Weapons:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Knife | Handgun | Scattergun/spreadgun | Rifle | Grenade Launcher | Disc Gun | Tommy Gun |
| Fast, very short range | Basic, low damage, lots of ammo, average fire rate | Low to high damage depending on how many bullets hit, can damage groups of enemies from afar, average fire rate | High damage, long range and precise, very slow fire rate | High damage, low fire rate, must wait for projectile to explode, can friendly fire | Fires a disc projectile that bounces off of objects, can friendly fire, high damage and average fire rate | Quick firing machine gun with decent damage and very fast fire rate but high recoil |

Skills: (player can take one per row)

|  |  |  |  |
| --- | --- | --- | --- |
| Overcharged: Max health is 1, deal double damage | Perseverance: Max health increased by 25%, deal only 75% damage |  |  |
| Focus: Increases stamina usage, sprinting slows time | Rhinoceros: Sprinting deflects small bullets (up to x amount) | Blink: Doubles (maybe triples?) stamina usage, grants invincibility during sprinting |  |
| Mug: Melee attacks refill ammo | Reflex: Melee attacks can reflect bullets |  |  |
| Drone team: Two drones follow player around and fire at enemies for low damage | Heavy Bolts: Deal 75% damage, but bullets explode for 25% splash damage | Extending Arm: Melee attack has longer range, larger and longer-lasting hitbox, and does increased damage |  |
|  |  |  |  |

Story:

Main character is a cool detective guy. He is sent to investigate claims of corruption in a nearby city, which turns out to be entirely under the control of a gang. The gang kidnaps his girlfriend? Wife? Daughter? Someone? Thus he has to go through the city and overthrow the bad guys. Just a basic plot so that we don’t have to get too in depth and can focus on making the game.

Feel free to make edits to this section or list any possible ideas for the plot.