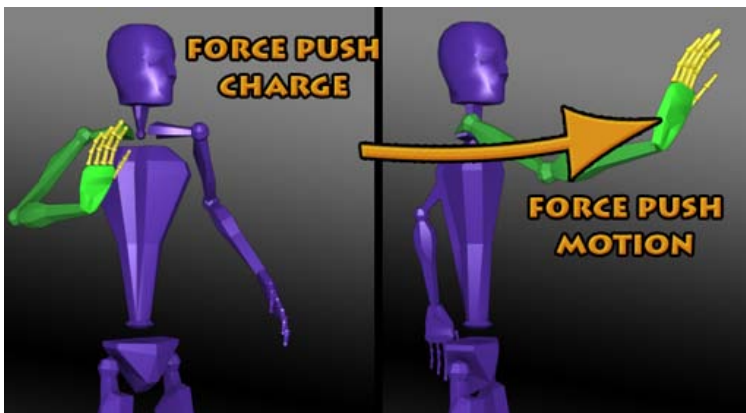


FORCE POWERS -FORCE PUSH

Objective: As with everything else in Star Wars Kinect we need to nail the essence of Star Wars and its iconic Jedi powers. Force Push is one of the key stone powers that serves a Jedi well. What is proposed is a two prong system that will aid the player in two ways; it is an offensive ability as well as defensive one. This makes it ideal to integrate into the current flow of combat.

Force Push Level 1 (mainly defensive)

- Force Push Level 1 is primarily a fast defensive maneuver the player can perform to interrupt attacks and to give himself breathing room. It is not intended for offense.
- Larger heavy units are immune due to their size and visual weight.
- This maneuver only affects the unit the player is presently auto targeted on that is in saber range. One target at point blank range.



Kinect Motion

- Force Push Level 1 is initiated by a quick forward pushing out of the left hand (assuming the player is playing right handed) from the hand neutral or force push charge state
- Reset time 1-2 seconds – this is about as fast as the player can return their hand to a neutral state or force push charge state (see force Push Level 2) to push

out again.

Unit Type	Result
B1	Blown over and destroyed
B1 Melee	<ul style="list-style-type: none"> • Attack interrupted • Unit stunned
B1 Jet Pack	<ul style="list-style-type: none"> • If unit is landed treat as a normal B1 • If unit is airborne: <ul style="list-style-type: none"> ○ Any attack is interrupted ○ Unit is pushed back <ul style="list-style-type: none"> ▪ Destroyed if it impacts anything like a wall ▪ Recovers if it does not impact anything
B2 (normal)	Aim interrupt
B2 missile variant	Nothing

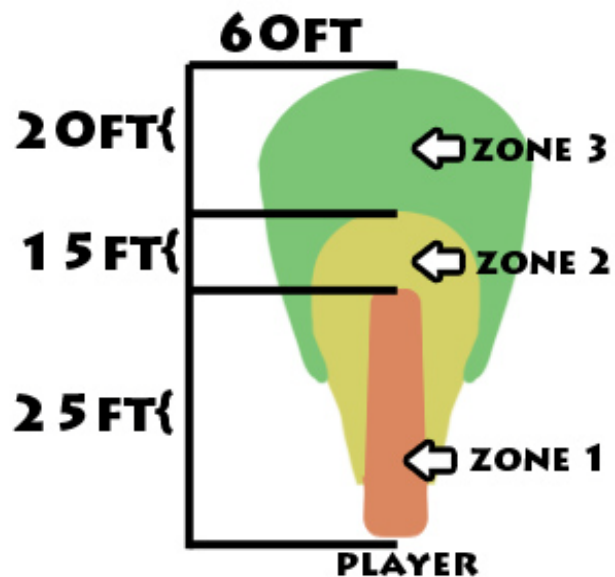
B2 Missile volley	Volley is deflected inaccurately
Droideka (shielded)	<ul style="list-style-type: none"> • Shield is nullified • Unit is unfazed
Droideka (unshielded)	Nothing
Crab Droid	Nothing
Basic Trandoshan	<ul style="list-style-type: none"> • Attack interrupted • Unit pushed back
Melee Trandoshan	<ul style="list-style-type: none"> • Attack interrupted • Unit is pushed back into a counter
Trandoshan Flutter pack	Deflect incoming charge attack
Concussion Trandoshan	<ul style="list-style-type: none"> • Aim interrupted (charge canceled) • Unit counters
Commando Trandoshan	<ul style="list-style-type: none"> • Unit dodges if it is not actively attacking • Failure results in a push back • Percent chance to drop a grenade
Commando Trandoshan (grenades)	Deflected inaccurately out of Jedi damage range

Charged Force Push Level 2 (offensive)

- Force Push Level 2 is a charging more deliberate attack move used to engage a group of enemies that are coming in to attack the player. It is a wide spread projectile attack with the closer units more affected than those further back.
- This maneuver goes out in a cone-ish shape approximately 60 feet with dissipating power the further out it goes. Close range targets get most of the effect with distance targets only having minor effects.
- Larger heavy units are immune due to their size and visual weight.

Kinect Motion

- A charging force push is a pull back of the left hand into the force push charge zone, holding there for 2 seconds followed by a quick forward pushing out of the left hand (assuming the player is playing right handed).
- Charging, charged, and charge ready will need distinctive effects (sound and FX) between state changes to accurately convey the different states and



their transitions between them to the player.

- Reset time is 2-3 seconds due to the need to charge. This attack essentially has a built in cool down timer

Unit Type	Zone 1	Zone 2	Zone 3
B1	Knocked over Destroyed	Stumble back	Aim interrupted
B1 Melee	Stunned	<ul style="list-style-type: none"> • Stumble back • Stunned 	Stumble back
B1 Jet pack	<ul style="list-style-type: none"> • If unit is landed treat as a normal B1 • If unit is airborne, any attack is interrupted and unit is pushed back further than a zone03 and is: <ul style="list-style-type: none"> • Destroyed if it impacts anything like a wall • Recovers if it does not impact anything 	<ul style="list-style-type: none"> • If unit is landed treat as a normal B1 • If unit is airborne, any attack is interrupted and unit is pushed back further than a zone03 and is: <ul style="list-style-type: none"> • Destroyed if it impacts anything like a wall • Recovers if it does not impact anything 	<ul style="list-style-type: none"> • If unit is landed treat as a normal B1 • If unit is airborne, any attack is interrupted and unit is pushed back further than a zone03 and is: <ul style="list-style-type: none"> • Destroyed if it impacts anything like a wall • Recovers if it does not impact anything
B2	Aim interrupted	Aim interrupted	Nothing
B2 missile variant	Aim interrupted	Aim interrupted	Nothing
B2 missile volley	Defected back at attacking B2	Defected inaccurately away	Defected inaccurately away
Droideka (shielded)	<ul style="list-style-type: none"> • Shield is nullified • Unit is unfazed 	<ul style="list-style-type: none"> • Shield is nullified • Unit is unfazed 	Nothing
Droideka (unshielded)	Knocked over and Destroyed	Nothing	Nothing
Crab Droid	Nothing	Nothing	Nothing
Basic Trandoshan	Knocked over	Stumble back	Aim interrupted
Melee Trandoshan	<ul style="list-style-type: none"> • Attack interrupted • Unit is pushed back into a counter 	“Slices” through Push - nothing	“Slices” through Push - nothing
Flutter pack Trandoshan	<ul style="list-style-type: none"> • If unit is landed 	<ul style="list-style-type: none"> • If unit is landed 	<ul style="list-style-type: none"> • If unit is landed

	<p>treat as a normal Basic Trandoshan</p> <ul style="list-style-type: none"> If unit is airborne, any attack is interrupted and unit is pushed back further than a zone02 and: <ul style="list-style-type: none"> Pack is destroyed if it impacts anything like a wall – Trandoshan takes fall damage Recovers if it does not impact anything 	<p>treat as a normal Basic Trandoshan</p> <ul style="list-style-type: none"> If unit is airborne, any attack is interrupted and unit is pushed back further than a zone02 and: <ul style="list-style-type: none"> Pack is destroyed if it impacts anything like a wall – Trandoshan takes fall damage <p>Recovers if it does not impact anything</p>	<p>treat as a normal Basic Trandoshan</p> <ul style="list-style-type: none"> If unit is airborne, any attack is interrupted and unit is pushed back further than a zone02 and: <ul style="list-style-type: none"> Pack is destroyed if it impacts anything like a wall – Trandoshan takes fall damage <p>Recovers if it does not impact anything</p>
Concussion Trandoshan	<ul style="list-style-type: none"> Stumble back Aim interrupted (discharge) 	<ul style="list-style-type: none"> Stumble back Aim interrupted (discharge) 	<ul style="list-style-type: none"> Aim interrupted (discharge)
Commando Trandoshan	<ul style="list-style-type: none"> Unit dodges if it is not actively attacking Dodge fail results in a knock over Percent chance to drop a grenade 	<ul style="list-style-type: none"> Unit dodges if it is not actively attacking Dodge fail results in a push back Percent chance to toss a grenade 	<ul style="list-style-type: none"> Unaffected Aim interrupted Percent chance to toss a grenade
Commando Trandoshan (grenade)	Blown back at target	Deflected inaccurately away	Deflected inaccurately away

