

## Basic Game Information

### Roles

- Art
  - UI (Jake, Zach)
  - Scenery (Jenn, Evan)
  - Characters (Tom, Zach, Jen)
  - Sound (Adrian, Evan)
  - Story/Narrative (Evan, Jake, Jessica)
- Programming
  - Level Structure (Jessica, Zach, Jake, Adrian, Evan, Moose)

### Design

- Theme/Setting: Sci-Fi
- Single player
- Explorative, meaning it'll be similar to a Metroidvania
- Gameplay will focus on action, but will have puzzle elements
- In favor of a more modern aesthetic rather than a retro art style

### Some Brainstorming Ideas:

- Space vampires
- Space forest
- Space Apocalypse
- Steampunk

### Special Mechanic Brainstorm:

- Constantly draining life
  - Safe zones
    - Shop
    - More exploration
    - Regen
    - Puzzles
    - Checkpoints
  - Non-SafeZone
    - Puzzles
- Ability Absorption
- Beams/Weapons
- Item that is carried over