Madness Hunters - Jae-Kyu Park

* Concept Statement/Target Audience
  + 2D Co-op brawler
  + Lots of content here and content to make
  + Multi-player? - Limit to two players and/or one player with an NPC
  + Lots of programming required for this idea
  + A bit of a “re-skin” and not very unique
* Experience/Fantasy
  + Needing a lot of art
  + Stress/Gratification feelings
  + Battle - Defeat - Success - Upgrading
* USP: Movement & Combat Integration
  + Very complicated
  + Too many players as a starting game
* Genre/Style
  + Lovecraftian - Need a particular type of art and artists?
* Platform/Scope
  + Choose one platform: PC or Console
  + You need animators too and good ones
* Game World
  + In country of Dagowich as hired hunters fighting the Dusk - Develop the Dusk idea
  + Could have a tangible items gain with each successful defeat of the Dusk
* Loops/Progression
  + Give examples of the energence
* Systems/Interactivity

Other questions and concerns:

* Will need different builds, combat, styles of combat
* What are the balancing loops?
* What do you get when the Dusk retreats?
* Suggest looking into table top co-op games like Burgle Bros to limit abilities but still are inactive and compatible.