Player

* Blockign and parry moves, using the attack direction stick and using the block bumber at the correct frams of an enimies light attack, the attack wil be blocked, if the player then also uses the parry bumper, they will momenterally stun or hinder the target enemy. Correctly performing a parry will grand combo resourse.
* **Free flow-combat** – attacking from behind or side or timing attacks to strike enemies during a vulnerable point in an attack move to deal damage. No animation should be too long as too break up the pace of the combat, but heavy attacks should have some speed impairment but with very fluid animation to keep the combat flowing. If heavy attack is used twice consecutively, “fatigue” incurs which will leave the player variable as they regain their composure being unable to attack or dodge or a short period. Light attacks deal less damage but have a faster reset time on the animation.
* **No stamina bar –** WHY RESTRICT GAMEPLAY?
* **Dodge mechanic – (**space bar + direction) Player will dodge step in given direction. shoulder roll (heavy attack + space) Player rolls onto current side wielding sword, using the momentum to swing the blade as they stand, causes “fatigue” penalty.
* **Combo moves –** combo moves unlockablevia skill tree, combo moves are special attacks triggered by the player in specific combat events using a combination of certain keys (e.g. if a second heavy attack misses, before the blade hits the ground causing “anchored”( where the players blade becomes stuck in the floor immobilizing them for a short duration), the player can dodge forward using the blade as pole to vault over the enemy and using the momentum, swing the blade around cleaving enemies in an AOE; if they pressed (W + space) before the end of the attack animation but also had the combo skill unlocked.) sword specific skill tree for ultimate attack.

refer to COMBO document for references.

Companion

* No combat – is pure innocence, get visible disturbed by the sight of violence.

Enemies

* **Souls** **-** drop “souls” based on strength of unit, the stronger the unit the larger the “soul” and the more xp value it has. Bright aura for “good” and a smoldering ember for the “evil”. These souls give xp which in turn is used in the talent tree.
* **Dodging** – weakest units have no dodge; any stronger units will have a unique dodge move set. Stronger units will also have the chance to counter attack if the dodge correctly.
* **Attacks** – weakest units will have one strong and one weak attack, with one special attack move. Stronger units will have at least two strong and weak attacks with two special attacks, varying dependent on race (skills unique to race), base strength of unit and level (Higher level special attacks will have evolved animations and effects). Weak attacks will be quicker (shorter animations) but deal less damage, strong attacks do more damage and are slower (longer animation) but can also cleave, lunge and smash.
* **Line of sight** – enemies will not see player unless the player is in the enemy unit’s literal line of sight.
* **Surprise** – if unalerted, being attack will trigger “surprise” a mini stun effect on the enemy unit.