Throwy Block Ideas

# Similar Games

* Smash Bros
* Rivals of Aether
* Towerfall
* Treadnauts
* Retimed
* Roof Rage
* Invisigun Reloaded
* Lethal League Blaze

# Necessary Features

* Title screen
* Main menu
* Preparation screens
  + Choose ruleset
  + Choose character
  + Choose stage
* Gameplay
* Victory screen
* Help (tutorial)
* Options/Settings

# Core Gameplay Ideas

* Movement options
  + Double jump, air dash, wall jump
  + Throwing block in mid-air gives you momentum in opposite direction
* Defensive options
  + Block/parry
  + Dodge
  + Dropping block in front of you
* Attack options
  + Throwing blocks in different ways, at different speeds, or at different trajectories
* Some form of resource management
  + Meter for EX/Super moves
  + Holding multiple blocks in a mini inventory
* Different types of blocks
  + Different properties when thrown (velocity, fall speed, damage)
  + Ice can be slippery, sand can slow etc.
  + Some may have special effects when thrown or destroyed, e.g. dynamite block explodes on impact
* Different characters
  + Changes their special moves (movement, supers etc.), not the core game of picking up and throwing blocks
* Different stages
  + Each have different block types, background, and music

# Additional Mode Ideas

* Stage creator
* Online (Kappa)

# Move List Idea 1

* A button: Attack
  + With no block in hand, this is a punch that knocks away blocks in front of you. It can be angled up or down.
    - Can also hit players, though it’s not as effective
    - Blocks hit in this way fly in a straight line
    - This can be used on blocks flying towards you
  + When a block is held, this throws the block in one of eight directions
    - Throwing it downwards just places the block in front of you
    - Blocks thrown this way are affected by gravity
    - Throwing a block while in mid-air changes your momentum
* B button: Special
  + Varies based on the character
  + Some moves require meter, or have EX versions
* Y button: Jump
  + Characters have two jumps
  + Can wall jump once before touching the ground
* X button: Inventory
  + Press X while holding in a direction to pick up the block in that direction
    - Can be used on blocks in the air, though it’s hard to time
  + Hold X while holding up to store/retrieve a block from the inventory (a bit slow to do)
  + Hold X while pressing left and right to cycle through the inventory
* ABXY buttons: Super
  + Varies based on the character
  + Consumes the whole meter/inventory
  + Slight variations based on what blocks are in the inventory