24/10/18

Super Trash Nidhogg Brawl

Option Bae

* 4 players / 8 players on 2 Teams
  + Fighting each other
    - Making Money
      * Income over time
      * Use money to buy powerups/upgrades
      * Using money makes waste
    - Cleaning
      * Dealing with waste makes powerups
  + Set characters for each team
    - Different abilities and stats
* Different Level Styles
  + Best of 5 areas?
  + “World tour” style. Same gameplay, different scenery.
  + Nidhogg style single level
    - Random Events?
    - Objectives as well as fighting
      * Trash related balancing objectives
        + Can only transition between scenes with objectives?
      * Item Drops/Powerups

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To do list:

**Essentials**

* Character selection scene -> Isaac
* Character controller -> Matt
* Animation controller
* Attacking logic -> Andres
* Camera system -> Luke

**Secondary:**

* Power-ups
* Level design
* Player grab/throw
* Objectives (primary and secondary)