The Tournament

Game Design Document

v.0.1

# Intruduction

TBD.

# Genre

TBD.

# Platforms and Technologies

TBD.

# Key Features

TBD.

# Gameplay and Components Breakdown

Each gladiator is characterised by the following numeric attributes:

* Health: Ammount of damage he can take before loosing a fight
* Strength: Base damage dealt to the opponent
* Speed: How fast gladiator redraws and performs attacks
* Defence: Chance of avoiding attack
* Stamina: Is used up by some actions. Regenerates over time.

He is also described by the following traits

* Jonization: Performing actions with the matching jonization gives them boost, but makes gladiator vunerable to the attacks and atcions with incorrect jonization. Performing action with incorrect jonization causes gladiator to take some damage and clear jonization.

Actions that can be performed by

* Meele attacks: They use up stamina. If succeded, deal damage equal to the strength \* meele attack value.
* Gun attacks: If succeded, deal damage equal to the gun damage value. They change gladiator jonization.
* Stats changes: Change player, or enemy stats such like speed, defence or strength

# Assets Breakdown

TBD.

# Project Timeline

TBD.

# Project Team

TBD.

# Business Model

TBD.

# Additional Ideas / Possibilities

TBD.