**Brothers Quarrel**

**Description:**

A 2d platform game (1 vs 1 and they will 4 player for future plan)

**Mechanics:**

**Player 1:**

Movement (arrow up, down, right, left) Jump (.)

Attack (,)

Pick item (m)

Or joystick 1

**Player 2:**

Movement (w a s d) Jump (left ctrl)

Attack (r)

Pick item (t)

Or joystick 2

**Map and environment:**

The map will be full of springs that shoots player up when they walk on it. There will be an ai (mom) in the top of the map that looks for player, when one player hits the other the ai will begin searching for players. When one player is hit by an attack the ai will notice it then rush to that point. Scattered in the map for players to use, The map will have holes to hide in and traps. The mom ai will have a sight rays that shows where she looks so the player can escape it

**How to play:**

The player will spawn and search the map for other players, when a player is found a ranged battle begins where each player uses items to trap or damage the other player. Each player has 3 hearts as HP when a player is hit 3 times, he gets stunned and cannot move for 5 seconds. Each time a hit is made the mom ai will go to that point. The game ends when the mom captures a player. The loser is the player who gets caught and the winner will be the last one.

**Items:**

Weapons: bubble gun, wooden chair, dinosaur toy, Barbie toy

Traps: gums, net, cover blanket, cowboy rope

**Audience:**

Kids, grownups who love old game of hide and seek.