PVP Roguelike: Group of people are pitted against one another in small, divided skirmishes, the victor of the skirmish gets a reward and moves on to the next round where the process repeats.

Multiplayer FPS: Titanfall movement, arena, no pickups, simple/utilitarian graphics, class based

2D fighter objectives: Make characters that can hit each other and move on a platform.

Done:

Platform

Todo:

* Moving Characters, min 2
* Make attack of some sort
* Make character jump
* Make character able to stick to wall and jump off