**Concept Statement:** In this 2D, grapple your team and yourself around to combat eldritch enemies. Powerless, you must rely on the abilities of those around you to triumph.

**Hook:** In this 2D Hack n’ Slash, you fight with your teammates. WITH your teammates.

**Core Mechanic:** Grappling allies to use them as weapons against enemies. High octane, movement centric.

**Priorities**: Player, Ally, Enemy, Movement, ally/enemy movement & combat, room change, boss combat,

**Baseline:** Stick to what Will said: Keep it dumb for now, and we complicate it if we have time. Maintain this core idea of pulling and throwing allies around the room.

**Ally Ideas:** Bomb(AOE explosion), sword arm (swipe in front, spin), gunner (weak hp ranged), defender (high hp draws aggro), medic (syringe fingers),

**Enemy Ideas:** mutants(swarming), cultist (melee), cult leader( boss), chaos priest (area denial),

**Progression:** Unlocking additional allies as you progress. Multiple Binding of Isaac style runs are still a tentative thing. Ice level? Characters that slide as opposed to all enemies sliding - makes the player change up their strategy instead of using the same one every level

**Level Designs:** Frightening Forest (basic), Ice level w/sliding, elevated level forcing ricochet (Mountains of Madness), level that shortens pull (water/rain), extending pull CD to make them meaningful (Blighted Bogs), making area with holes (Chaos Crags) careful, riskier choices),