**What we need for a working game**

Menus

Main menu

* Start game
* Controls
* Quit game

Controls

* Simple image of keyboard/gamepad control scheme

Player select screen

* After picking start game bring them to player select screen
* Players press a button (start or a) to join the game
* Minimum 2 people must join game
* Controller 1 for player 1, controller 2 for player 2, etc.

Pause menu in game

* Return to main menu

Stage

Platforms

* Water platform implementing buoyancy
* Mid-air platforms held up by springs
* Rotating wheel with platforms on wheel

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
* Health system (HP)

Score system

1 point for a kill

-1 point for a death

**Art assets**

Player

Melee attack animation

Throw attack animation

Death animation

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

Weapons

Knife (thrown)

Sword (melee)

Stage

Objects

* Platforms
  + Log
  + Steel girders
  + Springs
  + boxes

Water

* Water art

Level art

* Anything for now But preferred to be Sci-Fi

**Sounds**

Sound effects

Attacking sound

Death sound

Jump sound

Hit sound

Other sound ideas?

Music

8 bit battle Music (preferably with a sci-fi theme)

**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?

Multiple maps

Player

Health system

* Health bars
* Numbers