Arenathon  
Team Luc & Gonzalo

Arenathon is a fast-paced 3D action game where one or two players can fight endless waves of enemies using dynamic abilities. The game takes place in a single arena, and players try to survive and defeat waves of enemies for points. Occasionally, enemies will drop new abilities that players can replace their own with. Players have one melee, ranged, and movement ability at a time, and each ability will have it’s own pros and cons, so that players can experiment and find what works best for them. Enemies will drop “score orbs” that players can collect to get a high score.

Technical Specifications

* Installer
* Menus
  + Gamemode Selection - 1|2 player, friendly fire, which wave #
  + Options
  + High score list
* Gameplay
  + At least 3 Enemies
  + Ability pickup system with at least 9 abilities. Players have a ranged, movement, and melee ability, and picking up new abilities replaces the old one.
  + Enemy Waves
  + One level
  + Hud
  + Drop in / drop out
  + Enemies drop “score” that the player picks up.
  + Players lose when all out of health
  + No win condition, endless difficulty
* Single or multiplayer
  + Cooperative
  + Optional Friendly fire