**Theme:** Repair

**Central Mechanic/Experience:**

* Rewind time meanwhile things in level get repaired
* Break/Repair
* Turn-based/Tilebased strategy/local multiplayer
* **Platformer - similar to Ultimate Chicken Horse**
* 3D platformer where you have to break/repair stuff
* Repairing relationships
* Different worlds that require “repairing”
* 2d shooter
* **A game where you can only repair objects**
* **Time management game where some central object requires repairs but is being challenged by enemies**
* Game where you have to literally reconstruct an object in QWOP like fashion
* **Robot Fighting game**

**Supporting Mechanics:**

* Destroy and break certain objects to successfully get through level. No enemies
* Towers/allies that you repair also repair walls while repairing machine/thing.
* Robot pieces can either
* DND like combat, RNG rolls for each arm. Upgrades improve rolls. Stats like dexterity speed strength.

**Aesthetics:**

* Robots

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**MVI:**

* 5 Rounds against robots with different parts

**Daily Goal/Responsibility Designation:**

* **Scene Hierarchy**
  + **Battle Scene**
  + **Pre-Fight Scene**
  + **Fight Scene**
* **Combat Basics** 
  + **Value definitions**
  + **DND Roll style**
    - **Which arm is faster goes first**
* **3D Models**
* **UI and menus (Sam)**

Day 2:   
What’s Left:

* Scene Transitions
* Upgrade system
* Putting in all the parts
* Title screen
* Make parts components of the mech