**Antagonists (Brainstorm)**

I was thinking that the antagonist be a character who is not quite as evil, his personality being very independent and decisive with a clear view of what he desires. In other words, a character that the protagonist aspires to be and finds similar ground with. However, the thing he desires will eventually clash with the protagonists, and despite the protagonist acknowledging the fact that he likes the antagonist, he goes up against him as a result of a choice he made (or not, depending on the player's choice lol). Even though the antagonist may hold a certain respect towards the protagonist, its his goal that threatens the protagonist's most precious thing that puts them at odds. I kinda want the antagonist to be the likeable type, which would make the player question if it’s really okay to fight him.

-Johnson Nguyen

I like the idea that the antagonist is some how a reflection of the protagonist, like a foil character. they would have something in common and is some thing like difference sides of the same coin. - So it's like fighting with yourself in a sense.

Another idea is the antagonist is a big force.... God, for example. Such a great feeling to surpass the limit and kill the God. I like its epicness.

:: Wan