

**Title: (Working Title: Ninja Squadron 117 or insert name here)**

(Tip: Choose something punchy and thematic — suggestive of speed, stealth, or swordplay.)

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## Elevator Pitch

A fast-paced 2D action-platformer where fluid movement is your greatest weapon. Inspired by *Broforce* and *Ninja Jaden*, this game drops the guns and gives players a single sword, emphasizing precise parkour, evasiveness, and momentum-driven combat. With tight controls and a focus on player skill, you'll dash, wall-run, and slash through beautifully layered environments — from skybound cities to wasteland ruins — where every step is a test of agility and instinct.

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## Core Gameplay Features

-  **Melee-Only Combat:** One sword, endless possibilities. Chain together movement and attacks with precision.
  -  **Skill-Based Traversal:** Wall-runs, ledge vaults, climb-kicks, dive rolls — movement is as tactical as combat.
  -  **Responsive Controls:** No floaty jumps. Every input is crisp and every failure is yours.
  -  **Terrain Mastery:** Environments are playgrounds for speed and skill.
  -  **Replayable Encounters:** Combat puzzles with multiple solutions.
  -  **Punchy Audio & FX:** Fast, tactile, and satisfying — from sword clashes to footfalls.
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## Setting & Lore: After Earth

The world has fallen — what remains now floats above the ruin.

-  **The Sky Cities:** Technological marvels ruled by the elite, with towering interiors, clean lines, and harsh laws.
-  **The Slum-Isles:** Shabby, crowded floating platforms bolted onto the main cities. Improvised homes and forgotten souls.
-  **The Surface (After Earth):** A Mad Max-inspired wasteland of storms, scrap, and survival. Hints of forgotten tech buried under rust and ash.

These three layered biomes offer distinct gameplay styles, visuals, and challenges — rewarding player mastery of both movement and terrain awareness.

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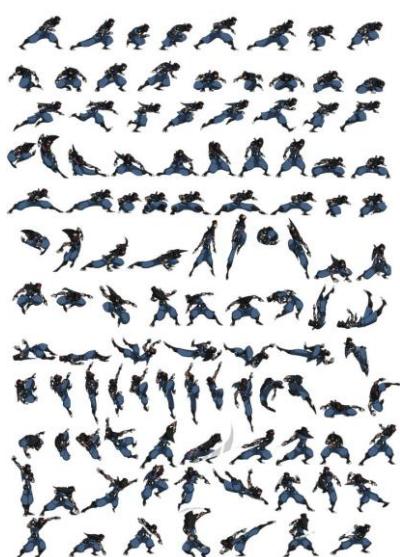


## Inspiration & Comparisons

- **Broforce:** Explosive, momentum-based gameplay
  - **Ninja Jaden:** The foundation of the movement and swordplay loop
  - **Celeste:** Tight movement + skill-based progression
  - **Mad Max (for setting influence)**
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## Visual Style

-  **Pixel Art or Stylized 2D: Clean silhouettes for precision gameplay**
  -  **Three Core Environment Themes:**
    1. **The Inner Sky City – sterile, vertical, tech-heavy**
    2. **Slum-Isles – layered, ragged, full of vertical parkour potential**
    3. **After Earth Surface – open, stormy, chaos-ruled**
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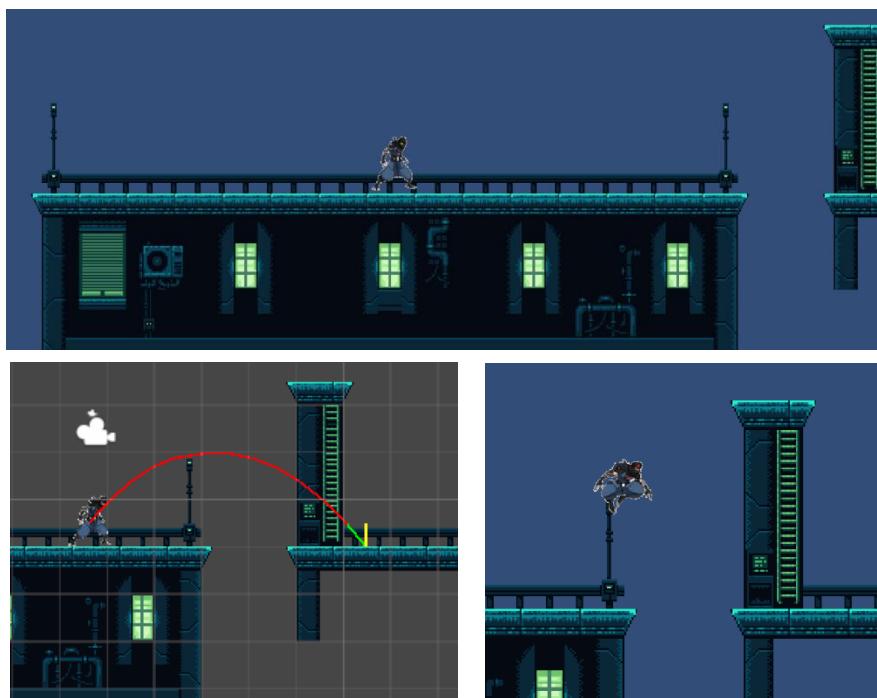
## Current Prototype

The prototype is built in Unity 2D and features:

- Fully functional 2D character controller with momentum-based movement
- Arcing jump mechanic using physics-based calculations, adjustable via angle/force
- Control lock system for committed parkour/jump actions
- Player-facing directional jumps at 50° angles with visualized landing trajectory via `Debug.DrawLine`
- Working ground check & air detection system for responsive jumping logic
- Basic player movement animation states (idle, run, jump)

This vertical slice focuses on tight-feeling mechanics, prioritizing how it *feels* to move before layering in enemies, art, or narrative.

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## Target Platform

-  PC first (Steam / itch.io)
  -  Potential for Switch / console ports depending on scope and demand
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## Development Scope

-  Small team
  -  Focus on a tight vertical slice: 4-6 core levels or arenas (estimate time 1-3 months)
  -  Built-in replay ability through movement challenges, time trials
  -  Expandable based on reception
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## Unique Selling Point (USP)

A gun-free, momentum-driven platformer set across a collapsing world of sky cities and wastelands. Every jump, slash, and dodge matters — this is a platformer for players who crave control and live to master their movement.

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