6Gameplay

Two teams, working together to summon demons to attack opposing team, if a demon touches the other teams summoning pit they lose. To summon demons, the teams of players must gather unique material components and then produce the somatic components.

import

**Locations**

* Two floating islands in space connected via a space bridge, there is a void between the islands
* Summoning pit
* Resource craters
* Players start on mirrored north/south of the pit

**Sound**

* Music
* Players
* Demons
* Pickup
* Effects

**Gameplay**

* Each player has a different colour(yellow/red, Green/blue)

**Player movement/actions**

1. Freemovement
2. Analog stick for movement \_ all the directions
3. A to pick up/drop
4. A to put into ritual pit once in range

* Boost

**MATS**

In craters

1. Fire/lava
2. Ice crystal
3. Cursed earth
4. Skulls
5. Gold/cash
6. Tongues
7. Salt/Sand
8. Blood/organs
9. Live animal
10. Bar of metal
11. Black powder?
12. Angel tears/wings

Combinations

Baseline ritual 5 \*4s/2 10s each

**Costs**

* Time to make (position)
* Complexity
* Resource rarity

**Effects min 2 aim 4**

* Holes/meteors

Summon meteors to obstruct players pathing making certain routes cost more rndm location in between pit and resources, cannot overlap

* Buff/heals demons

Gives current demons a heal or attack speed/dmg buff.

**Demons min 2, aim 6**

* IMP low hp
* Devil(generic)
* Shadow demon( puts a dot on all enemy demons) good vs lots
* Ice demon (slows all enemies)
* Skull/bone demon/hulk meatshield
* Flyer straight to front

**UI**

**TODO**

* Respawn graphic for resources

Polish

Animations

Gameplay

* More spells
* More demons
* 3 more resources
* Introduction
* Imp example ritual
* Sudden death timer
* Balancing
* Is it fun
* Pit health
* UI
  + Pit hp
  + Resource recharge

Sounds

* + Pickup resource
  + Fail effect for pit
  + Drop resource
  + Drop in pit(magical acceptance)
  + Failed ritual signal bum bwah
  + Win sound
  + Lose sound
  + Walkrun/Player movement
  + Demon dies

Music

* + 1 track looped (whimsical and fast paced)

EXTRAS

* Resource combinations
* Random elements for
* Slippery ritual
* Inversion ritual
* Coloured demons
* Lightening strike(stun)
* Knocking stuff out
* Runaway resources
* Dropped items dragged back to base