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. To survive the layers of hell, you will have a choice of one of 6 different weapons, 3 melee weapons and 3 ranged weapons, which as you go through the layers of hell, you’ll receive opportunities to upgrade the base stats of the weapons via a currency system, as well as wholesale modify the attributes of the weapon via an augment system, in which unlocked augments will be selectable in new runs.