# TGP Pair Project Design Ideas

Local multiplayer

Brawler? Maybe PVP, Maybe Coop.

Hyrule Warriors?

STATIC SPLIT SCREEN | Vertical

Start with 1 mode, possibly create multiple modes if enough time.

Base mode will be coop vs ai.

Many spam enemies that suck.

Wave based game. Think COD zombies.

IF WE WANT UNIQUE THEN MAKE PLAYER MOVEMENT/COMBAT WEIRD.

2 players are different / therefore multiple player classes

One player is melee, one player is ranged?

Try to enforce teamwork.

EACH PLAYER NEEDS SUPER COOL OVERANIMATED ULTIMATE MOVE

Pretty HUD inc. HP Bar + any other necessary user data

## Enemies

For our Hyrule Warriors theme, we will need many different enemies. Some will be very basic units that simply run at the player and attack. Others will need to be stronger, somewhat boss-like enemies. All enemies basic-captain also have allied versions that help the player.

### Basic Enemy Unit

* Pathing towards player. (If within range) flocking?
* Basic attack

### Basic Ranged Unit

* Pathing towards player. (If within range) flocking?
* Basic ranged attack

### Bonus Effect Basic Units

* Literally just a basic unit with bonus stats eg. Hp.
* Drops items when dies.

### Captain Unit

* Pathing towards player. (If within range) flock leader?
* Basic Attack
* 2 Special Attacks
* Visible Health Bar.

### Bosses

* Pathing towards player. (if within range) flock leader?
* Basic Attack
* Player Interact Attack (Player has to react to something this enemy does.)
* Has visible gauge. (number of hits to knock out ect.)
* Visible Health Bar.

### Character Bosses

* Same as Bosses
* Does not have Player Interact Attack
* Have uninterruptable attacks which player must avoid.