# Game specification

Game title: *to be decided*

Theme: fighting, bloody, gore, hardcore

Features:

* Global live chat
* Leader board
* Tournaments
* Maps to play on
* Moderated report system
* Ranked system
* GUI

Game:

* Players can choose to play as characters from a character set
* Each character has their own theme/style, strengths, weaknesses and move sets/counters
* Players will join tournaments and compete in a series of battles gaining or losing points according to performance, player with most points in the end wins
* Points players accumulate will be added to a personal score ranked on a leader board with all players

Gameplay Mechanics:

* Characters attack and counter in turn
* If a player hits a combo increases a level gauge which makes them stronger (or maybe unlocks a special move?)
* Attacks can be stronger or weaker against different characters
* Player wins once opponents health gauge is depleted
* Player earns 3 points for a win, 1 point for a draw and loses two points for a loss.

Things left to be specified:

* Name of the game
* Maybe bonus points if you rank higher in tournaments? Just a thought