**Hack and Slash Design Document**

The hack and slash is a top-down survival arena, ala Legend of Zelda. The player must survive 10 waves of enemies. Game should take 10-15 minutes to complete.

Enemies are simple:

* Charger minion which damages via contact.
  + A faster charger minion.
* Ranged minion which fires slow projectiles in four cardinal directions.
* Explosive minion which, when killed, fires eight projectiles in an octagonal pattern. Detonates when near the player by momentarily pausing.
* The BOSS (if implemented) is very slow, deals 2 damage per hit, and has the following attacks:
  + An AoE stomp. Targeted area is marked beforehand for user.
  + Fires multiple projectiles in random directions.
  + Summons explosive minions.
  + Boss has 100% health; sword deals 5%, magic missile deals 3%.

Enemies should spawn in a staggered format (aka not all enemies spawn at once).

The player has 5 HP. All enemies deal 1 damage to the user, and the user gains invincibility for 3 seconds after being hit. When <5 HP, killed enemies will have a 10% chance to drop a heart to heal 1 HP.

The player has a sword attack, and Magic Missile. All weapons are lethal.

* Sword covers a 135-degree area, but is limited to melee range.
* Magic missiles are four cardinal directions and large hitbox.

The wave format is as follows:

* **Wave 1:** 10 chargers
* **Wave 2:** 15 chargers
* **Wave 3:** 20 chargers, 5 ranged
* **Wave 4:** 10 fast chargers
* **Wave 5:** 15 fast chargers, 5 ranged
* **Wave 6:** 10 chargers, 10 fast chargers
* **Wave 7:** 10 chargers, 10 fast chargers, 5 ranged, 5 explosive
* **Wave 8:** 20 ranged, 10 explosive
* **Wave 9:** 15 chargers, 15 fast chargers, 10 ranged, 10 explosive
* **Wave 10:** Boss –OR—25 fast chargers, 20 ranged, 20 explosive

The map is the following:

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I P I

I o o I

I I

I o P o I

I I

I o o I

I P I

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O = obstacles

P = powerup spawn location

**Optional: Powerups**

Powerup scrolls can spawn, in which case they are:

* Scroll of Actually Overpowered Magic Missiles:

Magic Missiles is temporarily replaced by Searing Rays, which fires 3 projectiles in a 75-degree arc. Against The Boss, Magic Missile now deals +3% damage, for 6% total. Lasts 10 seconds.

* Scroll of Satan’s Demonic Fire:

All enemies on screen are consumed in fire, instantly killing them. Deals 20% damage to The Boss.

* Scroll of Jacked Up Machoness:

Melee attacks cover a larger area of effect and have increased range and attack rate. Against The Boss, the sword now deals +5% damage, for 10% total. Lasts 10 seconds.