Wombo combo

# All the garbage

**3v3 arena fighter**

**Sync up to do sick wombo combos**

**Play together is the main focus**

**Abilities that have really cool synergies**

**Top down RTS/moba view**

**Win by depleting enemy’s team spirit**

**Increase team spirit by hitting combos and sticking together**

**3 ppl close to eachother – Team spirit increasing**

**2 ppl close to eachother – Team spirit not moving**

**Everyone split – Team spirit decreasing**

**Decrease enemy’s team spirit by getting KOs or separating their team members.**

**Potential incentives to fight:**

**Objectives**

**Control points**

**Closeness of the fighters**

**Control and own area, win by**

**As a player I want my skills to synergize with my teammate’s so that I can feel the sweet satisfaction of teamwork happen before my eyes.**

## **Narrative**

Far in the future, all necessary services have been taken over by robots, and planetary travel has become a custom. But with such a convenient society, the humans and aliens have lost track of what they want from life and what their purpose is. As depression spread into the vast galaxy, a sole entrepreneur finds a solution – a way people can regain their lost motivation and energy. Because within all of us is an endlessly deep mystery. Even those who spends millions of hours together won’t understand the depth of another creature perfectly, but they sure can strive to. The idea this entrepreneur had in mind was a sport, a battle within an arena where the understanding of your fellow team was the only way to achieve victory.

Fight together with your best alien and human friends in an arena in a battle to prove to the world your understanding of each other and

## Different characters/abilities

## Combos

**Warp that only works on someone else**

**▼**

**Stun or does damage to everyone around you. Maybe even channel time**

**▼**

**Pull someone back**

**Ping pong:**

**A blink.**

**A smack pushes away from you**

**A smack that only hits pushed targets for higher momentum**

**Pull someone in**

**▼**

**Small AoE, high damage – Decent casttime (easy to dodge)**

**Or**

**Pull someone in**

**▼**

**Small AoE stun**

**▼**

**Slow and with channel time snipe ability to do damage**

## Characters/Teams

Tiers for difference in difficulty on characters?

Same team characters wearing the same clothes?

***Train Character***

**Reads every player’s input to move.**

**3 sticks in the same direction means it goes fast as hell.**

**Rams other players**

***Magnet boys***

**P1 puts P2 in orbit around him, increasing his momentum**

**Let’s go and lets P2 boost, adjust his path, in the air**

**P3???**