**Gladiator Arena**

**Gameplay**

Starting in the Pit. The Pit is the beginning area to pick a weapon set and prepare for combat. Currently one weapon set a hand axe in the right hand and shield in the left. The camera set is 3rd person right shoulder low field of view. Once ready for combat you select a contract. Contracts are how many enemies you will face in the Arena. Defeating the enemy/enemies will result in victory bringing you back to the Pit to choose another Contract.

**Player**

Player movement includes walking, jogging, sprinting and dodging. Combat will include 3 step attacks, blocking, and executing

**AI**

AI movement includes walking/strafing jogging and sprinting. Combat will include a single attack, blocking.

**Map**

The beginning map is the Pit. You can select a weapon from here, once finished you can go accept a contract and enter the Arena. The Arena is the combat area in which enemies will spawn from the contract you picked. The Arena is a circular map with obstacles throughout. Currently no traps.