Game Ideas

* 2.5D (Isometric)
* Procedural Generation
* Rogue Lite
* Genre
  + Contemporary Fantasy
  + Possible Name Suggestions:
* Endless Mode
* Campaign Mode
* Setting: Hell is a city, Satan gives you a chance to reincarnate or whatever, go through the layers of hell (different parts of the city), win video game.
* Character Needs
  + Health System
  + Currency
  + Inventory
  + Stats
  + Interaction Types
  + Movement- Dodge Roll

Augment Payment

* Purchase during run is free equip
* If purchased in previous run, discount

**Weapons**

* Melee Weapons
  + Short Sword- Basic hack & Slash
    - Combo: Swing, Swing, stabbing lunge
    - Upgrade:
    - Augments: Burn, Bleed,
  + Spear- Single target
    - Combo: stab, stab, sweep
    - Upgrade affects Pearce and attack speed
  + War Hammer - AOE
    - Combo: Spin, Spin, Slam(slam repeats as long as user keeps pressing attack w/o letting the character reset; Roots player in place during the slams.)
    - Upgrade Affects AOE range and damage
* Ranged Weapons
  + Assault Rifle: spray and pray, timed bullet spread
    - Upgrade:
  + Sniper rifle: trample bullets
    - Upgrade:
  + Grenade Launcher:
    - Upgrade: