B.D.S.M

Titles (WIP):
- Twin Tied
- Roped Together
- **B.D.S.M.**
    - Brave Dungeon Spelunking Men
    - Buddy Dungeon Spelunking Mayhem
    - Buff Dudes Spanking Monsters (If this is it, we put Ram Ranch as the title screen)
    - Bloody Dungeon Slaying Madness
    - Bound Dungeon Survival Mission
    - Bound Dungeon Scavengers Murdering
- Rope me in

- Using Season's Beatings as a base
- Remember this is a couch co-op esque game.
- The theme of the game will change from Season's Beatings to a 'dungeon-crawler' esque game

Big ones to add:
-Camera that situates 2 players (possibly can use the rope situation discussed in mechanics to make this simpler by tying the center of the camera to the center of the rope between the two players)
-Controls separate between the two players

Possible mechanics:

- Puzzles
- Two different classes to solve puzzles.
-Plan on two and not three to start.
- Range and a melee
- Rope mechanic to tie the two players together so that they cannot go

- Weapons (new ones perhaps)
- Death scenarios need to be accounted for:

If person A is dead and person B is alive they can either resurrect the other person or the other person could respawn themselves after x amount of time.
- Definitely need to swap sprites and assets
    -Theme will be Medieval, think dark and damp assets, sewers. D&D

Roles:

Gabriel Eck - Design, Programming

Justin Kephart - Programming, Design

Parker Levin - Programming, Audio

Rawlin Stone - Art, Design, Programming (based on priority)

Joseph Waterbury - Mechanics and Level Design

Characters:

Note: Damage is a 1-10 scale

Health is 1-10 scale

Same movements speeds

Warrior
- 10 health
- Weapons
    - Sword
        - 3 dmg
        - 0.5 second cooldown after animation finishes
        - Can hit multiple enemies
    - Shield
        - Block action
            - Blocks projectiles
            - Reduces melee damage taken by 50%
            - Can be held down
        - Shield bash action
            - Can be activated while Blocking
            - 5 damage
            - Stuns for 3 seconds
            - 7 second cooldown
            - Same knockback effect as wind but single target

Mage
- 7 health
- Spells

- Ice
    - Continuous beam
        - 1 dmg/sec.
        - 3 sec. duration
    - Light damage
    - Slow enemies hit
    - 5 sec. Cooldown
- Fire
    - Medium Damage Projectile
        - 1 dmg on hit
    - 0.5 tile radius AOE and DOT
        - 1 dmg/sec, lasts for 2 seconds
        - DOT adds 2 sec to the timer upon being hit again
    - 0.5 second cooldown
- Wind
    - Cone-shaped AOE
    - 3 dmg on wall impact
    - Pushes NPC's and PC's away from the casting player
    - 10 second cooldown

Enemies:

Skeletons
- Sword Attacks, 0.7 damage
- 3 second cooldown
- 8 health

Slimes
- Touch Attack, 0.5 damage
- 5 health

Ghosts
- Firebolts(range), 1.5 damage
- 3 health
- Resistant to physical damage(if we have the time)
- Fly through walls and floor hazards

Blobs
- Explode when they touch the player, but not if they get killed
- 3 damage, 1 tile radius
- 2 health

Charging enemies that grab players?

Boss:
If we have time

Puzzles:
Introduce basic puzzle mechanics over time, slowly combine to increase difficulty
Incorporate traps
Mage has to shoot button to activate stuff

Traps:
Ranked in priority
Environmental traps that require co-op activation?

1. Pits
2. Arrows/Darts shooting out of wall
3. Spikes
4. Push Traps (like wipeout)
5. Boulders
6. Explosives
7. Confusion Traps
8. Fire
9. Environment traps that require co-op activation

Mechanics:
Health pickups
Rope/Chain
Rope tug to move other the player towards you, 5 second cooldown
Rope physics if possible (pull objects using rope, enemies interact with rope, etc.)
Basic movement and aiming
Stuff behind walls is highlighted or wall opacity is lowered when needed
Point/loot system to incentivise players to kill monsters and solve puzzles. Monsters drop gold
(Low priority) Secrets hidden behind cracked walls/banners

UI:

- Health: bar, vertical, bottom left corner of the screen. Fades from green to yellow to red.
- Damage Indicator - blood particle effect
- Ability Icons - Bottom-left corner, grays out when used, then fills back up as it recharges. Cooldown timer placed over the icon as well.. (Low Priority)
- Start and Pause menu
- Gold Counter - Top-right