### **Title:**

**The concept**

* You spawn as a player.
* In front of you stands another player (controlled by the computer).
* You use a boomerang to hit the other player.
* Everytime the boomerang hits an entity, they swap roles.
* As an Attacker: Aim and throw the boomerang at either the other player or the referee
* As a Defender: Dodge the incoming boomerang
* As the Referee: Dodge the incoming boomerang
* As the Boomerang: Hit either the other player or the referee
* Roles:
  1. Attacker-left
  2. Defender-left
  3. Attacker-right
  4. Defender-right
  5. Boomerang
  6. Referee
  7. Mic
* Events:
  1. If you have weapon -> Attacker
  2. If you don't -> Defender
  3. If you get hit -> Boomerang
  4. If you hit an entity as Boomerang -> Entity's role

**Genre**

* Skewed top-down

### **Mechanics**

**Visuals**

* High school students
* Football court background
* PT teacher running animation

**Sounds**

* Chaotic and goofy music

**Animations**

* 1 highschool student
  + 3 different hairstyles, or clothing, and so on
* 1 boomerang weapon
* 1 referee cap

**Gameplay**

* As an attacker:
  + If you hit another character, you gain points
* As a defender:
  + If you dodge an incoming attack, you gain points
* As a referee:
  + If you dodge an incoming attack, you gain points
* As a boomerang:
  + If you hit an incoming enemy, you gain points
* In a fixed amount of time, the PT teacher comes and nabs everyone, and that is the end of that round

**Dialogues**

* Attacker:
* Defender:
* Referee:
* Boomerang:

**Story**

**Characters**

* Thugs 1 and 2
  + Angry meatheads, who get easily instigated by the referee’s words
* Gremla referee
  + Devious person, who starts the fight for fun
  + Gets angry when he gets roped into the brawl itself
  + Very vocal, laughs loudly

**Setting**

* Thugs and referee are high school students
* There is a PT teacher who is coming to dissolve the matter

**Levels**

* An open playground
* Level design elements: Levels are rounds
  + Incoming obstacles
  + Faster boomerang
  + Longer duration of level
  + Different environment (concrete, dirt, hard-tennis, street)

**User Interface**

* Simple main menu (Play, quit)
* Scoreboard
* Timer
* Mute music & ambient sounds
* Pause (also show controls here)
* Dialogue boxes for each human character
* Tutorial gesture in the beginning, to inform of controls
  + Up/down arrow keys to move
  + Space-bar to throw
* Role reverse UI

こんにちは、私はヴぇドです。よろしくおねがいします。まだおです。日本語translationのためにがんばります。localisationってすごいです。本当に。まじですごいです。さいきょうです。私のfavoriteです。りしゃぶさんもうそうゆうおめってます。だから、しんじつです。うそじゃない。日本はせかいいちです。そうゆうおめってます。これはさいごうのはなしです。しろMuseliをたべたらおちんぽがおきます。