

- 1) Avoiding button mashing
  - a. The user should watch the boss and respond correspondingly to his actions
  - b. As outlined further in later characteristics, the fight is a conversation, and you can't have a conversation by saying the same thing over and over
- 2) Rhythm
  - a. The boss (and probably the player in some sense) should follow a rhythm in his attacks
  - b. This will mean that the player can see the telegraph for the start of a combo and know *when* all the strikes of that combo will be thrown without needing individual telegraphs for each attack.
- 3) A wide variety of moves
  - a. This would include a variety of different attacks, different defense methods, and repositioning mechanisms
  - b. This will provide the player with a wide range of options, many of which won't be viable in certain fights
  - c. Repositioning is particularly important since an important aspect of dancing is changing position
- 4) Telegraphs
  - a. The boss should always signal what he is about to do in the same way that the lead member of a dance should always signal what he plans on doing
  - b. The follower (the player) can then know what to expect and react accordingly
- 5) giving and taking
  - a. The opportunity to attack should switch between the boss and the player
  - b. This way, both characters will be carefully focusing on the other and understand what the other is doing and is going to do
- 6) as an extension to 1 and 5, no overwhelming the boss
  - a. Trying to be in charge and attempting to force the other to submit doesn't work in dancing and it won't work in combat either
  - b. It should be impossible for the player to repeatedly attack the boss without consequence
  - c. Allowing this would cause the fight to shift from a dance to a headbutt
- 7) fluid movements
  - a. Not only should the fight feel like dancing, but it should also look like dancing
  - b. The characters should move and attack smoothly and effortlessly
  - c. Of course, some bosses would move more jankily, or strike less fluidly, but most should look like they were dancing
- 8) limited cheesing
  - a. This relates to 1, but also gives a purpose to 3
  - b. The user should not only have a wide variety of moves available, but also find that they must vary their attack patterns
  - c. This ties in with the boss's choice of moves. Should they detect cheesing or too much repetition, they will respond and force the player to change tactics