Greco Fuedal GDD

# Mechanics

## Running

Player automatically runs forward.

## Jumping

Player can jump to manoeuvre obstacles and change their path. There are no obstacles that can halt the player; only make them stumble to make them drop items. Any flat vertical surfaces will be broken through and any corners will be slide around so the player doesn’t stop.

## Dagger Throw

Player can attack mid jump to throw a dagger at the nearest enemy. It aims directly at them with no player input required.

## Slicing

Player can slash forward and kill an enemy in one hit so as to keep the player running.

## Duel Showdown

# Variable Rewards Ratio

# Autonomy

# Relatedness

# Competence