Greco Fuedal GDD

# Overview

2 players share a screen and run towards each other. They navigate the map until they meet in the middle and have a climactic battle to decide a war.

# Pillars

1. Culture blend
2. Climactic finale
3. Fast pace

# Story

Athens and Sparta are in the midst of the Peloponnesian War, and it’s been going for long enough. The leaders of each nation, Pericles and Archidamos order their greatest soldiers (the players) to duel for the fate of the war.

# Aesthetic

Ancient times with a mix of Japanese and Greek culture. Inspiration from kung fu movies with the over-the-top actions scenes and fast pace editing.

# Loops

# Mechanics

## Run

Player automatically runs forward.

## Jump

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.

## Slide

Player can slide underneath obstacles like small gaps

## 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.

## Slice

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

## Duel Showdown

Quick time event requiring the players to face off with accurate button presses

# Economies

Health