**Design Philosophy|**

**Pillars:**

1. Challenging but rewarding combat that discourages bullet hell
2. Rewarding loot that gets increasingly more exciting
3. Replayability in the dungeons which encourages an active playstyle and discourages a monotonous tone. More based when you die, it's not the exact same every time.
4. Story that constantly looms over the player and slowly reveals itself
5. BioTech
6. World feels chaotic
7. Player’s world is manufactured
8. World revolves around the cube (Figuratively)