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1ST DRAFT

1. Game Profile

TITLE:	ABrawl
GENRE:	2D Fighting
PLATFORM:	PC
GAME MODES:	Multiplayer
TARGET AUDIENCE:	14+

2. Description

Amazon Brawl (ABrawl) is a fighting game where players need to make rapid but thoughtful decision. The main idea is to battle your friend and see who is the strongest and cleverest of both, all while learning interesting fact about the life and culture of the people from the Amazon.

ABrawl aims to give the player the exciting and fast gameplay fighting game can provided, while avoiding senseless button mashing by making the player's action have consequences that can leave him/her vulnerable.

3. Setting

The game will take place in the amazon rainforest, around the XIX century when the scientific commission send people to investigate the Amazon. With this setting we want to wrap the player in the jungle, with nothing more than is abilities and wits to fight his opponent.

4. Core Mechanics

Stamina

- Players will have a stamina bar that decreases when performing certain actions. And will increase (refill) over time.
- The player will have total ability to move and jump around the scenery without any decrease to stamina.
- A stamina decrease will be apply when attacking, double jumping (if available) or spell casting.

Attributes and leveling up

- Each player possesses attributes that are used to determine the amount damage that they deal or how much damage they received, among other things. These attributes are health, strength, dexterity, stamina and mana.
- Player will have a level that can increase by earning experience points (xp). These xp will be rewarded and the end of every fight.
- By leveling up, the player will be able to improve his/her attributes.

Items and equipment

- Player will be to equip items to improve their overall attributes.

- To be able to equip certain items, a player's attributes needs to have a minimum in order to be able to wear that item.
- To access these items, a player must first earn gold to purchase them. Gold is rewarded at the end of each fight.
- All available items will have an Amazonian context. In addition these items will have a description detailing what they are used for by the actual people of the amazon. We aim to give player a way to learn about the Amazon and it's people when playing.

Level (Scenery) and Camera

- All levels will have an Amazonian context, these mean jungles, rivers, etc.
- These levels are 2D, constructed with platform on which the player can stand.
- The camera is fixed, presenting the whole scenery.

5. References

- As reference we will be using fast paced fighting game like **Super smash bros**.
- Regarding the RPG aspect (attributes), we have RPG action games like **Dark Souls**

6. Risks

- This is a very ambitious project for only 3 people, given the timestamp; we believe that not all aspect of the game will be done in time.
- Having RPG elements like attributes is difficult to balance and avoid overpowering an item or attribute.