The Block Zone

Improving the risk/reward of the current block

* Defender losing ground on a block
* First few frames of block prevent pushback and chip damage

Expanding player agency in a blocking scenario

### Attacker:

* Shield breaks - when successfully attacking a shield with a shield break, the opponent is prevented from shielding for a few seconds (assuming shield breaks are the grabs we had?)

### Defender:

* Parrying: Releasing the block then taking damage within x frames will result in a parry
* Parrying does: places the opponent into hitpause for a brief moment, allowing you to act
* Parrying a shield break pushes both the attacker and defender back, resetting neutral
* Both parry types dump a bunch of particles on screen for maximum game feel

The Meter Zone

Meter amounts

* Characters might have different amounts of meter maximum. Depending on how meter is charged, this can disincentivize running away and kiting by giving characters which we’re worried about kiting low max meter so they give resources to the opponent if they choose to run
  + You can make it so simply “doing” moves gives meter, like they do in street fighter, and using a move to shield/dodge a projectile gives more meter than if the opponent landed the projectile (an idea).

Meter options:

* Super Attacks - (Guard + Special) - every character will have a big fun fancy attack with maximum flashiness
  + Make this invincible on startup so your cool, big bar attack doesn’t just get canceled by orro’s left nut.
* Ex attack - (Guard + Light) - Enhanced version of one of the character's light attacks which has altered stats (knockback, damage, shield safety, etc).
  + No animation change, use programming to add a visual effect to an existing animation (just make the characters yellow flash :D)
* Power Guard - (Guard + Down) - can spend meter to apply pushback to the attacker on a shield hit, effectively resetting to neutral
  + Only drains meter when hit, opponent will not know if you’re power guarding until they hit you