**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 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.

**Engagement Techniques**

**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

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

**Controls**

**User Interface**

**Learning**

**Feedback**

**Focal Points**

**Art Assets**

**Risks & Mitigations**