Platformer Stuff

**Outline**: Couch co-op game, characters have one normal attack, one recharge over time, one ability (number limit), one ability to use on teammate, ultimate ability (after 5 or so kills), one passive

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**Characters**: fire, destroyer/strength, psychic (explode enemy brains?), magic, melee/fast, flier/glider, explosive, fast trap-setter with teleportation (maybe can damage self with traps), archer with long range, healer with weak attacks, telekinetic on random objects around the map, wind power to blow things away and weaken them, fat guy who jumps on enemies,

**Enemies**: dumb/melee, powerful melee, ranged, bosses, flying with explosive, zombies (siphon?)

**Possible normal abilities**: spreading fire, mass destruction, control opponents, summon a beast to eat enemies, superspeed with stunning effect, explosive drone/ fly up and shoot the map, big fat explosive trap, arrow which goes through walls, siphon health, blow enemies onto other enemies causing them to explode, giant jump to destroy the ground beneath his very feet (if falls out of screen, reappears at top),

**Possible ability on teammate**: heal teammate, teleport teammate to your position, make explosion around teammate, siphon health from enemies around teammate, make a tornado around teammate to chuck them out to a random place blowing away enemies near landing spot,

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**Different 1v1 mode**: can choose prebuilt character or pick attack, ability, teammate ability, etc. to fight against the other player.

**For fun mode**: can pick character’s attack, ability, etc. and play the normal levels.

**Customization mode:** Can pick one theme (fire, psychic, etc.), some abilities, have a total number of points to use on strength / damage, speed, health, abilities power (Example: have 10 points. Can use 5 on attack, 5 on health or 4 and 6 or 7 and 3, any combination). This will probably be fun for 1v1.

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Can choose character or computer gives you a random one? Maybe two different modes for each (one to pick character, one to customize character, one where AI gives you a character?

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| Name | Power | Attack 1 | Attack 2 | Ability | Teammate Ability | Passive |
|  | Fire | Fireball | Molotov | Summon Volcano |  | Immune to fire / lava |
|  | Strength | Punch | Lift enemies and toss them on others |  |  |  |
|  | Psychic / Magic | Explode Brains |  |  |  |  |
|  | Melee / Fast | Punch combos | Dash |  |  | Chance to dodge enemy attacks |
|  | Flier / Glider | Machine Gun | Pick up enemies and toss them | Fly around and toss explosives | Pick up teammate and fly wherever | Flight |
|  | Explosive | Toss dynamite | Toss C4 | Big bomb |  |  |
|  | Fast trap-setter with teleporting |  |  |  | Teleport teammate to position |  |
|  | Archer (long range) | Shoot arrow straight (long range) | Long range with aim (WASD, no movement while shoot) | Explosive arrow with aim | Random effect arrow |  |
|  | Healer (weak attack) | Throw ball of light |  | Siphon health from enemies | Heal teammate | Regen |
|  | Telekinetic (random objects in map) | Lift enemies and toss | Lift objects and toss at enemies |  |  |  |
|  | Wind | Blow enemies out of screen |  |  |  |  |
|  | Massive Guy | Jaump and squash |  |  |  | Shakes ground and slows enemies around him |
|  | Necromancer | Weaken to a zombie, finish off |  |  |  | Strong against zombies |
|  | Tech Guy | Shoot Plasma Gun |  | Device calls in air strike |  |  |