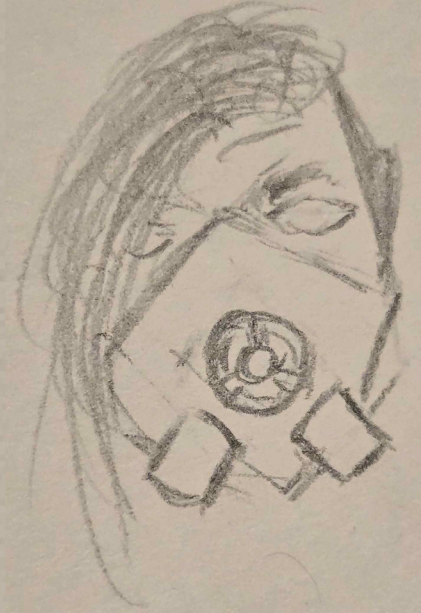# PROJECT CYBER

1. Document Outline

This document is a proposal for a 2D Platformer game for PC, Mac, Linux, and if budget appropriate possibly consoles after release. Starved is a unique game idea that would be difficult/skill-based but satsfying and lacking of RNG. This document will be added to/improved on as development continues.

2. Game Design Outline

2a. Builds

Using money gathered from completeting dungeons (see 'Economy') the player can choose a variety of options (unsure how the options are provided etc at this time) and can use those build options to make a build that works and is satsfying to fight with/use. This idea is not fleshed out yet but some exampls could be, spears that you can use to attack and *lunge* forward both dealing damage and working as a movement mechanic, Or gauntlets that you can upgrade to have beefier damage stats and have special stunning attacks, etc. There's a large amount of possiblity here for different build types, focusing on each players preffered playstyle.
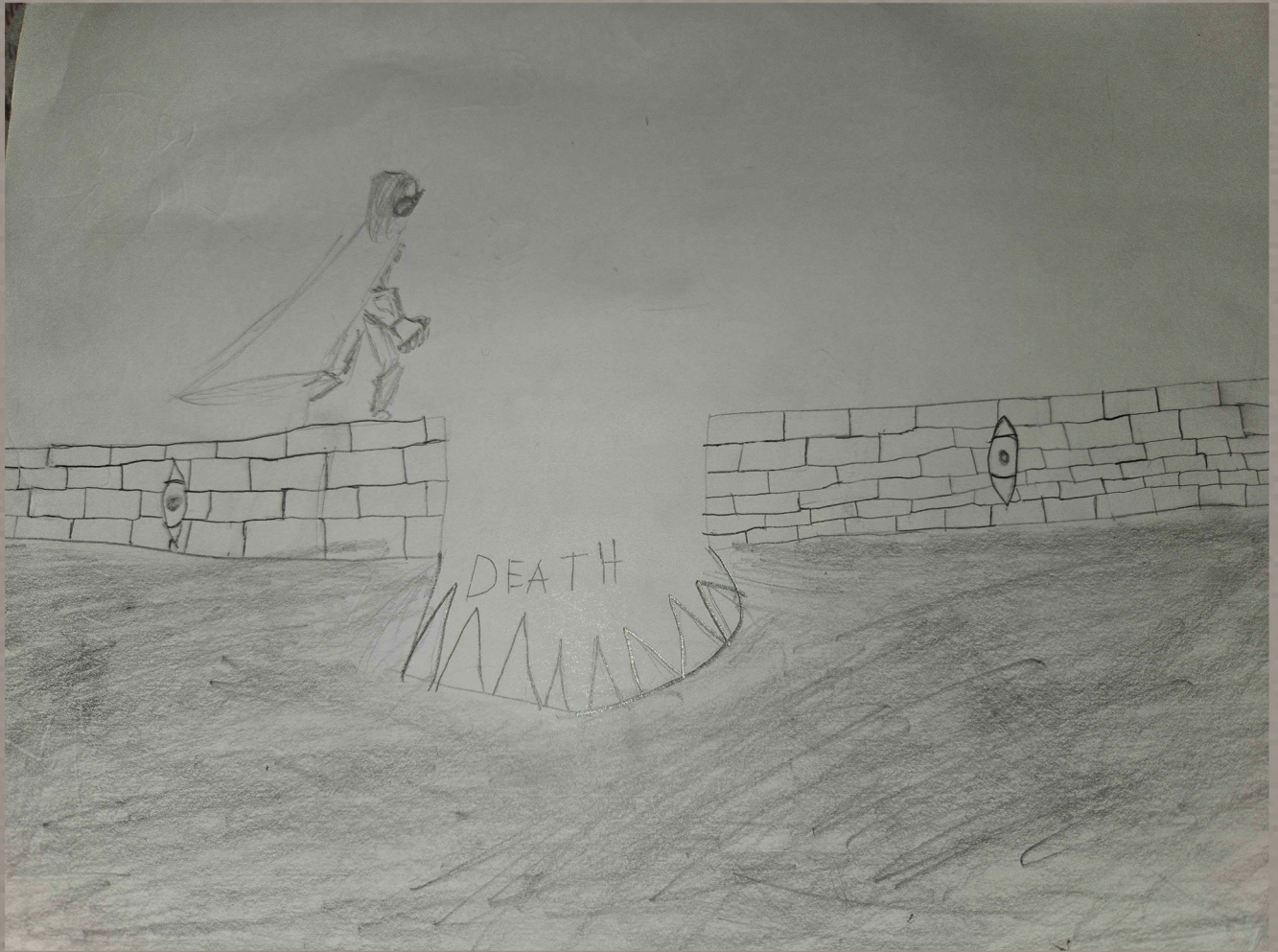
   The game will mainly focus on dungeons that you would enter to earn money, the faster you complete the dungeon, the faster. You don't have to kill the enemies, *except* the boss at the end of each level which you have to kill using your dodge, and other combat abilities in order to complete the level and get your time. The weapons/gameplay should encourage you to be fast/try different builds (see 'Builds') in order to improve. Dungeons/Levels would have things like brick walls that the player can hang on to hide or get out of the way. Aswell as having mechanics like freezing the game on blocks to emphazize the cape of the main character turning solid as it blocks an object. (Maybe thats a possible upgrade path?? See 'Builds')

2c. Economy

When the player completes dungeons, they will recieve monetary rewards (Currency TBD) that they can use to buy gear, upgrades, and more to improve their build (see 'Builds'). The money awarded would be based on time to complete the dungeon (unless changed by a differenet modifier?)

2d. Game Loop

The game's primary gameloop would go something along the lines of, dropping into a dungeon, earning rewards based on how quickly they can complete the dungeon, comparing their scores to other "contestants." (realistically NPC's but the goal is to make the player feel emersed.)

3. Art

Monochromatic stuff, with certain monsters being x colors but having most of the astethic being B & Glowing White. (But like as an example if the wolf was a monster it would have red eyes or smth like that.) This is deffintely going to change once art people have ideas. Also To be utterly honest I think the effect would be much easier for me to pull off in 3d. Could export the animation as a 2d file perhaps too The Dead Cells method but without the pixelation.

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