* Win brutalgore with 99 players (reco allowed) => reward
* XX players
* Map size depends on player number (and fixed maps)
* Enemis gd enfo’s team
* 2d
* Sound tests early
* Animations sprite 2d
* Gamepad ?
* Mass shooting
* Mass mob
* Defend city
* Shop easy access at town
* Shop hard access/hidden/item quest dota roc
* Rewards enhancement on weapon, permanent
* Spells & skills
* Levelup nolimit
* Slow progress, hard finish, rythmed with boss each X rounds
* 4+ spawn locations
* Walls can be made ?
* Can’t block the ai : will attack hard
* Adaptive AI based on number of players
* Goes towards the city, attack on sight
* Destructible menus and settings (UI ?°
* 2+ currencies at merchants, ingame item quest for better stuff
* Ranged and melee weapons
* One plane ( ? or 3)
* Fixed camera on player, may have overview, no minimap
* Waves on monsters, incontrollable (will see)
* Constant pressure
* Agressive shooting, mass damages, low health, carnage, brutalgore
* Sound : ‘slagsmakubben – robbi tobbi and stuff ‘, ‘renard – humanoized’ like
* Damages hidden by health bar (to discuss)
* Xp gains shown on screen (to discuss), xp bar
* Community tools : map editor, server maker, open source, modding, …
* Multiplayer if possible later
* No dlc shit, free updates if asked
* Random events anywhere possible
* Doors, rebuilding, traps, defenses
* Brutalgore 4k, 3D, giants vs small people, massive mmo, charitylaunchevent
* \*Add from notes\*