# Game Characters

## Characters design

The player can choose one of the four types of factions at the start of the game.

Each faction has a different type of car, weapon and different types of special abilities for attack and defense. The characteristics of the cars, the damage caused by weapons and the special effects have been balanced to ensure that no faction has an advantage.

## Types

### PCs

#### Lions

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|  | It’s still true that lions are the kings of the forest. They are the most aggressive species, which does more physical damage. |

#### Rhinos

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|  | If a tank was an animal, it would be a rhino. They are the most resistant specie. |

#### Eagles

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|  | “Eagles is the name, speed is their game”, fast attacks and elusive defence. |

#### Sharks

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|  | The shark species is the most balanced, their versatility in battle is their trump card. |

### NPCs

Any NPCs should be described in detail (properties and functionalities): monster & enemies, friends & allies, neutral, other types, guidelines, traits, behavior, AI.

#### Tank robot

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|  | Tank robot have guns. They have 4 spider robots in formations around. |

#### Spider robot

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|  | Spider robots come out of the arena pits. These are weak enemies, but very annoying, because they walk in formation of 4 around a tank robot. |