**personal**

-programmer

-specialty: web

-can't draw

**mechanics**

**­**-(potentially)cooperative web-based dungeon crawling with turn based encounters

-asynchronous fights with synchronous enemy HP

-randomised characters

-tile world movement

**battle system**

-characters are randomly obtained – everyone should have a different party

-actions and abilities

-potentially different mechanics for each character, modified maybe by some kind of passive

-the player uses abilities, then the enemy performs its action

-the action performed might vary on different conditions, for example, number of turns past, or the current HP. it would be up to the designer

-other players can join in on the same battle. the enemy takes turns with these players seperately from the current player, but the HP of the enemy is shared

-lets the battle system stay turn based, yet cooperative

-cooperative skills and interactions may exist on some characters, for example, an all-party buff or targetted heal

-battle system could definitely also be extended – debuffs, equipment, other things can be added to make it even deeper

**fun**

-build the most effective team for different situations

-explore the environment

-meet different enemies with different behaviours to figure out and counter

-collect a variety of characters

-fail to heal your friends

**skills**

-character design -> enemy ai, character skills and mechanics, game balancing, dungeon level design

-might be kind of programming heavy

-practise js and web-related stuff