**The Awesome Team of Awesomeness**

* Cooperation, 2D (angled top down)
* Platform : PC, splitscreen (Work on possible networking for the future)
* Mechanics : Puzzles
* Type of Fun : People fun
* Emotions : Amusement, Admiration
* No rules – only controls and affordances
* Procedurally generated rooms
* Have to stay close to the other player
* Minimal colours
* 2D tileset – Make different sized rooms

**What does the player do?!**

Players cooperate to complete tasks together.

Players start the game together, their souls are tethered as they enter into a shared dream.

Depending on the type of relationship, the narrative reveals how they truly feel about eachother

At the beginning of the level, there may be some rooms that one player can’t go into but the other can. The further they progress, the more rooms they can go into together? Colour code doors to see where they can go.

**Narrative - Relationship Traits**

Each level can have a different type of puzzle to suit the theme.

<https://www.psychologytoday.com/gb/blog/close-encounters/201702/5-essential-qualities-romantic-partner>

<https://www.psychologytoday.com/gb/blog/lifetime-connections/201503/the-13-essential-traits-good-friends>

<https://www.mindbodygreen.com/0-25433/15-essential-qualities-of-relationships-that-last.html>

<https://www.success.com/rohn-8-traits-of-healthy-relationships/>

Trustworthy and dependable – example Wii Party Colour Coordination – one player stops on a trigger to help the other player get through

Good listener – one player makes a music sequence, the other player has to repeat the music sequence

Similarities – mirrored puzzle that both players have to complete at the same time

Stability (emotional, financial, physical) – balancing puzzle

Supportive – example Pokemon cave boulders or Wii Party Banana Blockade – move something around together, can’t be done by just one player

Loyalty –

Empathy –

Non-judgmental –

Sense of humour/fun – playing a game like hitting a balloon to eachother, have to get to a certain number of hits before they can pass

Acceptance –

Respect –

Thoughtfulness –

Forgiveness –

Compromise –

Affection –

Appreciation –

Validation –

Patience –

Protective –

Both players generally have to be honest communication to complete the puzzles