Gameplay

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

* Experimentation?
* Half-Randomization of rituals
* How do you learn new rituals?
* Spell book with rituals y/n
* Summon new rituals from slow talking demon
* 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
* Buff/heals demons

**Demons min 2, aim 6**

* IMP low hp
* Devil(generic)

**UI**

EXTRAS

* Resource combinations
* Slippery ritual
* Inversion ritual