

# One-page design document

## Game Identity / Mantra:

First-person rhythm roguelite where players survive chaotic mosh pits, attacking and moving on beat to build hype, unlock upgrades, and aim for the highest score.

## Design Pillars:

Fast-Paced / Rhythmic / Chaotic.

## Genre/Story/Mechanics Summary:

**Genre:** FPS, rhythm-based roguelite.

**Story / Setting:** Players enter a competitive mosh pit arena where they fight waves of enemies and bosses for points, hype, and upgrades. The focus is on surviving the music track while performing actions on beat.

**Mechanics:** Movement (dash, slide, jump, wall-run), shooting, melee, hype meter, beat-synced enemy behavior, pickups, unlockable attacks, and post-round upgrades.

## Features:

- On-beat vs off-beat actions with gameplay impact
- Hype meter that boosts damage, speed, and effects
- Certain attacks require a high degree of hype
- Roguelite progression with permanent upgrades between rounds
- Boss fights every few rounds
- Beat-synced enemies and environmental hazards
- 3D models with 2D sketch-style textures, comic-style impact frames
- Crowd reacts to player hype
- Score multipliers, leaderboards, and replayable rounds

## Interface:

- **Input Method:** Keyboard + Mouse (optional controller support)
- **Controls:**
  - WASD: Move
  - Space: Jump
  - Shift: Dash
  - Ctrl: Slide
  - Mouse Left: Shoot
  - Mouse Right: Scope

- E: Interact with pickups
- Keyboard buttons for attacks (1, 2, 3, Z, X, C) etc.
- **Player Interaction:** Movement, combat, timing actions with the beat, picking up items, and purchasing upgrades in the shop

### Art Style:

- 3D low-poly models with 2D hand-drawn textures
- Comic-inspired impact frames for attacks
- Stylized arena with platforms and hazards
- Visual cues synced to music (pulses, lights)
- References: *Risk of Rain 2*, *Crypt of the NecroDancer* (*Beat-mapping*), *Hades* (for stylized effects)

### Music/Sound:

- Long techno track (~5–7 minutes) with dynamic intensity
- Audio cues for perfect, good, or missed beats
- Weapon, melee, and pickup SFX
- Crowd reacts to hype visually and audibly
- Emotional response: adrenaline, excitement, satisfaction, chaos