**Fellowship Planning Document**

**Project Concept**

2 gladiators are chained together and need to fight their way through waves of enemies while avoiding the obstacles and hazards that emerge from the floor. Mood should be tense.

**Overview**

The game, working title Chain Combat, is a co-operative arena brawler in which the two player characters are physically connected by a chain which inhibits their movements away from one another, but also provides other opportunities to aid one another. The story of the game, is that the two characters are lovers who have been captured and forced to fight in a gladiatorial pit. Together, they must fight through 10 waves of enemies in hopes of escaping. The chain is joint based so that it will bend and wrap around objects, but will not stretch.

The gameplay is a 2D isometric brawler where the players have only a few individual moves and a few co-operative moves to aid them in their fight. The action all takes place on a single shared screen and at no time will it be divided into multiple screens. The gameplay is inspired by games such as the Gauntlet series and the Legend of Zelda series.

**Engagement Techniques**

1. Tether Players Together – this forces the players to be aware of their partner and prevents one player from abandoning the other or doing everything themselves.
2. Cooperative Abilities – the chain based abilities all involve the players working together to deliver the most devastating attacks
3. Team Aid – the berserk and aid abilities are designed to make the players care about the other's survival as well as their own
4. Shared Defeat – if one player goes down, both lose the game. This will encourage greater teamwork as a team cannot succeed if they are not working together
5. Shared Victory – The players can only win by working together. There is no solo victory
6. Story – as the characters are related, the players are likely to want to keep them safe

**Mechanics**

Chain Connection – players are connected by a chain which bends but does not stretch and keeps them tied together, restricting movement away from one another

Movement – players can move freely left, right, up, or down, with chain restriction

Attack – player attacks individually with their weapon

Dodge – player dodge rolls away from an attack (limited by length of chain when dodging away

Chain Tug – pulls other player towards activating player

Chain Spin – spins the players around and attack enemies in a circle

Clothes Line – players simultaneously charge and knock back enemies with their chain

Berserk – if a character's health drops below 20%, their partner goes into a brief berserker rage dealing additional damage

Aid – if a player's health hits 0, their partner has a brief period of time to revive them before the game is lost, their maximum health is reduced by 25%.

**Controls**

The game is controlled using two gamepads connected to the computer.

**User Interface**

**Learning**

**Feedback**

**Focal Points**

**Art Assets**

**Risks & Mitigations**