

Exhibition Plan

Wanderer's Quest

Core Summary:

- 1 to 4 player LAN support
- Cooperative storytelling
- Small Tutorial which should be skip-able

Four Story Mode Option but same story:

- Solo
- Duo
- Trio
- Quad
- Campfires are for healing
- Merchants can spawn dead players back

Story

Main thing must be puzzle cooperative based.

Characters

- Samurai:

High damage, slow attack. Sword Aura (Random High damage long range shots)

Abilities:

- Dash
- Super Dash: (Dash Until collision with walls)

- Shinobi

- Balanced

Abilities:

- Projectile Shooting
- Wall jump (Indefinite)

- Death(Movement Based)

Very High Damage but long cooldown.

Extra control: crouch

Abilities:

- Invisibility
- Double Jump
- Fighter

Lower damage but fast attacks

Abilities:

- PowerUp (Super Saiyan)
- Damage stack

Controls:

- Walk
- Run
- Jump
- Shield (75% Shield all attack. May make it probability based)

NPC's

- Quest Giver
- Information Provider
- Villagers (Maybe to save them?)

Enemies

- Shaman: Magic Projectiles + Spawn Mini slimes(High Knockback for Shaman to hit with magic)
- Slimes: Breaks into 3 more slimes. Low Damage but high knockback
- Orcs: Pure Melee Attack
- Elements: Each player character has one advantage of element over another. (Probably random advantage during startup)
- Shadow: (Shadow version of death that has extreme speed).

Sector-0

Can only be opened with key bought from merchant.

- Guard-1: Giants. They deal massive melee attacks. Very high health. Shockwaves to create additional damage.
- Guard-2: Trolls. Deal Moderate damage but can regenerate health. Can yeet the player out

- Guard-3: Elemental. Has all four types of element attack. Very high damage. Elements which one player has advantage over other.
- Main Boss: Undead.
 - Can summon skeletons (4 at a time). Skeletons have abilities (Element like but melee no ranged attack). (TIMER of 30sec and poof, highly vulnerable during the time but moves around a lot)
 - Massive Health (5 times players combined)
 - Can turn dead player to puppet
 - Spawns All guards as undead once health is lower than player combined.
 - Can disable player abilities from time to time
 - Low damage by self to player

Sector-1:

- Minotars: Charges to player
- Gargoyles: Can turn to stone, being invulnerable. Create cloud of dust which blinds players.
- Bats: sucks health of player away. Has to be killed with ranged attacks or special attacks
- Main Boss: Vampire
- ...