

Trufin Rares-Octavian

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

Core Gameplay: Real time fighting, dodging, 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.