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**DATE:** 01/5/2015  
**1ST DRAFT**

## 1. Game Profile

<b>TITLE:</b>	ABrawl
<b>GENRE:</b>	2D Fighting
<b>PLATFORM:</b>	Web
<b>GAME MODES:</b>	2 Players
<b>TARGET AUDIENCE:</b>	7+

## 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, jumping, double jumping (if available) or spell casting.

### **Attributes and customization**

- 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.
- At the beginning of battle, players will received points in order to increase the character attributes, these will reset at the end of battle. This will give a customization aspect to the characters and the player fight style.

### **Items, magic and equipment**

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

- Spells when used, will have a cooldown effect that when in this state, it cannot be used again. This effect will wear off with time.
- To be able to equip certain items or use magic, a player's attributes needs to have a minimum in order to be able to wear that item.
- Most of the items are completely available at the start of the game.
- To access certain items, a player must first complete certain challenges.
- 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.