Design document

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FORSQUAD

Battle through towers of monsters with your friend

Overview:

* Game Summary
  + Main Experience
* Distinctive Features
  + Genre Mixture
  + Audience
  + Features

Game Design:

* Core System
* Core gameplay mechanics
* Combat
* Level Structure (Procedural Generation)
  + Shops
* Characters
* Enemies

Player Experience:

* Mood Control (Among friends)
* Sample Visual Level
* Story
* Music Reference

Production Outline

* Schedule
* Budget