# 3.7 Project Scope

## 3.7.1 Complexity

HullBreaker will feature various complex mechanics such as:

* Procedurally generated solar systems which will contain many unique and generated planets and events to keep the game feeling new and to increase replayability.
* Dynamically scaling difficulty that adapts to how far the player has progressed and how well they are doing to give a more challenging and engaging experience.
* A unique upgrade system via the player being able to salvage parts from defeated enemies to add on to their own ship to provide various bonuses such as passive effects, new attacks and actions or additional stats.
* A card-based combat system where the parts on the players ship determines the cards in players combat deck offering many different decisions for players when it comes to ship construction and deck building.

## 3.7.2 Novelty

HullBreaker will do two things differently from standard card battler roguelikes, feature a unique deck building system based around modular ship building and having an open world navigation map free for the player to traverse fully.

HullBreakers deck building system is one that is completely unique to itself and is a mechanic not seen in other games of its genre. The modular deck building system adds additional layers of depth to the players decision making and deck building strategy.

Open world navigation is also a mechanic not commonly seen in roguelike games. Many roguelikes follow a linear stage progression system, but HullBreaker makes use of a single large scale, procedurally generated map that allows the player to freely explore previously visited routes and conquer all encounters in each zone before progressing.

## 3.7.3 Breadth

HullBreaker will feature three areas the player can traverse in the large world map, The Inner System, The Middle System and The Outer Worlds. Each area will have a variety of encounters the player may come across such as enemy ships, broken vessels, random events, and an area boss which must be defeated before the player can travel to further areas.

HullBreakers deck unique deck constructing mechanic features many ship parts and cards provided by said parts. Ship parts come in a variety of sizes and can provide many different effects when attached to the players ship, these effects include but are not limited to:

* Adding additional cards to the player’s deck.
* Improving cards of a specific type.
* Providing passive in-combat effects (Additional health, Enemy debuffs, etc.)
* Providing out-of-combat effects (Larger map navigation vision, ability to see upcoming encounters, etc.)

The cards that the player will be using during combat also have a multitude of effects including ones such as:

* Dealing damage.
* Blocking damage.
* Healing.
* Buffing and Debuffing.
* And many more.

While navigating the game world the player can also encounter areas such as shops for ship parts, vendors to sell their extra ship parts, random events, enemies, mini bosses and area bosses. This world the player navigates is a large solar system map split up into three concentric ring areas which make up the world of HullBreaker.

When defeating enemies, the player will be given the option to salvage there fallen enemies ship to acquire additional parts for themselves. The quality of these parts vary from enemy to enemy and area to area with mini bosses providing stronger parts and area bosses providing an artifact, strong single time attainable powerups that do not take up a slot in the players ship.