

# Team TeamTeam

→ Medieval Payday/Thief → Vs + Co-op  
↳ Maybe not medieval, security camera mechanic

No realistic style

Dueling arena?

(1<sup>st</sup>) or 3<sup>rd</sup>?

Hello Neighbour influence

Characters:

- Player
- Camera(s)
- Guard(s)

Surreal level design, doesn't necessarily have to make sense → deliberately confuse

Thief sneaks in, guard tries to stop you. Time limit or if guard finds player

- Complicated Pac-Man where guards get gradually faster

Mechanics:

- Blocking things
- Avoiding guards
- Traps (Bear traps)

Player-Run, pick-up, move stuff  
Guard-Run, move stuff, kill player

Non-Euclidian space

Balance beam floor

\* Maybe procedurally generate house, reaching goal

Post-processing zones

- Jumping? Trampoline?

Randomize room layout midway through game (non-Euclidian)

Features:

- Co-op
- Pvp
- Spectation (influence guard)

Loot sparkles (farrow)

## Features:

- Cameras (Spectator mess)
- AI Guard (too)
- Traps
- 1st person
- Non-Euclidian space
- Shrinking player
- Surreal level design

Reach: Balance beam

Event: Randomize doorway

- Boggle event

Events happen every xtime

- Co-op
- Pvp (Free-for-all)
- Solo
- Player vs Playerguard (maybe)

Players: 1 to 4

## Sprint Goals:

Start TDD & GDD  
get as much done as possible

Travis + Dayton: CRGs + UMC

Val, Raff, Ash: GDD

## UI:

- Money
- Trap inventory
- Crosshairs
- Message log
- Event timer?

## Rooms:

- Rave room
- Medieval room
- Sci-fi
- Regular
- Static first room (regular)

## Menu:

- Pause & Resume
- { Options  
Quit
- Main menu { Single player  
Multi  
Options  
Quit
- Options { ???  
Volume?  
Resolution?  
Colour?  
Credits!