DAY1 - FFS (Fighting Fidget Spinners)

* Concept
  + You are medieval duelist that got himself in a tricky situation and you have to get yourself out of that situation
* Story
  + You are a medieval gentleman that suddenly everyone is angry at and everyone wants to kill you, so you resort to spinning and lunging, the only real ways to win a duel.
* Flow
  + Endless game set in a village where everyone is out to get you so you have to act fast
* Gameplay
  + Core
    - Defeat the endless hordes of enemies around you
    - Your only movement is rotating/spinning and lunging forward
    - To defeat an enemy, you have to hit them in the side or from behind
  + Outer loop
    - Possibly some power ups and upgrades
    - Maybe player earns some resource from playing that can unlock stuff
  + Controls
    - Rotation left and right can be done with pressing down arrow keys
    - Double tapping left or right triggers spin that will hit things close to you
    - Tapping forward triggers lunge that sends you forward
* Art
  + MVP
    - 2D primitives
    - Minimal UI
  + Actual game
    - Medieval pixel art