Top Down Action Game Ideas

**Key features:**

* Fast paced movement/fighting
* Varying art style
* Goofy mechanics (ragdoll arms)
* Enemies imitating gods (Zeus=Man with taser)
* Simple level structure
* Clash of Cosplayers (Name)
* Goofy nonsensical weapons

**Roles:**

* Sam – Level Design
* Charlie – Mechanics
* Sujai – Research and style
* Luke – Planning, scheduling, additional help

**Levels:**

* Tutorial
* 3-minute action level

**Art style:** Varying range of colours to represent outlandishness of the game

**Unique feature:** Ragdoll fighting in a top-down level