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 and 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.**

## 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

***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 himself in air**

**P3???**