

## Button Layout:

- A - Jump
- B - Dash
- X - Light Attack
- Y - Heavy Attack
- RB - Special skill?

**Colored** = Complete

## Shared Skillset

| Move        | Description   |
|-------------|---|
| Jump        |   |
| Double Jump |   |
| Wall Jump   |   |
| Dash        | <b>Gunner:</b> Defensive roll<br><b>Swordsman:</b> Series of 3-dashes (Any Direction) <b>(Complete)</b><br><b>Mage:</b> Teleport. Minor startup lag. Long range<br><b>Mech:</b> Reinhardt Charge with directional choice like Swordsman |

## Character Skills

| Gunner         |  |
|----------------|--|
| Move           | Description  |
| Light (Ground) | Instantaneous pistol attack that shoots directly straight in front of the gunner. Hits first enemy in the way. Limit is the view range of the screen. Does not pass walls. Limited to 6 shots with a cooldown for reload |

|                           |  |
|---------------------------|--|
|                           | <u>Enemy Interaction</u> <ul style="list-style-type: none"> <li>• Stuns enemy in place briefly</li> <li>• Keeps enemy in air juggle state, decrease enemy fall speed by a significant amount</li> </ul> <u>Particle Effect:</u> <ul style="list-style-type: none"> <li>• Effect to play at point of contact with wall or enemy.</li> </ul> |
| <b>Heavy (Ground)</b>     | <p>Shot gun which pushes player back and deals heavy damage to enemies within a short range</p> <u>Enemy Interaction</u> <ul style="list-style-type: none"> <li>• Stuns enemy briefly</li> <li>• Lifts enemy off ground and slightly away from player</li> </ul>   |
| <b>Defensive (Ground)</b> | Backdash that carries player backwards from direction being faced  |

| Mage                          |   |
|-------------------------------|---|
| Move                          | Description   |
| <b>Light (Ground)</b>         | Combo magic cast of dark energy   |
| <b>Heavy (Ground)</b>         | Brief flame breath in front of mage   |
| <b>Light (Ground Charged)</b> | <p>Press and hold light attack button to make targeting reticle appear. May be moved around the viewable camera space. Once the button is released, attack is applied to last targeted location. Reticle can only be held so long before effect is forcibly released.</p> <p>Creates black hole effect at target location. Pulls enemies towards center</p> <u>Code Implementation:</u> <ul style="list-style-type: none"> <li>• Probably an Invoke or StartCoroutine to determine when the time to execute the effect is. Make a child targeting reticle.</li> </ul> |
| <b>Heavy (Ground Charged)</b> | <p>Press and hold heavy button attack to make a targeting reticle appear. Maybe be moved across the ground in front of and behind of the Mage. Reticle can only be held so long before effect is forcibly released.</p> <u>Enemy Interaction:</u>   |

|                           |  |
|---------------------------|--|
|                           | •  |
| <b>Defensive (Ground)</b> | Teleport which makes a temporary rift other characters may use to move through |
| <b>Light (Air)</b>        | Air shield that knockbacks enemies in the air away from the mage               |
| <b>Heavy (Air)</b>        | Ice meteor that crashes enemies to the ground or stun?                         |

| <b>Swordsman</b>           |   |
|----------------------------|---|
| <b>Move</b>                | <b>Description</b>  |
| <b>Light (Ground)</b>      | <p>Combo hitting attack</p> <p><u>Enemy Interaction</u></p> <ul style="list-style-type: none"> <li>• Keeps enemy in air if caught in air</li> <li>• Short stun to let combo continue</li> </ul>                       |
| <b>Heavy (Ground)</b>      | <p>Slash that carries swordsman in the direction he's facing. After hitting an enemy it continues it's charge for a few more feet before stopping completely. Otherwise it stops at it's normal stopping distance</p> |
| <b>Heavy (Dash)</b>        | <p>Does a short charge and slash.</p> <p><u>Enemy Interaction</u></p> <ul style="list-style-type: none"> <li>• Knocks enemies to far wall</li> <li>• Enemies bounce off wall</li> <li>• Slightly lifted up</li> </ul> |
| <b>Light (Ground) + Up</b> | <p>Upward slash that knocks enemies up and pulls player up in the air</p> <p><u>Enemy Interaction</u></p> <ul style="list-style-type: none"> <li>• Drags enemies up into the air</li> </ul>                           |

| <b>Mech</b> |                    |
|-------------|--------------------|
| <b>Move</b> | <b>Description</b> |

|                           |  |
|---------------------------|--|
| <b>Light (Ground)</b>     |  |
| <b>Heavy (Ground)</b>     |  |
| <b>Defensive (Ground)</b> |  |