Drunken Mayhem

Single player, 3rd person beat 'em up with chaotic combat.

The player will fight their way through a **bar brawl**, trying to stay **as drunk as possible** and survive **waves of intoxicated enemies**.

Italic text is for nice to have/variants.

Player Actions

Grab	Throw
The MC can **grab an enemy or an object** with the RMB/RB or LB button.	MC **will throw whatever he's holding** when LMB/RT or LT is pressed. **Enemies will be thrown directly** where the MC is facing and **take damage**. Thrown enemies **can damage other enemies** if they're hit.
Punch	*Jump*
*The MC can **punch enemies** to damage them pressing the Q key/B button.*	*The MC can **jump over items and obstacles** with spacebar/A button.*
Drink	Steal Drink
If the MC is **holding a Bottle it can be drunk** with the E Key/X button to charge the **Drunkenness** stat.	If the MC **holds an enemy which is holding a drink** for *2 seconds* the MC **will automatically acquire the Bottle** if the enemy is thrown.
Variant Drink	*Variant Steal Drink*
When the MC interacts with a bottle it will automatically and instantly be drinked.	*If the MC holds an enemy which is holding a bottle for 2 seconds the MC will automatically drink it.*

Drunkenness

If the Drunkenness bar gets to 0 the player loses, as the MC gets sober, and restarts from the 1st Batch of the current wave.

Drink	Get hit	Overtime
+40 Drunkenness	*-20* Drunkenness *Variant: Depends on enemy*	*-1* Drunkenness/s if <30 *-2* Drunkenness/s if <60 *-3* Drunkenness/s if >60

The **higher the Drunkenness stat the harder it will be to control** the MC movements.

Restroom

Entering the restroom **the game pauses**.

The game will resume as the spacebar/A button is held down for *3 seconds*.

Enemies actions

Spawn	Movement
Enemies either will be **already spawned or** will spawn from the **map's spawn points**. They **will aggro the MC** as soon as **an enemy is attacked** by being thrown *or punched*.	The enemies **will follow the MC** as soon as they are aggroed.

Attack	Death
The enemies **will attack the MC** whenever they are in range.	The **enemies will die** as soon as their **health is depleted**. *Enemies will drop their drink on the ground on death.*

Enemy Types

	HP	*Damage*	Holding drink
Weak	5	10	*No*
Medium	8	20	*Yes*
Strong	10	25	*Yes*
Boss	20	30	*No*

Waves

Enemies will spawn in **5 Main Waves**, each divided in **3 batches**.
The next batch **will spawn from spawn points** as soon as there are *1/3 (rounded down)* enemies of the current batch remaining.

As the **third batch** of a Wave is depleted the **brawl will stop** and the MC will have to **go to the bathroom** to access the next Wave.
The **next Wave's first batch** starts as soon as the **MC aggroes an enemy**.

Wave	Batch 1			Batch 2			Batch 3			
	W	*M*	*S*	*W*	*M*	*S*	*W*	*M*	*S*	*Boss*
1	4	/	/	5	1	/	6	2	/	/
2	4	1	/	5	2	1	5	3	2	/
3	5	2	1	6	3	2	7	4	3	/
4	7	4	1	8	4	2	10	6	4	/
Final	7	3	2	12	5	3	3	2	/	1