**GOAL:** Getting a playable prototype/demo of a Multiplayer Online Battle Arena. Thinking of games such as League of Legends and DOTA 2 as inspiration. Using free assets from provided link in reference links section of this document.

**FEATURE REQUESTS**

- Destructible "Base" - once destroyed other team wins.

\*Implementation: Using a fort/building as base of operations. Giving each building a different base color; one could be red and the other blue.

- Destructible towers that shoot players when they reach proximity.

\*Implementation: Towers looking like cellphone towers that launch some to be determined projectile at player characters.

- Spawn "Mobs" from each base towards the enemy base.

\*Implementation: Thinking just smaller versions of player characters having color schemes associated with fort/building.

- Real players would be teams of 3x3 fighting on a single lane.

\*Implementation: Establish a boundary that player characters would traverse toward enemy base. Clearly displaying the movement area with some sort of border.

- Players would have a base attack of a sword swing.

\*Implementation: Set up animations through player input for things like walking, attacking. Maybe other animations if something comes up.

\* Initial Idea for implementing each feature request presented at time of first conversation.. Gives an idea of what kind of direction I am thinking of going with prototype initially. Ideas subject to change for best fit.

**QUOTED PRICED: $250**

**Deadline - Shooting for a week before demo presentation. Using that week for polishing and any updates to project at that time.**

**REFERENCE LINKS:**

Tiny Dungeon: https://kenney.nl/assets/tiny-dungeon)

Colyseus - Defold Client: https://docs.colyseus.io/getting-started/defold

Colyseus SDK GitHub: <https://github.com/colyseus/colyseus-defold/tree/master>

GDD for Moba:

3 on 3 teams with a blue fortress and red fortress as respective bases.

Middle Area for player and enemy goons movement, towers placed at varying locations. Straight path between both bases. 3 Towers for each team being spread out like a triangle. Neutral area in middle of straight path where towers cannot reach players or goons.

Game Flow:

↓←←←←←←←←←←←←←←←←←←←←

Main Menu → Game Room → Match Front → Match → Match Back →↑

Settings (Will be available at any game flow point)

TO DO - Sketch a preliminary match environment with everything that the players would see from a top level view. Including all details necessary for complete understanding of stage.