**Base game**

Stage

Side view player vs. player arena style

Platforms

* Water platform implementing buoyancy
* Mid-air platforms held up by springs
* Rotating wheel with platforms on wheel
  + Should the wheel constantly be moving on its own?
  + Should the player landing on the wheel apply force to the wheel causing it to move?
  + Should there be both?

Player

Up to 4 players

Player combat

* Simple close range melee attack i.e. Sword swing
* Long range thrown attack launches projectiles i.e. knives
  + Projectiles acted upon by rotational motion physics
* Health system (specifics undecided)

Player movement

* Move right/left
* Jump

**Additional mechanics / questions to ask**

Stage

Ring outs

* Should we have ring out zones that kill the player when they hit them?
* Should the map be enclosed making the players have to kill each other?
* Water
  + Should water be treated as a ring out if you sink too deep?
  + Should it be a pool of water with a bottom that can be walked along?
  + Should being in the water drown you over time?

Platforms/stage features

* Rope made up of springs that can be swung on?
* Breakable or moveable objects like crates?

Multiple maps

Day/night versions of maps?

Player

What type of Health system should be used?

* Points/hearts
* Health bars
* Numbers
* Other suggestions?

Should we implement a health pickup?

Could we implement an armor pickup to give you armor?

Should we have multiple weapons in the form of power ups?

* Ball and chain using springs
* Staff/spear
* Other ideas?

**Art assets**

Player

Move animation

Melee attack animation

Throw attack animation

Jump animation?

Idle animation?

Death animation

* Particle effect of blood?
* Fade player out?
* Mario-style falls off screen?
* Other ideas?

Weapons

Knife

Sword

Stage

Objects

* Platforms
  + Log
  + Steel girders
  + Springs

Water

* How will water be done?

Level art

* Super Nintendo theme
  + Yoshi island
  + Super Mario
  + Donkey Kong country
* Different shaders for day/night
* Other ideas?

**Sounds**

Sound effects

Attacking sound

Death sound

Jump sound

Hit sound

Other sound ideas?

Music

What type of music do we want?