- Unity Game, written in JS

1. Board
   a. Timer
   b. Corner = +1 Damage
2. Characters
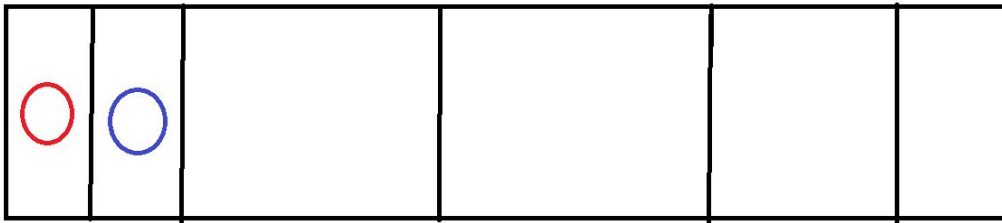   a. Class
      i. Position
      ii. HP
      iii. Skills
3. Skills
   a. Class
      i. Speed
      ii. Range
      iii. Damage
      iv. Mix
      v. Suit
      vi. Extra Attribute
4. Turns
   a. Program/Script
      i. Neutral Phase (Select gamble, move/skill selection)
      ii. A/D Selection (Determine winner)
         1. Chase Defense Phase (Attacker selects mixup, defender opts to reversal or try to block)
      iii. Stops at timer/turn limit or if a player HP hits <= 0

1. Tug of war style board
   a. 10 spaces
2. Attacking/Defending options may require forward or backward movement
3. Neutral Phase Start
   a. Players choose a number (1-3)
   b. Both players select their character's skill (rock paper scissors), or they are allowed to move backwards/forwards a space
   c. Person who loses the RPS must begin to block (the winner's skill will be referred to as WS)
4. A/D phase
   a. Each player's number is revealed.
   b. The number must be within a certain range to block successfully based on the Mix attribute of the (WS)
      i. Hi: 3, Lo: 1, Throw: 2
   c. Successful Block = A is pushed back a space and D takes no damage
   d. Missed Block = D takes damage equal the dmg rating of WS (this is considered a Successful Attack)
      i. If they are in the corner then they take an extra 1 dmg
   e. If the person moves, and the other person whiffs, next turn begins
5. Time Out
   a. After certain amount of turns, game ends, person w/ higher hp wins

Char
1. Avg. 12HP
2. Basic Skill
   a. Rock
   b. Paper
   c. Scissors
3. Unique Skills
   a. Skill A
   b. Skill B
   c. Skill C

Moves
1. Speed rating (Min: 1 - Max: 5)
2. Damage rating
   a. Varies depending on position, (ex: Highs do less mid screen)
   b. Min: 1, Max: 5
3. Mixup(H/M/L)
4. Range rating (Min: 1 - Max: 10)
   a. Each move has a range on the board
5. Suit (Rock/Paper/Scissors)

6. Suit > Speed determines who wins (most of the time)
7. Skills
    a. Connected to each move, you do it before RPS phase if you want. If you lose RPS you get a penalty (ex: cant block if you jumped)
    b. Anti air tied to speed skill
8. Attributes
    a. [Movement Attr] During Neutral Phase
        i. Dash - move forward 1 space
        ii. Dodge - move back 1 space
        iii. Jump - move forward 2 spaces (can jump over opponent), but cannot block
    b. [Attack Attr] During A/D Phase
        i. Chase(Oki) - If the attack is successful, the defender is considered Knocked Down and cannot move during Neutral Phase. If a skill with Speed/Range < X is used, the KD'd player is forced to defend.
        ii. Reversal - Will win regardless of suit. If the attack is successful, the players switch places. If it whiffs, the player cannot move during Neutral Phase and is forced to take the hit next turn.
    c. Projectiles - Cannot be used as antiair
    d. Proj. Invul - Beats projectiles regardless of suit

Archetype:
MC
- 13HP
- Basic Skills
    ○ Jab (R)
        ■ High
        ■ 1 Spd, 1 Dmg
    ○ Poke (P)
        ■ Throw
        ■ 1 Spd, 1 Dmg
    ○ Kick (S)
        ■ Low
        ■ 1 Spd, 2 Dmg
- Unique Skills
    ○ Dynamic Entry (R)
        ■ 2 Spd; 4 Dmg; 1 Rng
        ■ Dash
        ■ High
    ○ Sweep Kick (P)
        ■ 3 Spd; 2 Dmg; 2 Rng
        ■ Oki
        ■ Low

- Tantrum (S)
    - 1 Spd; 3 Dmg; 1 Rng
    - Reversal
    - High