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| **Team Name:** | Sausage Fox |
| **Game Name:** | Mansion Mashers |
| **High Concept**: | A 2D dungeon crawler side-scroller hack and slash game. |

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| **Player** | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | |
| **Stats:** | | Defense: | | | | | Health Points, Damage Reduction | | | | | | | | |
| Agility: | | | | | Attack Speed, Move Speed | | | | | | | | |
| Strength: | | | | | Damage | | | | | | | | |
|  | | | | | | | | | | | | | | | |
| **Weapons:** | | | | | Sword: | | | | | (+1)Defense, (+1)Agility | | | | | |
| Spear: | | | | | (+1)Strength, (+1)Defense | | | | | |
| Hammer: | | | | | (+2)Strength, (-1)Defense | | | | | |
| Axe: | | | | | (+1)Strength, (-1)Agility | | | | | |
|  | | | | | | | | | | | | | | | |
| **Specials:**  **\*Stretch\*** | | | | Bomb | | | | | | | | | | | |
| Throwables | | | | | | | | | | | |
| Flamethrower | | | | | | | | | | | |
|  | | | | Bow/Arrow: | | | | | | (+4)Agility, (-2)Defense | | | | | |
|  | | | | | | | | | | | | | | | |
| **Buffs:**  **(Stack,**  **1 each)** | | | Defense: | | | | | Player | | | | | | | |
| Agility: | | | | | Player | | | | | | | |
| Strength: | | | | | Player | | | | | | | |
| Weapon: | | | | | Poison: | | | | Slow, Damage over time | | | |
| Fire: | | | | Damage over time | | | |
| Ice: | | | | Freeze/make extremely slow | | | |
| Haste: | | | | | Move Speed | | | | | | | |
| Mystery: | | | | | Random | | | | | | | |
|  | | | | | | | | | | | | | | | |
| **Money:** | | | | Buys weapons | | | | | | | | | | | |
| Buys buffs | | | | | | | | | | | |
| Lost on death | | | | | | | | | | | |
| Buy Pets | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | |
| **Experience:** | | | | | | (Ex. Monster with 100xp) | | | | | | | | | |
| Ratio of damage on hit: | | | | | | | | | | | | | | | |
| Monster | | | | | | P1 | | | | | P2 | | | P3 | P4 |
| 100hp | | | | | | 10 | | | | | 50 | | | 30 | 10 |
| 100xp | | | | | | 10 | | | | | 50 | | | 30 | 10 |
|  | | | | | | | | | | | | | | | |
| **Gain Level:** | | | | | | Pick stat increase: | | | | | | | (3pts) Early, (1pt) Late | | |
| Flats Increase | | | | | | | | | |
| (3pts) Starting Level | | | | | | | | | |
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| **Hidden Inventory:** | | | | | | | | | Items go into inventory but are only accessible in between levels | | | | | | |
|  | | | | | | | | | | | | | | | |
| **Pets:** | Adds to stats for different pets | | | | | | | | | | | | | | |
| Special Effects | | | | | | | | | | | | | | |
| Pets that attack | | | | | | | | | | | | | | |
| Example: Lobster | | | | | | | | | | | | | | |