**Camera:** Will be at a mid-range above the player at an angle. An isometric camera angle but the player can zoom in and out at a curve from being fully zoomed out and 100% isometric to zoomed all the way in which is more of a third person camera.   
  
**Multiplayer:?**A max of 4 players at a time in any game mode.   
  
Game modes: PVP: 1v1 , 2v2, 1v3, free for all, PVE: Wave by wave, timed survival.   
  
PVP: 1v1, 2v2 are all normal with all traps being active in the arena and the players functioning the same way but with their partner’s health floating above their head with their active form next to the HP bar and their name above that. .   
  
1v3, the 3 that are fighting the 1 are each only allowed to use one playable type aka choosing between melee, ranged, defender while the 1 is allowed to switch between forms.

In multiplayer PVE, the percentage of enemies that spawn more each wave is increased and the rate that their stats increase is higher.

**Gameplay:**Waves: Each wave will spawn a percentage more enemies than the last each time, Wave 1: 10, Wave 2: 15, Wave 3: 22-23 and so forth.   
  
The amount of each type that will spawn is set by percentage so **EG**:   
  
**Wave 1**: 1 defender, 3 ranged, 6 melee : total 10. **Wave 2**: 1 defender 5 ranged, 9 melee: total 15. **Wave 3:** 2 defender, 7 ranged, 13-14 melee: Total 22-23.  
  
At 10 waves the first boss will spawn and every 5 waves after that a boss will spawn, a boss kill will count for many more points compared to a normal enemy kill allowing the player to gain a level faster.   
  
Timed survival: The arena will constantly fill with enemies till at a max amount but with every minute that passes new spawned enemies will have higher stats that increase by a certain percentage like in wave based.   
  
There will be a maximum amount of spawns in the arena at once so that it’s not to full, this number will vary on arena size.   
  
Each arena will have points mapped out on the art for where spawn points are, each is slightly different.   
  
When one of the playable characters dies it will no longer be usable but all 3 need to die before its game over.   
  
The player can pause while in gameplay just by hitting esc, restarting the level and heading to the level selection screen should be options.   
  
When its game over a menu will come up asking them if they want to play again, if they select play again any experience and skill points earned from the match they just played should be kept. And another option for heading to level select.  **Player:**   
  
Melee – ranged – defensive   
  
Each type has different stats across the board, attack, attack speed, health, health regen, run speed.   
  
Ranged: Will have a max attack distance and at max distance fall off from that point on if possible. Can charge an attack to do more damage, more info in attack combos section.   
  
Defender: Only boss attacks can break the defenders block with a single hit no matter the HP of the block, the defenders block has HP that is double whatever the defenders normal MAX HP is. Once the block has broken the block has to regen its health back and the regen speed will be 2 or 3 times higher than whatever the defenders normal HP regen is. When the block is broken by a boss it takes 5 secs before the defender can block again.   
  
Melee: Block works the same as the defender but when a boss hits the melee while in block it ignores the block HP and does direct damage. The melee can charge an attack to do more damage. More info in attack combos section.  
  
When not using a character or not in a characters form it will not regenerate health, and will only regen when being used.   
  
The player’s health will be in the bottom left hand corner of the screen with a red bar to indicate it, there will be a small icon to the left of the bar which will change with the player type that is active. (If possible?)

**AI:**   
  
Melee – ranged – defensive   
  
Enemies scale health, attack, attack speed, movement speed all by different % each wave. Movement speed would increase by a much smaller % vs’s health and attack.   
  
Ranged: Scale attack range by a very small margin also. Can’t block like melee or defenders.   
  
Defender: Block works the same way as the players defender but the block HP will scale by a different amount to the amount the players block HP scales from normal health and regen. The defender should take priority in getting to the front of the player so the player is forced to take down the defender first.   
  
Melee: Works the exact same way as the player and the same way the defenders AI works with the block scaling much less. The melee will only block after taking a direct hit or two.   
  
There is a boss mob ever 10 waves that is unique to the dungeon.   
  
Enemy health will be floating above their heads, with the boss HP bar also above its head but larger and also taking priority in terms of layering.   
  
When an enemy blocks a bar will pop up over the enemies HP bar that will go down as the player attacks the enemy that’s blocking.   
  
**Progression/stats:**These affect all playable characters.   
  
The player gains 2 points per level.  
  
All characters and their variations share the same level but separate stats per character type but the same stats by character variation.   
  
After 10 enemies killed the player will gain a level, the amount of kills needed will increase by 30% each time (This might need to be adjusted later on). The player has to die to acquire this level rather than just quitting the arena.

When earning a skill point the player will have one to spend on each character rather than just one, the player can’t spend skill points mid match or fight but only after dying.   
  
Skill point caps might have to be put in place so we don’t have the player only focusing on attack damage for melee and just attack speed for ranged.   
  
Or have the AI’s adjust slightly if the player only focuses down on spec the AI scales in HP just slightly so they can kill off the player forcing the player to start changing direction.

**Attack damage  
Attack Speed  
Health   
Health Regen  
Movement Speed**

**Arenas:**Roman – Mainly sand stone, with dark oak wood where used and grey steel where used.   
  
Traps: Flame pillars, activates by pulling lever and activates those closest to the lever. Pit doors, activates by running over pressure pad, there are two that can be used and both activate the same trap. All traps can only be used once every minute.   
  
Mayan – Mainly a green lime stone with carvings and while clay and other to fit the theme.   
  
 Traps: Dart traps, Press any of the buttons in the arena to activate the dart traps in order closest to where you activated it so you have to run and dodge the darts. The darts will deal high once off damage to NPCs but for the player it will be very low but a poison effect. Once the traps are activated 3 times in a row it will activate the floor trap.   
  
Greek – Quite a sandy area with sand stone pillars and fences, with traps to destroy the pillars and dart traps in the walls of the base arena as well as medusa stones outside of the base arena once all the fences and columns have been destroyed. The arena exterior is completely surrounded by cypress and olive trees.   
  
Chinese – A traditional theme more towards that of a shrine with a pagoda at the center of the arena with 4 outer towers. There are spear traps as well as blade traps. With lanterns surrounding the arena they can be triggered to fall and explode. The arenas exteriors is completely surrounded by sakura cherry trees.   
 **Animations:**Walk – For the player and defender only, the player will be in run mode as default but can hold shift to slow down and walk. Defender will be able to walk to make more precise movements or slow down when needed.  
Run – For both the player and AI as they will be in run by default.   
Attack 1 – Melee and ranged, they will attack first off with their right hand.   
Attack 2 – Melee and ranged, their second attack will be their left hand.   
Attack continuation – Melee and ranged, this will be 3 more attacks for the next 3 clicks but they don’t have to be a simple left and right jab / shot we can mix them up.   
Attack – Defender, smashing both shields into the ground in front of him to damage the player(This attack is rare)   
Defender block – AI only, defender puts both shields up to block damage. Will take X amount of damage to break block.   
Defender block broken – For when the defenders block is broken.   
Defender block damaged – When the defender is hit while blocking.   
Roll left – ranged and melee only for the player not AI.   
Roll right – ranged and melee only for the player not AI.   
Stagger – AI and Player, hit and thrown off of balance. For melee, ranged, defender.   
Melee block – Blocking with the two swords, player only.   
Melee block damaged – Hit while blocking, player only.   
Melee block break – Block is hit and broken, player only.  **Menu:**  
  
Main menu will have a 3d arena in the background with NPC's duking it out as we have been talking about. There will be:

New game (Will prompt the player to create a new profile choosing a name for it and then choosing the color and body design for the melee and ranged they will be playing with(for this we will make separate characters with the exact same rig and animations for the melee and ranged just different in model and texture))

Load profile(If the player wants to have multiple profiles for different characters testing out different attribute builds and such, when the player hits load profile a window with the profile names, levels and last played time will pop up)   
  
When the player loads a profile it will go to a level select with art of that area being the full background and a button on the left and right to flip through the different areas thus changing the background and which arena is selected. The players character in 3d will be in the center of the screen in idle with a small window to the left showing the stats of the player with on the left of each stat being a minus and on the right of each a plus, once the player has added points to where they want it they can save it via a button that pops up under the stats window only once they have added stats.  
  
Under the 3D character portrait there will be a “**change character**” button which will allow the player to select which variation of melee/ranged/defender they want to be. When they click this button an arrow on the left and right of the 3d character will pop up allowing the player to switch between the variations, once decided they can save it by hitting the save button that will pop up just under the 3d portrait when in change character mode.

Options (Will do a write up further below)

Exit (pretty simple :P)

Saving will have to automatically happen at the start and end of levels and after changing attributes or any important info.

When the player loads a profile or starts a new game he will be presented with a totally different screen with the ranged and melee characters the player is using in the center. With a large arrow on the left and right to choose which arena they want to go to with an art piece for the arena as a backdrop and when hitting left or right it will change to whichever is next.

If the arena is locked the player will have to unlock it by getting to a certain wave in a specific arena.

In the top left corner there will be a rectangle with the stats for the respective character, above the stats there needs to be the name "melee" or "ranged" and arrows next to that allowing the player to switch between the two to see the stats and also when the player has points to spend, use them.

If possible i would like to allow the player to name the melee and ranged to whatever they would like when creating them so at the top when switching between the two it could be "Bob" and "Steve" type of thing.  
  
**Variations:**   
Ranged – Not agile nor extremely fast but moves considerable faster than the defender while being able to attack from a range with good damage is its largest advantage. (For animation: Personality is enjoys to flaunt and show off is how I would like the ranged to be seen.)  
  
Melee – Extremely agile and fast, being able to get to the player quickly and start attacking or for the player to quickly run away from enemies. The player will be faster than the **melee** AI when in **melee** form. The melee is a fast attacker mainly meant to chip away at HP when given the chance but doesn’t deal a great amount of damage. (For animation: Personality is boisterous, always happy and energetic and more often than not a bit too cocky.)  
  
Defender – not agile at all and extremely slow attacks, the defender is mainly for getting to the player and causing trouble blocking damage and slowing the player down allowing melee and ranged to get in and deal damage. (For animation: The personality is quite dull and bored, they seem as if they are un-interested and are just there to get done what they need to.)  
  
  
**Controls:**   
  
WASD – Basic movement  
Q and E – Roll left or right  
F – pull lever / hit switch (Pads on the ground can just be walked on)  
Shift – revert from run to walk  
Left click – Attack  
Right click – Block   
Middle mouse – Switch character  
Scroll – zoom in and out, when zooming in curves downwards to a more 3rd person view while the camera further out is your normal top down type view  
  
**Basic attack combos:**Hold down left click with the ranged or melee to do an charged attack which takes 3 or 4 secs to charge up but will do a lot more damage and break blocks. 4 Consecutive clicks – first 3 attacks are normal with the 4th being a combo.   
  
3 consecutive clicks with short break and one more click – first 3 attacks normal and combo on the 4th delayed click