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| Level Design | | |
| Characters: | C1 Kaya | **Look**: Black fox, red  **Personality**: jackwagon, cocky, don’t need no prince, sassy  **Voice**: sassy  **Def**: + |
| C2 Ginko | **Look**: Toph  **Personality**: talks back/throws insults, more offensive, firey  **Voice**: little girl voice, squeaky  **Attack**: + |
| C3 Mayple | **Look:** cute and girly  **Personality**: fluttery and light, pixie, peppy, Canadian, cunning  **Voice**: Dan’s got it gurl  **Balanced**: + |
| C4 Holly | **Look**: Ty Lee, run with arms behind, ninja agile  **Personality**: quick, witty, sneaky, less vocal more taunts  **Voice**: cautious, reserved, shy  **Agility**: + |
| Prince  Name:  Oakley | **Look**: glasses, scholarly clothing.  **Personality**: strategic (not a fighter), educated, non-confrontational  **Voice**: proper educated/British, eloquent speech  **Story**: not seen in the beginning, at end, crowned king at the end, award the rescuers |
| King  Name:  Cypress | Gandalf Fox, old, age, white beard  **Voice**: old, raspy, dying voice  **Personality**: straight forward, serious  After battle gives mission to the main character  Flag at half mast, characters have back to mansion as leaving  \*Only in the beginning/story |
| Boss Battle Setup | Zoom out, no camera movement  Boss health at bottom below ground axis  B1 = 2 platforms, same height  B2 = one middle platform  B3 = three platforms, middle is highest |
| Kevin | **Look:** bitchydeer, eyes are googily/crossed eyed, tongue hanging out, fake looking dog  **Personality:** commanding, owns dog clan, manipulative  **Voice:** deep, Morgan Freeman voice, narrative-type  **Fighting Style:**  *Dog Phase*: running around trampling, roof/top of the mansion, mask falls off drop down to another level/lower floor,  *Deer Phase*: Mini Game like, chase phase, obstacles, mansion is falling apart,  *Courtyard phase*: avoiding you, dog minions attacking you, more keep spawning/timed, when you defeat Kevin, statue in courtyard breaks and Oakley is inside  …goes into cutscene |
| B1  Arm Guy  Name:  Fenrir | **Look**: Lanky, goatee, hair: obnoxious red, fur: brown/tan  **Personality**: I’m the best put me in front/block the borders  **Voice**: talks fast, slurs words  **Fighting style**: arm whip/slam, spins to the opposite side, both arms long normally tucked in, arm jab (go down to avoid)  Arm whip brings platform down, jab at platform level, spin (jump up to avoid  Lower health = faster intervals between attacks (speed changes in health drop of thirds) |
| B2  Hand Guy  Name:  Dolos | **Look**: Jerseys with question mark on it,  **Personality**: always talks in the form of a question, suck up, are you brilliant enough to beat me  **Fighting Style**: shoots question marks from hand, AOE Daze/Stun- shouting “why?”, indicator sucking in air, quick jab- double pointing hands  Health drop/attack interval = thirds  Left, Middle, Right, Platform – range of AOE attack (thirds)  If daze hits move in and jab, then move to a new spot, throw 5 shots: first is highest, third/middle directed at player- if player not around move to new spot-> randomly picked spot, if in middle will do stun/shout |
| B3  Yeah  Guy  Name:  Kerberos | **Look:** ponytail, white dog, hoodie,  **Personality:** Morse code yeahs  **Voice:** “YEAAAAAAAAAAAHHHHHHHHHHH”  **Fighting Style:** AOE yeah, bolt of yeah = movement yeah, yeah pound, three heads of different elements each spawns a buff thing, each ABC buff increases damage to ABC head, three layered health bar  **Additional:** levels leading up to him yeahs slowly get louder |
| Basic Enemy | Classes:  Fighters: melee only, medium health  Archers: range attack, low health  Beefy: slow & strong attack, high health |