Design Elements

1. Friendly Fire
2. Local Coop Multiplayer
3. Each player is a different class
4. 2-4 Player Fight Each other
5. Platformer Style
6. Staged in an arena-type area
7. King of the Hill or an item to attain is the Primary Goal
8. Killing each gets points but is the Secondary Goal
9. All Game Logic in Lua, Game Engine in C++ from scratch
10. Console commands like Skyrim