TAT Concept Document

# Intro

In this document you will find all the general concepts involved in the game. Brainstorming each concept and deciding what to keep and what to throw away to keep an interesting game.

# 3D Arena Beat ‘Em Up (Moba?) game

With a roster of vastly different characters to choose from, you pick your fighter and head into the arena where you battle it out against other players in local co-op. You play using either a controller or the keyboard and mouse. The aim of the game is to beat each other until the other is knocked out. There are different types of fighters like;

* Mystor (The Magician), this fighter uses spells and trickery to deceive and destroy his opponents from a distance with moves like: Fireball, Lightning and his ultimate Dazzle.
* Green Ears(The Ranger), *Swiftly and silently he will take you out*, with her moves being: Piercing Arrow, Silent Blade and her ultimate Hail of Death.
* Silver Sword(The Swordsman), *the man who can*, he can take as many hits as he deals. This fighter will get right into your face with moves like: Dapper Dash, Surly Slash and Gentleman’s Game

Each character has different health and armor stats, health can be replenished with health packs and abilities. The map has basic obstacles to allow players to hide behind them for cover against ranged abilities.

On top of the abilities that each character has, they also come with a basic attack. A move that, for most characters, is used as their main form of damage. Each ability has a cooldown timer to prevent the abilities from being spammed.

### Starting characters

The three starting characters are the ones mentioned above; Mystor, Green Ears and Silver Sword. They each play as follows:

* Mystor: his playstyle revolves around using his low cooldown abilities, allowing him to keep enemies at a distance so he can turn the battle to his hand:
  + Basic Attack, Mystor fires a bolt of magic from one of his many staves.
  + Fireball: Mystor’s bread and butter ability, this ability summons a fireball in the direction casted which explodes and deals damage in an area upon contact.
  + Lightning: Mystor’s space creating ability, this stuns the target in place for a short while also dealing severe damage.
  + Dazzle: Mystor’s ultimate ability, summons a field surrounded by Mystor’s staves which fire magical bolts at enemies inside the circle while Mystor himself has reduced cooldowns and his movement is replaced by short distance blinks. This ability allows Mystor to dance around his opponent while dealing massive damage.
* Green Ears: her playstyle revolves around sneaking around and taking out enemies when they least expect it.
  + Basic Attack: Ears’ basic attack is to use her bow to fire an arrow, this attack can span a long distance making Ears rather dangerous at any range and allowing her to pick off weak enemies as they look for health.
  + Piercing Arrow: Ears fires an arrow with extra force, letting it go through all terrain and enemies, dealing damage to all it passes it through. Use this to snipe weak enemies.
  + Silent Blade: Just because Ears is all about sniping doesn’t mean she can’t get up close and personal, this ability slashes the nearest enemy dealing severe damage and double the damage from behind.
  + Hail of Death: Ears dashes backward and fires a volley of arrows at her old location which rain down dealing severe damage, the perfect escape tool.
* Silver Sword: His playstyle revolves around being able to soak up damage while also dealing considerable amounts of damage himself.
  + Basic Attack: Silver swings his sword, dealing damage in a cone in front of him.
  + Dapper Dash: This man is dashing in both senses of the word (dashes forward a small distance with his sword pointing forward ready to stab any enemies he dashes through)
  + Surly Slash: Sometimes even a man of Silver’s renown has to play a little dirty, Silver slashes the legs of his enemy, slowing their movement and dealing light damage.
  + Gentleman’s Game: Being the gentleman that Silver is, he averages out the HP of both him and the target giving each of them a fair chance while they both are bloodlusted and must fight each other using basic attacks only for a short time.

# Controls

The controls to the game are simple, all it takes is a controller. This game is trying to bring out that feeling you have when playing Smash with friends but in a MOBA style game.