# Denzel game idea



3 V 3
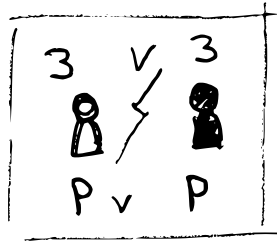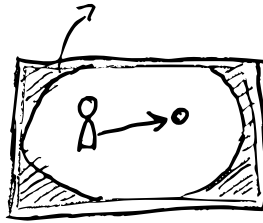
P v P

Best out of
7 - rounds

border forces player to middle
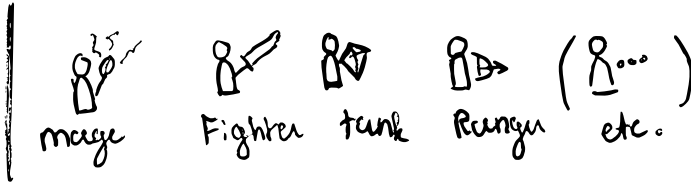


- top down (angled) perspective
- 3D - game (player + arena)

Move to area (right click location)
↳ Limited rate (= cooldown)
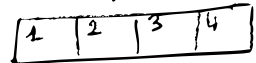
Classes → classical



mage   Fighter   tank   Ranger   etc.

→ different abilities

  → changes abilities
↳ improves them

Skill - trees

ability hotbar

| 1 | 2 | 3 | 4 |
|---|---|---|---|
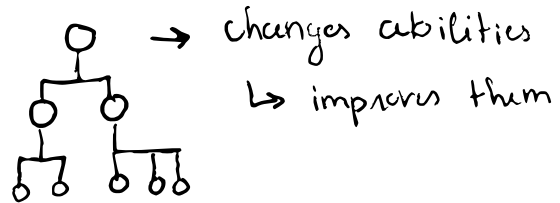
gameplay: Focus on skill shots with abilities

# MVP

- Arena (empty / 1 arena)
- Mutiplayer
- Attacks (max. 3 types)
- movement
- graphics = untextured shapes

→ Expansion / finishing requirements

- Classes
  - Skill trees
  - balancing
- more arena's
- graphics
  - modelling
  - texturing
  - animations
- Sound

# Additional (ideas)

- controller support ?
  - verified steam deck ?
- Linux + win uusion
- game - modes ?
- challanges ?
- Randomly generated Arena's ?
- Solo - mode ?

⟨ think well before expanding game scope ! ⟩

# Questions for Denzel

- 3v3 or up to 3v3? (1v1, 2v2, 1v2, ...)
- "Skill" focus or "party-game" focus?

     ↓            ↘

  (think melee/LoL)     (think stick fight)

  → | Controller support and steam deck version
      | may clash with skill focus.
      | Making game unfun on controller.

- goal? what should players feel leaving your game?
    - LoL feeling ≠ Stick fight feeling
    - Can losing be fun? Or will only winners have a good time.
- gameplay goal?
    → Skillshots, but why?

# Notes

- Reyben can maybe help modelling and lighting
    - ↳ See portal he modelled
- Arne can help with QC and planning (maybe modelling or texturing a bit)
- Nick can check class logic
- Jonjon (+ Reyben) good playtesters to try and break stuff / give very honest opinion

- Arne good playtester for creating detailed responses splitting opinion from analysis
- you had help in graphical department and animating already
- Audio is often overlooked, not really anyones specialty
    - ↳ maybe find someone if game is nearing final stages
- dedicated servers but also peer-to-peer (steam Api?) is a must?
    - ↳ Figure out how-to without port forwarding manually.

# Goals / planning

1. MVP → deadline : <u>1</u> / <u>11</u> / <u>2023</u>

2. playtesting and feedback !
3. Deciding "final" scope
   ↳ Split into goals
4. Build goals (with help / support where needed / wanted)
5. Release game V1.0

&lt;Develop&gt;

&lt;Release&gt;

Version

&lt;test&gt;

&lt;feedback / bug report&gt;

&lt;brainstorm&gt;