For Team Bulletpoint, we will be constructing a 2.5D rogue-lite game set in a modernized version of Hell.

The game at start will contain at least 3 levels of Hell that are themed to the levels of hell found in the story *Dante’s inferno*, and each level will be procedurally generated on a room by room basis.

You will have a choice of one of 6 different weapons,

3 melee weapons

Sword

Hammer

Spear \ Staff

3 ranged weapons

Assault Rife

Sniper Rifle (has a tracer)

Grenade launcher

Opportunities to upgrade the

base stats of the weapons via a currency system

modify the attributes of the weapon via an augment system

Unlocked augments will be selectable in new runs.