“Hell For One” is a third-person single player real-time strategy boss-rush game.

The player controls an imp (a little demon) who is the leader of an horde composed by other imps like him. The horde insurrected against the demon lord, and started a rebellion to take his place.

In order to defeat every general loyal to the demon lord, the player must give the right orders to his army to find the most effective strategy against each boss while minimizing the casualties.

Each boss in fact is different from the other, having his strenght, his weaknesses and some uniques attacks and abilites.

The imp controlled by the player needs to move in the battlefield like a general, observing the situation to make quick decisions and give the right orders to his soldiers. The focus of the gameplay resides in this strategic component, but the player can also fight alongside their allies if he wants to try a most aggressive approach or if he believes that there's no need to give orders in that moment.

The horde under his command is divided in four groups of imps, and each order is given to every imp inside a group.The orders that can be given are many, but the player needs to choose 4 of them, and the selected orders will be those available in battle. The first available orders are: melee attack (imps charge the enemy in a melee combat), ranged attack (imps throw their spears from the distance), tank (imps raise their shield to absorbe damage) and support (imps make a tribal dance to motivate and raise the attack of every ally). Some orders are particulary effective against an enemy, but others can be useless.

The game has a cartoonish style and graphics, with flat colors, simple palette and round edges.

Imps are the absolute protagonists of the game. They're proud, combative but also funny.

Imps are pretty weak, so two hits taken will kill them and this also applies to the player.  
The imp controlled by the player wears a crown that makes him the leader of the horde. When he dies, the control will switch instantly to another imp of the horde, who needs to recover the fallen crown to be recognized as the new leader.

Around most of the battles, many imps will watch the rebels fight against their rulers, and sometimes they could decide to jump into the action and join the rebellion. Also after winning a battle, some of the spectators can decide to join the horde, expanding it or replacing the empty places left by the dead imps.

The commander and each group will have a hidden Aggro value, influenced by damage dealt to enemies, that will influence the target of the enemies attacks (chapter [5.2.1. Aggro](https://docs.google.com/document/d/1F6_AwmdUYnRL2UJUXSoTARkuIWRZEkYFj2KKoaOF8GA/edit" \l "heading=h.ktjpo2jr6now)).

Each boss, in addition to normal attacks and heavy attacks, will have some sort of special attacks. In response to these attacks, player will most likely need to switch all the groups to the tank tactic in order to let them survive more easily.

Furthermore each boss has a crisis bar, displayed under the health bar, that will charge by damage dealt in time and when full it will stun the boss for a small amount of time allowing all the imps to attack freely (see section [5.2.2. Crisis](https://docs.google.com/document/d/1F6_AwmdUYnRL2UJUXSoTARkuIWRZEkYFj2KKoaOF8GA/edit" \l "heading=h.xq7nooavw0nc)).

Since imps die easily, there’s a “regeneration” mechanic for the horde, in which other imps, previously watching the horde fight, will decide on their own to join the rebellion during and after each battle (section [5.2.3. Horde’s regen and imps types](https://docs.google.com/document/d/1F6_AwmdUYnRL2UJUXSoTARkuIWRZEkYFj2KKoaOF8GA/edit" \l "heading=h.z8aibcccfhwf)).

If the imp controlled by the player dies, the control will switch to a random member of the horde that will need to take the leadership as described in the chapter [5.2.4. Leadership succession](https://docs.google.com/document/d/1F6_AwmdUYnRL2UJUXSoTARkuIWRZEkYFj2KKoaOF8GA/edit" \l "heading=h.z4ztbxa9pftz).