# Networking **Working**

# Character Pick system.

# Character Abilities

## Chair: Ghost **Working mostly**

### Summons an immobile copy of the chair at the exact position and rotation of the chair

## Bucket: Blind

### When it grabs a player, they are blind until the bucket is removed

## Barrel: Explode

### When it experiences a large enough acceleration (change in velocity over change in time) the barrel explodes.

## Fire hydrant: Push

### The fire hydrant can push itself and others using its water spout, which lessens in intensity over time and must be recharged by waiting.

## Table: Carry

### The table gains additional movement force based on the number of players grabbing it.

## Gun: Shoot

### The gun can fire 5 projectiles per life, which exert an enormous recoil force but go very fast.

## Box: Eat

### The box can “eat” away the movement force and mass of other players, gaining the mass and movement force as size for itself.

## Roadblock: Grow

### Over time, the roadblock gains uses of “grow” each time it uses grow, it increases notably in mass and size, but only slightly in movement force.

# Grab **DONE**

# X-limit camera

### Currently the camera can rotate up and over the player’s top, this is bad.

# Make move directions relative to camera

### It would probably be best if the movement controls were relative to the camera’s y rotation.

# Death+respawning system

### Players should die when they fall too far off the edge, then they should be able to respawn.

# Scoring

### Give a point to the last player to collide with someone who has died. Make teams a thing. Consider additional gamemodes

# Maps

### We need clever, and silly maps.