## **Gameplay Loop**

EVE’s journey is structured around a cycle of exploration, resource management, combat, and narrative decision-making. Players will navigate floating islands, descend to Earth’s irradiated surface, interact with NPCs, and uncover the history of Lift and its consequences. The game is designed around a balance of farming, research, repairs, and combat to drive progression.

1. Players traverse floating islands and abandoned facilities, uncovering lore and gathering resources.
2. Farming, crafting, and maintaining Lift core stabilizers to unlock new areas.
3. Engaging in turn-based combat against hostile creatures, particularly the Fallen.
4. Advancing through main story quests and side missions to uncover the truth about Lift.

## **Core Mechanics**

### **Movement and Navigation**

* Players control EVE using WASD and ZC to switch the camera view.
* After unlocking Lift stabilizers, EVE can teleport between key locations.
* A mini map will show unlocked locations.

### **Interaction with Objects**

* Hitting the “I” key will allow a player to interact with an object if they are close enough by to trigger an event.
* These events are referenced in other mechanics.

## **Combat System**

### **Combat Initiation**

* **Random Encounters:** Combat may be triggered while exploring on the surface.
* **Engagement Battles:** Combat may begin when EVE interacts with hostile NPCs or creatures.
* **Initiative System:** EVE always moves last in random encounters, but engagement battles depend on speed stats.

### **Combat Phases**

#### **Player Turn**

Select an action

* **Attack:** Basic weapon or melee strikes.
* **Skills:** Unique abilities tied to each EDEN unit’s specialization (e.g., Lyric’s recon abilities, Delta’s combat moves).
* **Defend:** Reduces damage taken but guarantees the character will be hit.
* **Item:** Use consumables, such as Lift energy boosters or repair kits.
* **Lift Overdrive (TBD):** A potential mechanic where Lift energy can be channeled for powerful attacks at the cost of missing a future turn.

#### **Enemy Turn**

* Enemies (primarily the Fallen) execute predetermined attack patterns.
* Certain enemies may have unpredictable mutations due to unstable Lift exposure.
* The main moves they may uses are Attack and a Lift empowered attack.

### **Attributes**

* **Speed:** Determines turn order.
* **Combat Specialization:** Each EDEN member has different strengths (e.g., Delta excels in combat, Arbor focuses on repair).
* **Energy Efficiency:** EVE and allies have limited energy for actions, requiring strategic management.

## **Economy and Inventory System**

### **Resources & Currency**

* **Lift Energy:** A vital resource for upgrades, crafting, and certain combat abilities.
* **Scrap Materials:** Used for repairs and crafting.
* **Data Cores:** Contain fragmented information about Project EDEN and Osgood Corporation.
* **Seeds and Crops:** Used for trading and farming.

### **Inventory Management**

* Inventory is accessed with the “E” key.
* Inventory holds all currency, resources and items.