

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