Creative Promises -

* Dark humorous tone
* Chaotic, high paced experience
* Eldritch, occult themes/character designs

Design Values -

* High action combat
* Micro scale, short term
* Action Feedback
* Combat Clarity (Enemy Readability)
* Simple Controls
* Progression/Reward

Cultural Values

* later

Features/Content

* Pulling
* 6 Unique Allies
* Enemies w/ Telegraphed Attacks
* Ability Variation
* 24 Rooms Total/4 Areas/5 Normal Rooms/1 Boss Each area
* Combo Abilities
* Hook Upgrades
* Secondary Movement
* Cosmetics
* Procedural Generation