

1 Game Goal

The goal of the game is to complete all the levels. In addition to that, it is possible to find and collect all weapon parts, as well as leveling up your character who learns how to create weapons the more he levels up.

1.1 Level Completion

The player can traverse to the end of a level in order to reach the end and complete it. As part of the game design, the player should defeat enemies in order to gain stronger resources for defeating the bosses at the end of each level.

1.1.1 Bosses

Every level features a boss at the end. Bosses are supposed to be unique and can be an individual entity or simply a part of the environment.

1.2 Progression system

Steel Purge will have multiple ways to progress other than completing levels.

1.2.1 Weapon purchases

The player can purchase weapons on buy-stations using *scrap*.

1.3 Items

As part of making the player's character stronger, there are multiple items they can carry to help them on the journey.

1.3.1 Scrap

Defeating enemies and destroying other obstacles results in *Scrap* being spawned on the ground. The player can pick up *Scrap* and store them in their backpack. Each time the player dies they lose a significant amount of scrap.

1.3.2 Ordinance Fuel

The primary resource for activating the weapon mods. There are different types of fuels that at least two weapons will support. They can all be created from scrap. Here are all the fuel ideas:

Gasoline: Used to power ignition-based engines, like rockets and flame-throwers

EM-Slugs: Electro-magnetic charge storage units used in directed-energy tools