Rouge's adventure - Game Pitch

- Overview
  - Game type
    - 2.5D Shoot game
    - Roguelike
    - Dungeon
  - Core Concept
    - Experience
      - this game makes player refreshing
        - hit enemies with your powerful weapons
        - difficulty is adjustable, can be easy, can be challenging, just play as you want
      - this game wants player to make choices —— strategy
        - attempt different combo of weapons and accessories
        - how to accomplish your own Build
    - Inspiration
      - Soul Knight(元气骑士)
        - dungeon
        - shoot
      - Noita
        - wand with slots
        - combo of magics
        - surprising result
- Details
  - Element Content
    - Map
      - one region consists several blocks
        - rooms are connected
        - move free between rooms
      - Map tree
        - one turn provide three choices for players
        - randomly choose from map repository
      - Scene Features
        - Plain

- - - no specific features
    - Marsh
      - lower move speed for all
    - Volcano
      - some randomly chosen plots will become lava, causing damage to objects on
    - Snowfield
      - faster move speed for all
      - inertia for hero
    - ......
  - Hero
    - move and shoot
    - have a Bag to load Accessories
  - Enemy
    - several types
    - Move
      - chasing hero
      - keep distance from hero
    - Attack
      - pattern repository
      - Choose one pattern randomly
  - Weapons & Accessories
    - Weapons with Slots
      - several types
      - Every type of weapons have several Slots
      - player can put accessories into these slots to enhance weapons
    - Accessories
      - Random type
      - 100% appear after enter a new region
      - Randomly appear after destroy an enemy
      - Specific combination will have SPECIAL EFFECT
        - cite: Noita
- Rules
  - hero choose one weapon at the beginning
  - end if HP to 0 or finish several regions
  - WASD to control moving, B to open the bag.

- move mouse to aim and mouse Left to shoot
- Challenges
    - Maps number is large, how to generate map repository
    - Map features maybe hard to implement
    - How to build an interesting Combo system (both in technic and design)