# 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