# Title

The Shade Stones: Origins

# Deities

The Shades of Masagar

Shade of Fire

Shade of Storm

Shade of Water

Shade of Earth

# Raids

Could you make the game co op? And if so could you make it so that when you go up against a mob together, you both get to use your Shades in the turn based (pokemon esque) combat?

For example in pokemon, you are given a roster of up to 6 pets. Let’s say that we are doing the same thing and I am in a group with 1 of my friends. We would each get to choose (Roster Max / Group Member Count) pets. So in a group of 2, each of us would choose 3 pets. Now the combat is where I am unsure. Would you both have to vote which Shade to use in the current round of battle and whoevers Shade is sent out, is who would control it? Or would be allow a pet on the field for each group member and adjust the Foe’s health to allow for it? Then each player would still take a turn based on speed of Shade etc. And the more group members the stronger the Foe gets to handle the extra heroes on the field.

# Combat

Make the combat similar to Heroes? Where you put all of your shades on the field and they all take turns?