**Name:** Fracture

**Concept:** A 3d action-adventure game, where the player fights undead enemies with a floating array of weapons (knives, hammers, spears ect.). In a fantasy setting, they must escape a town overrun by undead and cultists.

**Mechanics:**

* Floating inventory of weapons can be used in melee, floating-melee, or thrown.
* Weapon durability, if one is used too much, it will break.
* Constrained movement. When weapons are in use, manoeuvring is slowed dramatically. When sheathed, player is nimbler.
* Enemy variety, some who are weaker/durable to certain weapon attacks.
* Combo counter, tracks amount of successful and unique player attacks (like DMC5, encourages a less button-mashy playstyle)
* Each time the player is hit, they lose ‘focus’, if they have no focus, they are defenceless and slowed temporarily.

**Dynamics:**

* Varying enemy types along with specific weapon damage types leads to players strategically utilizing certain weapons.]
* Some enemies become more hostile when the player has low focus, encouraging careful gameplay from the player.
* The clumsy movement encourages the player to dance in and out of combat often, making positioning a key factor in survival.

**Aesthetics:**

* Careful, positioning based combat.
* Decaying fantasy,
* Mid-winter twilight atmosphere
* Satisfying combat

**Planned Scripts:**

* Player inventory script: Houses up to 5 weapons ( each has a durability, ‘tier’, and model)
* Player movement script: Slow when in combat, nimble when outside of it.
* Combat Script: Melee attacks, floating swings, throwing
* Enemy AI script: Incredibly basic, lumbers to player slowly. Can react with animations when hit.

**UI Elements:**

* Inventory bar, floating list of available weapons.
* Focus meter, regens slowly, if dropped to zero it slows player drastically.
* Enemy health ‘aura’, enemies have a central ‘glow’ that indicates health, red is healthy, scales to grey = dead.