

# Arcane

## Game description

**Arcane** is a fast-paced top-down shooter where the player faces endless waves of enemies. The game combines intense action with roguelite elements, offering randomly generated upgrades and a variety of weapons, allowing for the creation of unique builds in every playthrough. Each run presents a new challenge, where the player must survive as long as possible while gaining powerful weapon and character modifications. With meta-progression and the unlocking of new characters and abilities, each playthrough is different and filled with exciting possibilities.

## Game Overview

- **Title:** Arcane [*Working title*]
- **Genre:** Top-down Arena Shooter, Roguelite
- **Target Platform:** PC (Unity)
- **Art Style:** *Pixel Art*
- **Core Loop:** Fight → Upgrade → Defeat Boss → Repeat

## Gameplay

- **Core Mechanics:**
  - Movement: WASD + Mouse Aim
  - Shooting: LMB (Hold/Click)
  - Dash: Shift
  - Procedural enemy waves

- **Roguelite Elements:**
  - Randomized upgrades
  - Run-based progression
  - Meta-progression (optional)

## **Game Modes**

- **Main Mode:** Endless Arena
- **Others:** Challenge Modes / Boss Rush (optional)

## **Enemies**

- **Types:**
  - Melee chaser
  - Ranged shooter
  - Exploder
- **Behaviors:**
  - Spawn in waves
  - Difficulty scales over time

## **Player Progression**

- **In-run Upgrades:**
  - Weapon types / Modifiers
  - Stats (Attack speed, Movement speed, etc.)
- **Meta Upgrades** (optional):

- Unlock new characters / weapons
- Permanent stat boosts

## **Weapons & Items**

- **Weapon Classes:**
  - Pistol, Shotgun, Laser, AoE
- **Item Types:**
  - Health packs, Buffs, Utility gadgets

## **UI / UX**

- Health bar
- XP / Level indicator
- Upgrade selection screen
- Pause menu

## **Audio & Visuals**

- **Music:** Dynamic, intense combat themes
- **SFX:** Shooting, explosions, hits
- **Visuals:** Particle effects, screen shake

## **Technical Details**

- **Engine:** Unity
- **Language:** C#

- **Project Structure:** [WIP]

## **Milestones / Roadmap**

- Prototype movement & shooting
- Basic enemy AI
- Procedural waves
- Upgrade system
- Polish & balancing