**Stick Battle Royale Outline**

**Spawning Ideas –** Random spawns around the map

**Grenades –** Can be thrown over certain tiles (cover walls, walls not connected to a building. Tiles connected to buildings will not work)

**Player Vision** – Fog of war type idea. Player can see a certain distance around them, fog covers barriers infront of them (buildings, walls, etc). Opening doors reveals inside of building or walking behind cover walls will reveal whats behind. We can try something to do with raycasting I believe for it to work.

-Different guns will increase the distance revealed in the fog of war, like the sniper rifle will have a larger range and like a shotgun will have a shorter one.

**Player Movement –** make the walking/rotating independent of each other

* Add a sprint feature, only allowed while going forward

**Multiplayer Lobby –** Should we do something like fortnite or just have a screen with all the players in it and maybe a chat lobby or something.

-**Multiplayer features(later)**

-party system, team up with friends

-different colours for all players, teams will be the same colour

**Healing –** do something like pubg/fortnite with bandages or medkits. Taking time to apply the bandages/medkits

**Map –** minimap like pubg/fortnite

-Maybe procedural generation?(William suggested it), otherwise a handmade one. We’ll need lots of tiles, you can download the Tileset under buildingsprites. Each tile is 256x256pixels, u can setup guide lines in photoshop. I think contributing to this kind of art is most important at the moment. There’s gonna be a lot of tiles I think

**Items –** maybe powerups like speed boost

-ghillie suit, make it kinda like the green grass tile with some dark green so u can differentiate a little

-item sprites on the floor/inventory could be just the side/front view of the item