## Project: Hack and Slash (Maybe) Multiplayer Game

# Design document V1

Features:

* 3rd person, top down-ish view
* Animations, VFX, SFX, maybe camera shake at times
* Players have various abilities
  + Damage, effects; AOE and single target
  + Movement abilities? Teleport
  + Defensive abilities; shield/damage reduction
  + Healing
  + How do players gain those skills?
    - Preset characters? If so; character choice screen?
    - Class/talent system
    - Level up system
* Keybinds – presets
  + Maybe ability to reassign the keybinds (low priority)
* Enemy and level design
  + Level design is not the focus of the project;
    - One map;
    - Endless enemy spawning (waves or random or?)
    - Contest, who kills more enemies in N time?
  + Types of enemies…
    - Simple attacker
    - The fast one
    - Sturdy enemy
    - Ranged
    - Healer
  + Enemy AI; simple finite state machine
    - Patrol mode
    - Chase mode
    - Attack mode
* UI:
  + Health bars
    - Player, the other player
    - Enemies
  + Resource/mana bar for players
  + Score?
  + Floating damage /xp text?
  + Ability bar w cooldowns
* Multiplayer features
  + First step: attempt to make a text chat
  + Figure out what happens server side, what happens client side…
  + Optional feature.