not competitive.
  - b. Two options: Nerf the timer to 15-20 seconds or remove it altogether.

## Other Essential Ideas:

- 9. Remove Deckmaking & Introduce Affinity Shop. (GeronimoJak/Sneaky idea)
  - a. For new players, deckmaking is a hard mechanic to learn and becomes a major turn off.
    - i. This makes new players unlikely to return.
  - b. Deckmaking is not overly competitive as one essentially has to guess in order to counter entire enemy builds when picking your deck.
  - c. Gems are an easier fix, as you can choose which gem you want ingame when you reach that pip
    - i. This provides a way for you to counter build at that time.
  - d. Spending 1,000-4,000 gold to change your gems to counter build/change one's build on the fly might provide a competitive option
  - e. How the Affinity Shop would look:
    - i. Pick your hero in draft.
    - ii. Pick 2 affinities during the match at the item shop.
      - 1. Both affinities don't have to be selected immediately.

2. This provides a competitive strategy in disabling enemies from seeing your second affinity and prevent them from counter building, but also hurts you in not having access to those cards
- iii. Have a shop-like menu to pick from any card in those two affinities
  1. This promotes the idea of cards and decks (choosing two affinities), while introducing more options for counter play.
- iv. Each card would have a 100-200 gold “discard” fee, in addition to their attribute points or gold cost.
  1. This would prevent people from switching cards constantly to counteract enemy builds, as it would eventually put them behind in economy.

#### 10. Reduce base movement speed/increase map size

- a. The time to travel from one side of the map to the other is too quick.
  - i. There is little penalty for poor rotations or effective split pushing
- b. Time to travel from lane to lane needs to be increased.
  - i. This will punish players for bad rotations and commit teams to watch for split push mechanics.
  - ii. The “MOBA skill” ceiling and subsequent competitive nature of Paragon would increase in this way

#### 11. Matchmaking Ideas:

- a. Prevent players with under 100 games from playing with players above 100 games, unless a match cannot be found.
  - i. New players should not be playing with experienced players.
  - ii. This would help the new player experience and retention.
- b. Allow players to tag their account as a “smurf”
  - i. Smurf accounts will bypass the 100-game requirement, preventing them from playing with new players.
- c. Require a cell phone number to be linked with an account
  - i. Require validation to authenticate the account
  - ii. Most individuals only have one, and could be a smurf account deterrent

#### 12. Increase Objective Significance

- a. Increase the health of all siege objectives; towers should be harder to kill, especially T2 and Inhibs.
  - i. The snowball effect from getting siege objectives is too great from what little advantage one needs to take down such weak structures
- b. Remove the health regen from Inhibs so that they can be sieged over time instead of taken in one push.
  - i. If they are substantial enough, value needs to stick in terms of sieging down core structures

- c. Fangtooth and Prime Guardian need health increases to make them a challenge to take and be more significant
    - i. Again, the snowball effect from taking these is too strong
    - ii. Too little of an advantage is needed to secure these buffs
- 13. More involvement with the competitive scene
  - a. Fund grassroots competitive leagues and tournaments with some monetary support
  - b. Have a competitive team/league asset google doc folder that has logo's, backgrounds, banners, clips, videos, etc. etc. available for these organizations
- 14. Establish a Regular Release Schedule.
  - a. Get on a schedule of a new card and a new gem every 2-3 weeks
  - b. Get on a schedule of a new hero every 6-8 weeks
    - i. New content keeps people around.
- 15. Release/Rework Heroes to have more interesting/challenging kits
  - a. Having a challenge and depth to a hero provides a goal for players to strive for
    - i. Encourages player investment and skill development
- 16. Balance Heroes & Mechanics "Top Down"
  - a. The highest potential of game mechanics, hero design and optimization has to be based on the highest of skill potential
    - i. This way, the full and intended complexity, depth, strategy and tactical diversity can thrive
    - ii. Creates a more engaging, dynamic and skill based competitive scene
    - iii. Provides a skill ceiling that new players can strive for and be invested in achieving
      - 1. Increases player retention and investment
  - b. Keep minion execution, but remove gold gain from nearby death of minions
    - i. Increases this MOBA aspects skill variation
    - ii. Creates the need to execute on a core MOBA mechanic but still have the simplicity and clarity of intent through execution mechanic
    - iii. Global economy and minion gold reward would need tweaking
- 17. More jungle camps, new buffs, objectives, and more verticality
  - a. This has been cited as in the works
    - i. Jungle simply doesn't have enough mechanics, buffs, objectives, etc
- 18. Increase the amount of verticality in the map
  - a. This was a main selling point for Paragon as a 3D MOBA when compared to Smite.
    - i. This can be accentuated as a key identifying feature of Paragon
  - b. This would increase gameplay diversity, strategy, tactics, etc.
- 19. Bring community members out for a "brainstorm" summit
  - a. Competitive players and content creators have insightful ideas
    - i. These are your sources for information

- b. Actually bringing people out to HQ is a life changing experience
  - i. This would increase the dedication and inspiration of top community members tremendously

## 20. Rework Attribute Trees & Hero Scalings

- a. There is no significant advantage at the moment when one has a 1-4 attribute point lead over opponents
  - i. Either the stats from attribute “pips” aren’t meaningful, one is waiting for another card, or there simply isn’t another card (and therefore no meaningful “infinite” scaling in a match)
- b. *Attribute pips need to provide more significant, impactful stats*
- c. With the proposed changes down below, I suggest, and it’s almost entirely necessary, reworking and splitting power back into “Basic Damage” and “Ability Damage”
- d. Agility should provide core, basic damage stats, intended for carries, basic attack assassins and fighters
  - i. Basic damage and attack speed should be given per point of agility
    - 1. No more power or ability damage
  - ii. Carries would focus on their basic attack, which now scales from basic damage
    - 1. Their abilities would have a core amount of base damage but scale poorly from added ability damage
- e. Vitality should provide defensive stats, intended for tanks, brawlers and supports
  - i. Health and both types of armour should be given per point of vitality
    - 1. Ability armour will be the majority of the armour in order fulfill the core MOBA triangle and keep tanks relatively vulnerable to carries, and take into consideration the fact that most tanks are melee heroes that thrive off basic armour anyways.
      - a. The MOBA “counter” triangle is as follows: Carries counter Tanks, Tanks counter Mages, and Mages counter Carries
- f. Intellect should provide ability damage and mana, intended for mages, supports and utility heroes
  - i. Ability Damage and mana should be given per point of intellect
  - ii. Supports and utility heroes would have reduced ability scaling from power
    - 1. Any required damage or utility would simply be tweaked into their base kit and hero level scaling
    - 2. Supports and utility heroes would have higher base mana-regen to fit their supportive and utility based nature
- g. Tweak hero scaling and base numbers according to intended role
  - i. Supports require mana, mana-regen, and some health and armour, **but not damage**



1. Reduce supports basic attack and ability scaling from basic damage and ability damage
2. This enables supports to go into intellect, which provides ability damage, but not deal damage from the ability damage
- ii. Tanks require health and armour, with some damage
  1. Tanks should have reduced ability and basic attack scaling but higher base health and armour numbers and hero level scaling
    - a. This disables tanks from scaling from either damage type through their basic attack or abilities but still benefit from health, armour and even mana for their abilities if going into intellect
- iii. Carries (at least basic damage carries) require basic attack damage and attack speed, but not necessarily ability damage
  1. Heroes intended for the carry role should have high basic attack scaling from basic damage, but low ability scaling from ability damage
- iv. Mages require ability damage scaling without basic attack scaling
  1. Mages should have reduced basic attack scaling from basic damage
  2. Mage's would need high ability scaling from ability damage
- h. Tweaking all base health, base mana and base damage to reflect new scaling and stat collection would be needed
  1. Any previous damage on any hero or role that was reliant on power would simply need to be worked into the base kit instead since power no longer exists
    - a. Ie, since the abilities of carries are still part of their damage output, but will not scale from power now, the damage that was there before will now just need to be incorporated into the base damage of the ability
- i. Tweaking card stats would be **completely** necessary
  - i. Now that core stats are provided more by attributes, cards can be focused more on the secondary stats, ***but more importantly be focused around their unique gameplay impacting actives/passives***
    1. This is what the vision for the card system has been all about
  - ii. This also enables cards to be more focused towards a particular role
    1. If a card, say, gives a lot of basic damage, then that is more significant now since one may already have a lot of basic damage, therefore amplifying and accentuating one's performance in a basic damage role
- j. This rework enables each attribute purchase to provide core gameplay and role defining stats with each purchase and gives more meaning to the smallest of economic advantages possible

- i. This also allows cards to be focused around their unique gameplay impacting nature and less about stats

I wish all the best in the continued efforts to make Paragon's potential realized. I have nothing but the best of wishes and intents for the success of this game and I hope these thoughts and ideas are met with open arms and warm hearts. Please continue the development of Paragon and please actualize the vision of Paragon to its fullest. I look forward to its release and the bright future that Paragon, in my opinion, most certainly has.

## **Tutorial Script:**

### 1. Step 1 - Actual Tutorial

### 2. Step 2 - Mid-Gideon Solo vs AI

- Selecting a deck, attributes, equipping cards
- What are the three lanes + there's a jungle in between
- Being the mid laner
- Last hitting (gold and exp mechanics)

Gold is gained as a drip, through kills/assists & last hits (shared evenly amongst nearby allies)

- Roles (caster, tank, carry, etc)
- Caster strategy

Caster is a ranged ability damage role

Stay safe in the back line dealing damage

Try poking at enemies to deal extra damage

### 3. Step 3 - Support Phase Solo vs AI

- Supports cards/decks
  - Wards, Shields, Heals, etc.
- The safe lane
  - 2v2 farm lane, get T1, push for Fang/rotate mi
- Support role/strategy
  - keep carry and allies alive, facilitate plays
- Support last hitting (lack thereof)

efficient use of economy

- The map, objectives and minimap

#### 4. Step 4 - Carry Twinblast (Solo vs AI)

- Carry cards/decks
  - High sustain damage, low sustainability
- Safelane carry role
  - Farm, win 2v1, early t1, push t2/rotate mid/obj.
- Last hitting
  - MOST IMPORTANT; farm farm farm
- Carry strategy/role
  - stay in back line, focus fire, stay safe

#### 5. Step 5 - Offlane Greystone (Solo vs Ai)

- Offlane cards/decks
  - Sustainability, usually tanky, variable
- Offlane role
  - 1v1, farm EXP, pressure lane
- Heroes for offlane
  - fighters vs casters, variable
- Splitpushing/rotations
  - what is splitpushing, when to do it, when to rotate

#### 6. Step 6 - Khaimera Jungle (Solo vs Ai)

- Heroes for jungle
  - "true" junglers vs not so much
- Jungle cards/decks
  - farm cards, jungle specific cards
- Jungle minion rotations
  - for left river or right river
- Jungle role
  - rotations, ganks, farming
- Ganking early/late game
  - early game to gank enemy and save allies, late game to get objectives and push lanes

#### 7. Step 7 - Deckbuilding Guide (in deckbuilder)

- Hero Specific vs Lane/Role Strategy of building a deck
  - Can make individual, hero specific decks
  - Can make decks for certain lanes or roles

- Each one has its pros and cons
- Affinities
  - What each one is about; pick those first and have a look at what cards you'd like
- Gems
  - Decide what attributes you are mainly going for and select the ones you want
- Deck Structure & Options
  - 2-3 early game cards
  - 1-2 mid/late game cards that you're rushing for
  - 2-3 transition cards
  - rest end game cards/options

#### 8. Step 8 - Co-op VS AI

- Draft screen
- Team comp/strategy
- movement speed penalties for strafing/backing etc.
- Ping system
- big map objectives: Fang & Orb
- Mindset
- Have fun