

2511 Project EcksDee – Decisions Made

1. Key-door mapping is not shown to players to enhance the puzzle element of the game
2. All enemies revert to Hunter behaviour if their original behaviour is unavailable (e.g. if there are no hunters left, hounds become hunters)
3. Keys can be dropped on tiles, which takes a turn
4. Swinging swords and shooting arrows take a turn
5. Missing a sword swing does not take a turn
6. Failing to move does not take a turn
7. Drafts must be beatable to be published
8. Gamers must be logged in to download maps from the server, or to publish maps to the server

