

Trufin Rares-Octavian

Game type: cooperative 3D action-RPG (2 player).

Core Gameplay: fighting, running, jumping, cooperating, finding creative ways to slay your enemy using the environment and finding creative ways to pass various obstacles on your way to slay the enemy, all in a fantasy setting.

Small scale, one enemy encounter, a path to the boss and one boss fight.

The players can use different elements of the environment to get a better fighting position, restrict the opponents movement, or damage the enemy.

Would be nice to have:

- Small inventory system.
- Consumables.
- One puzzle.