**Game Genre**: Hack and Slash 2.5D (Diablo style gameplay) [ Future, Medival/Fantasy, Present,Random]

**Console:** Developed for PC w/ Unity (C#) [Remember to keep mobile in mind]

Wall transparency when going behind walls

No ending? / Infinite levels (programming 2 maze -type)

Random drops

Random chests

3.1415HelpImStuckInAnIfinityGenerator15134123

Boss NPCs every so often

Subversion (SVN)

Multiplayer (enemies scale depending on amount of players)

**Groups**

* **Player character** (9)

**Harley**, Michael F., Cédric C., George, Alex K., Kombiz K., Geoff S., Jeremy H., Jordan A., Tom Mend

* + Controls
  + Items / Weapons / Armor
  + Skills / Skill Tree / Experience
* **Enemy characters** (7)

**Devin**, Harley, Michael F., Ryan H., Patrick D., Justin L., Geodner, Tom Mend

* + AI
  + Drop / Stats / Variation
  + Spawn / Scaling in Multiplayer
* **Multimedia** (3)

**Eric D**., Trevor, Sophie + PDHT

* + Audio
  + Graphics / Sprites
  + UI / Audio & graphics options
* **Maps / levels** (5)

**J-P C**., Malcolm A., Devin, Ryan H., Eric D

* + Level Generation / Design / Item / Enemy spawn
  + Special events
  + Randomization
* **Networking** (2)

**Trevor**, Harley

* + Multiplayer
  + Leaderboard (Local and Public)