

## Team 1 Project Charter

### 2D Action-based Battle Arena Video Game

#### Team Members:

Harrison Chen, Han Wang, Mehran Einakchi, Elijah Hauber, Michael Parr, Brian Rhee

#### Problem Statement:

Almost every combat game nowadays adheres to the same old used up formula of HP-Bar, Mana-Bar, and GP-Count. We're here to break that mold and shoot for a new concept that will spice up the gaming atmosphere by twisting that concept into a new direction.

This project is a 2D battle arena game that uses "time" and its manipulation as the core mechanics to create a fun and engaging experience. It revolves around the idea of a top down co-op arena combat game that combines fast paced action with meticulous tactics and execution. In the gameplay, some of the more unique and markable aspects include but are not limited to, manipulation of time during combat, time as a form of player health and player actionable-guage, and responsive and fun set of weapons or actions to use when playing in co-op together, which all tie together thematically.

#### Project Objectives:

- Develop a fully functional video game
- Local 2-4 player Multiplayer Versus and Adventure modes
- Timed arena matches in which the last man standing wins
- Time as a central currency for each player's action
- Multiple game modes, powerups and stages to create a variety of play
- Control via keyboard/mouse, controllers, and connected mobile phones
- Each player will have the following basic actions
  - Movement
  - Basic melee attack
  - Time distortion in a radius around the player
  - Long range shot

#### Stakeholders:

- Users: Gamers who are looking for a new exciting gaming experience that changes the way we play combat based video games.
- Developers: Harrison Chen, Han Wang, Mehran Einakchi, Elijah Hauber, Michael Parr, Brian Rhee
- Project Manager: Anoop Ranganathan Santhosh
- Project Owner: S2 Studios (Spartan Squad Studios) [The Developers]

#### Deliverables:

- A 2D action-based battle arena video game for PC and Mac, containing hours of replayable content and unlockables, costumes, and achievements!
- A fresh take on arena type games with solid local multiplayer support.
- Multiplayer game mode over network. (Optional)
- Singleplayer game mode. (Optional)
- A backend server to record scores and provide leader board functionality. (Optional)