# Nothing of the Sword

Alternative titles:

* Swording Matters
* Sword your Priorities
* **Swordlived** => actually sounds elegant and meaningful
* **Sword it Out** => good pun, give more party vibe

## General

The idea of “slice a shape into any other shape” has now been used in a **top-down** game. Which is perhaps the “easier” method, but has its limitations.

What if we use it in a **side-view** game?

A bit like actual swordfighting/fencing, but now it actually matters how you orient your sword, as the other player is sliced realistically.

(With some platforms and jumping stuff to make it more interesting.)

## Players

Each player is a *body* with a few *limbs* attached.

* The body is actually controlled (and is probably kinematic?)
* The limbs are attached with physics joints. (I’d need some Reverse Kinematics to properly position all the parts based on where you point?)

When someone extends their sword into your shape, it’s cut in two.

* Hitting a limb simply makes it shorter. (The sword is held at the *furthest* point on your arm.)
* Hitting your main body immediately kills you??

When you go into *turtle mode*, those limbs protract. You can’t attack, but others can’t cut off your arm.

## Ideas

Obviously, there should be things dangling from ropes (or parts with a draw bridge), which you can cut.

## Controls

### Keyboard

**Arrow keys:**

* Left = move left
* Right = move right
* Up = jump
* Down = *turtle mode*

**One button:** extend sword (in direction arrow keys are pointing)

### Controller

**Joystick:**

* Move left/right
* Point up = *autojump?*
* Point down = *turtle mode*

**One button:** jump

**Another button:** extend sword (in direction joystick is pointing.