

Wave Defense

A PvE game mode designed for a team of 4-5 players to survive against a scaling horde of foes. This mode would serve as a test case for future PvE experiences in projects as well as allow a more-casual space in Paladins for players to enjoy Champions.

Release

- [JIRA Link](#)
- Dates
 - LOCK - 7.3
 - LIVE - 7.4

Core Pillars

1. **Provide players a wholly new Paladins experience**
 - We haven't done a PvE experience in years/never like this
2. **Increase casual player engagement**
 - Low stakes, high fun environment for that audience
 - Practice Siege, for example, sees tens of thousands of unique users a day
3. **Test the waters for future projects**
 - See our audience's appetite for this type of gameplay
 - Learnings for both Paladins & into the future

Goals

- **MVP**
 - 4-5 Player Gamemode with waves of various bots
 - Modified GameClass that encourages high-scores
 - Removal of the score limit/make time based
- **High-Priority Stretch**
 - Powerup Drop Mechanics to add hype moments
 - A Boss encounter at the end with a strong solo bot spawn
 - Potential to reuse Dark Tides tech
- **Other Nice-to-Haves**
 - A higher difficulty version to be featured as an LTM
 - A Solo version

Where It's At

- Currently in Deployed Dev:
 - 3 maps are in a playable state
 - Brightmarsh & Maw
 - Primal Court & Pyre
 - Marauder's Port & Abyss
 - Each features 4 custom bots, total of 12
 - Unique setups with customizable damage & health values
 - Stripped down slots
 - Utilizing existing LTM devices
 - Issues
 - No EOML report
 - Occasional instance crashes
 - FPS drops past the 8 minute mark