EVERYTHING IN THIS DOC IS SUBJECT TO CHANGE

\*\_\_\_ means that it is undecided

Plot summary: A man’s wife dies due to \_\_\_, so he attempts to revive her using the power of the four wells that power humanity, slaying the drones guarding them. At each well, he gained powerful abilities. Using the first well, he tried to teleport to an alternate reality to find her, yet he couldn’t warp to what he didn’t know for sure existed. Using the second well, he tried to recreate her body, yet her body just fell forward, missing something crucial. Using the third well, he tried to turn back time, yet the wells couldn’t break the irreversible laws that govern it. With the fourth well, he summoned his wife’s soul to see if resurrection was even possible, and escaped the persecution of the drones. He then used the four wells in tandem: the first to warp to a place where no one could reach him(a distant moon in space), the second to create an atmosphere that was livable and a recreation, the third to distort the planet in a way that sped up time on the planet so that by the time anyone could reach him, he would have died, and the fourth well to summon the soul of his wife, which he housed in a body made by the power of the second well. The game ends with him entering his cabin and closing the door.

Setting: Cyberpunk-esque, futuristic plasma weapons, drones.

Background: Society was furthered by four(five?) wells which gave humanity godly amounts of power. The wells:

* Space
* Matter
* Time
* Energy (?-not sure if will include, trying to make them sound less like infinity stones)
* Soul
* Death (DLC)

Each well is heavily safeguarded due to the limited amount of power in them. Any who drinks from a well is granted some of its power.

Main Character: Tall figure, lean, futuristic cybernetic armor, wears a mask over face, overall purple aesthetic.

* Weapon: Rapier
* Moveset flows from one attack to another like a dancer, which is why the game is named as such, maybe some kind of “mana” bar to fuel specials
* Background:
  + Had wife who died due to \_\_\_\_\_
  + Maybe minor nobility? Need to brainstorm more
  + Lives in small isolated cabin in nature
  + At start of game, goes on quest to drink from the wells and revive his wife
  + Abilities modified are signified by changing masks in the form of theatrical masks

World with \* are ones that are going to be present in the final release of the game, not any prerelease

Prelude: Game starts with main character being chased by angry drones. Basic controls are taught as main character navigates terrain. When the time is right, main character grabs his sword and destroys the drone. Main character then has to traverse a basic level, fighting easy drones on the way. He then fights an easy boss that has the power to teleport. He drinks from the well the boss was guarding, the well of teleportation. He tried to use it, for a reason unknown to the player. His arms spread out and he starts flickering, before it stops and he returns to normal. He tried to teleport into an alternate reality where his wife was still alive, but he failed, as his bonds to his home plane were too strong.

Boss - \_\_\_\_:

* Form: Robot Kitsune
* Appearance
  + White paint
  + Eyes of purple fire
  + Purple fire dances around body
  + 2+ tails, white with purple tips
* Attacks:
  + Tail attacks
  + Fox fire
  + Forecasted teleportation
  + Grows more tails as the battle progresses

Well ability: Telebolt-bolt of energy that, upon contact, teleports the user to where it hit

* Mods(player can have their regular bolt and a modified bolt equipped. Bolts differentiated by color):
  + Bouncing bolt: bounces a variable number of times before teleporting
    - Wallbuilder(requires matter well): whenever the player wants, a wall is created in front of the bolt, causing it to be reflected
  + Pushback(requires matter well): Pushes any hit enemies backwards
  + Seeker: allows enemies to be targeted, and the bold travels towards the target
  + Remote Detonation: allows the player to detonate the bolt mid trajectory
  + Waypoint: allows the player to setup the bolt at a certain location, and then teleport back to it
  + Lightspear: Allows the bolt to pierce through a certain amount of enemies before the player is teleported, killing all the enemies
  + A Bolt of Time(requires time well): Enter bullet time when your bolt lands
  + Delay-shot(requires time well): attacks are slowed down when a button is pressed
  + Hyper-shot(requires time well): attacks are sped up when a button is pressed
  + Backstab: Teleport behind an enemy

World 1: \_\_\_\_

* Description: city like area, high tech, filled with lots of drones and other such things. Robot foot soldiers in the shape of humans.
* Boss - \_\_\_:
  + Form: Large trash cleaning robot that deploys mini drones in junkyard area
  + Appearance:
    - Brown
    - Shaped like a dump truck with no wheels
    - Dozens of arms
    - Smaller versions of it patrol nearby(maybe could act like a platform?)
  + Attacks:
    - Call out smaller ones

World 2\*: \_\_\_\_

* Description: Either train station or train depending on the level, drones stylized for train maintenance such as waiters or haulers
* Boss- \_\_\_\_:
  + Form:Sentient train enemy
  + Appearance:
    - Streamlined, probably central color being white
    - Similar to boss from the murder of sonic the hedgehog
  + Fight:
    - Player has to rush through string of cabins while avoiding attacks

World 3: \_\_\_\_

* Description: Mountain range, filled with snow, maybe potential skiing minigame? Robots with pickaxes, maybe potential cave area?
* Boss-\_\_\_:
  + Form: Robot bear
  + Appearance:
    - Brown, flaking paint, very large compared to player

Well Ability: \_\_\_-Create a wall of matter at the mouse position

* Mods
  + Second Step: Create a platform of matter to allow the player to double jump, or run in air
  + Gravity Well: Intensify the mass of an object at a point in space so heavily that objects and the player are pulled towards it
  + Homerun: Knockback of the player’s sword is increased, if the enemy hits a wall, more damage is dealt
  + En Garde: X times per level, a wall forms and blocks damage
  + World of the Fates(requires well of time): Visualize different fates

World 4\*: \_\_\_\_

* Description: Acid wasteland, filled with melted robots and such
* Boss-\_\_\_:
  + Form: Melted \_\_\_\_

World 5\*: \_\_\_\_

* Description:\_\_\_

World 6: \_\_\_\_

* Description: Large forest, tall trees, many farms
* Boss-\_\_\_:
  + Form:Whispy woods style tree, probably creates avatars out of roots

Well Ability: Bullet Time - Momentarily slow down time for everything

* Mods
  + Dance Through Time: Player’s speed is normal, everything else is slow
  + The Places You’ll Go: Player appears a few seconds in front of where they would have been if they continued their motion
  + Dancing Flames: Player’s speed determines environment’s speed, slow down is more drastic than Bullet Time
  + Halt: Stop an enemy completely for a few seconds
  + Freeze-frame: Stop your motion entirely
  + A Glimpse of Immortality: For a few seconds, become impervious to damage
  + Shadow of Your Past: When entering Bullet Time

World ?(Don’t know how many levels between): \_\_\_

* Description: Fortress, full lockdown, powerful guards, royal armor
* Boss- The Unbreakable Will(Potential Splash text:*Two siblings, though they did not know it, stared at each other, sharing nothing but an immortal determination to carry out their will.*)
  + Description: Looks like human king, wearing crown and carrying a greatsword. As the battle plays out, his paint will fleck and reveal a robotic interior. Deceptively quick.
  + Abilities: Has power of first 3 wells, which show themselves as the battle progresses:
    - Uses his own tele-bolt to dodge the player
    - Creates a labyrinth for the player to traverse
    - Slows Time, if player doesn’t also slow, player will prob get damaged