**Some high level information**

Star Year 2653 - Uses Intergalactic Fixed Calendar, 12 months, 28 days per month

Game starts on, say (DD-MM-YYYY) 05-06-2671

As space travel is possible, there is a notion of an “intergalactic federation” but it’s really just a weak trading pact. No real laws, but standards for how to conduct trade, an intergalactic language, calendar, etc. Also maintains lists of dangerous races and those willing to trade, etc. [Much weaker trade union than even the EU, for example]

The planet with the dungeon on it is named **Vardus**. The inhabitants speak the galactic language (so you can read their records), and they also follow the galactic calendar. Located in the **Cataian** galaxy. Covered by expansive and lush jungles, meadows, forests, lakes, … or at least it once was

Universe has frequent war, but it’s been far from devastating to all, many races still flourish. And of course, many still seek power. It is a world where a race can rise and fall without anyone batting an eyelash.

**Story:**

Deep in the depths of space lies a small seemingly abandoned planet. You, a passenger aboard a large ship which you know only as The Sword, are told that your job is to seek out an alien artifact known as the “The Cube” which resides deep in the alien catacombs that lie under the planet and return it to the ship. You are then piloted it down to the surface, only to find out that it's inhabited and very hostile. Your goal is to gear up and fight back, tracking down the cubes location by exploring the catacombs.

**Why is this interesting?** The story is something that gives meaning to gameplay, but not forced on the player. I want to take a very FromSoftware approach to storytelling and let the player piece it together on their own, instead of flat out telling them what’s going on. The exciting part for people who are about the story will be searching for that hidden meaning and discovering it for themselves. It’s going to be mysterious and foreboding, a constant presence that isn’t revealed until the end. The interesting parts are discovering and unraveling the mystery. World The world consists of a singular planet, in which is a main alien biological and technological catacomb that the player must comb through. Each layer of the catacomb function as the domain of a Precursor(Boss), resulting in a slightly different feel. The catacomb has various traps and layouts, changing constantly. The enemies the player encounters are similar across the catacomb but because of “The Cube’s” immense evolutionary power, have started to quickly adapt to the environments they live in. The catacombs are many layers thick and end in with a Precursor Tasked with guarding a piece of “The Cube”, and has since evolved due to prolonged exposure to “The Cube’s” energy, The player’s main hub is the Sword, a spaceship piloted by a highly advances, self-sufficient AI. This ship contains a rebuilding chamber, a pedestal that houses the pieces of “The Cube” and a massive door that leads to the AI and eventual final boss.

**Bosses:**

The bosses are part of an old group of highly intelligent and powerful beings. They were all extremely unique, being each part of dying races after a massive black hole engulfed much of their galaxy in its dying breath. They lived together in harmony, advancing, and becoming and extremely proficient and power group of diverse aliens. But after a particularly risky experiment, a lone scientist created “The Cube”, a powerful hyper-intelligent AI that could morph and change matter at will. This “Cube” became the centerpiece of the group's scientific community, bolstering great change over the alien races they lived with. But some races wanted it for themselves. A Great civil war broke out over possession of the “Cube”, wiping out most of the planet's inhabitants, leaving all but 4. They all came to an agreement; the cube was much too powerful to be left for one single being. So, they broke it into 4 pieces, each taking it deep within the planet and guarding it with their lives.

**Why don’t the bosses die?** Its inherent to the cubes power. Extended exposure with the Cube make the cells in the organism’s body extremely durable to the point where even killing the being, the cells will reconstruct. That’s why you teleport past there room and not to the killed boss room. They’re not dead.

**Azar the Unbreakable:**

Due to his long exposure to the Cube, his massive stature and his alien rocklike body morphed and evolved him into a perfect and powerful golem. He became the first line of defense in the catacombs they had created for the cubes protection.

**Dym the Living Shadow:**

Dym is a highly intelligent but mysterious being, being able to create small living organisms that he can will into his command while also having an immense temper. The cube bolstered this ability, granting him the ability to create massive clouds of the organisms to help defend himself and enhanced his temper, making him extremely volatile and randomly aggressive.

**Thwandar the Hunter:**

Thwandar was once part of bipedal race of hunters that relied on traps for survival. He eventually got immensely proficient with guns during the civil war, becoming a self-preservation expert and trapping master. The cube only aided in this, allowing him reuse destroyed traps and make them new again, while also improving his aim to make him extremely deadly.

**Shudde M’ell Voice of the Deep:**

Shuud M’ell hailed from a planet with large caves systems and strong magnetic forces. Eventually, her race could utilize these two things to their advantage, sacrificing their eyes to be able to echolocate and float using magnetism. Because the Cube enhances features, it gave her the power to use her voice as a weapon and float high above the ground with almost no limits, if there was metal attached to her body.

**Final Boss: Heart of Evolution**

The AI aboard your ship, created by a solo scientist set on trying to create a perfect being. The AI, like any other AI, went rogue, killing the scientist, and taking over his lab and eventually discovering the cube by breaking into the trade federations trade records. He knows of its power as people exposed to it experience immensely high brain activity and cell growth. The AI believes it the key to his goal.