\*\_\_\_ means that name is undecided

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

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
* 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

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
  + 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): enemies are momentarily slowed down after a teleportation