## Summary

* validating, accessible combat
  + low skill ceiling that seems high
  + minimize input, maximize result
  + choices matter more than reflex
  + intuitive via redundant patterns
* focus on mechanical diversity
  + simulate biological diversity by filling strategic niches
  + encourages exploration
* surreal theme; too much realism in current games

# Lore

## Story

* play as a [canary](https://en.wiktionary.org/wiki/canary_in_a_coal_mine) that explores the subconscious
* survive against, slaughter and discover enemies
  + purging evil, restoring order and destruction are satisfying on their own
  + less restrictions on enemies leads to high diversity

## World

* safe zone
  + potential names: sloom, dreaming, dream, respite, somn-
  + functions as a minecraft base or spiral knights' haven
  + utilities are close together
  + information, arsenal, crafting
  + cozy, liminal, not clinical
* hostile zones
  + potential names: haze, nacht, the repressed
  + offers enemies, treasure
  + predetermined themes, random generation
  + circular rooms
  + minimize backtracking and wandering
    - teleportation circles
    - buffing party buttons
    - one way corridors

# Logistics

## Mechanics

* agario mouse movement
* three components: wings, tail, heart
  + wings
    - associated with offence
    - determine strafe and strike
  + tail
    - associated with defence
    - determines shift and shield
* six abilities: strafe, strike, shift, shield, shade, surge
  + strafe and strike
    - determined by wings
    - automatic attacks
    - share a cooldown
    - always targets closest
    - strafe is long ranged attack
    - strike is short ranged attack
  + shift and shield are controlled and share a cooldown
    - determined by tail
    - controlled maneuvers
    - share a cooldown
    - shift is a mobile utility
    - shield is an area utility
* three modifiers: range, rate, wrath
  + range affects the strafe and strike range, shift length, shield range
  + rate affects recovery time for shield and cooldown times for strafe, strike and shift
  + wrath affects shift speed, total health of shield and damage for strafe and strike
* all players have same clear speed
  + out of combat, movement speed is equalized

## User Interface

* emphasis on circles
* red circle on closest enemy
* enemy attack telegraphs
  + shrinking circle for time
  + three outer circles for direction
* enemy spawn and death animations
  + hollow circle turns inside out to show enemy; circle stays
  + circle turns inside out to show enemy loot
* filling circles on player
  + strafe and strike ranges
  + shield health, heat, hex
* filling circles beside player
  + shift cooldown time
  + strafe or strike cooldown times
  + player life

# Examples

## Components

Strafes

* arcing and accelerating explosive
* converging rapid fire from three points
* physical orb that detonates when velocity is zero

Strikes

* pushing, crescent swipes
* pulling, narrow, triangular stabs
* delayed, heavy, slashes

Shifts

* phasing
* blinks with scaling based on nearby enemies
* mirror decoy

## Enemies

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| Guttersnipestricksy, intelligent, underhanded  * teleports near player * rolls bomb at player with leading * explosion sucks player in * flees linearly after attacking * attacks at random intervals * can return bullets |

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| Hushesethereal, shy, pleading  * slows down bullet flight speed and strike frequency * teleports around player * follows player future position * oozes mines that have proximity and time triggers * mines fire bullets that target and heal hurt enemies * health regeneration |

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| Purgersinsane, cathartic, unstable  * bursty salvos of bullets * bullets fly randomly * bullets leave trails * bullets splinter |

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| Mimsiesflimsy, unpredictable, selfless  * fires sparky bullets * moves quickly and unpredictably to exploit linear bullet tracking * lingers out of strike range * can teleport short distances * can duplicate itself |

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| Gardenersstalwart, nurturing, golemic  * grant nearby enemies regeneration * stops moving to attack * only has strike attacks * can absorb player bullets * strikes have shockwaves |

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| Wispsfragile, defeated, sighing  * upon death, forms hazardous pool * desperate, homing bullets on death * pool buffs enemy offence |

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| Reaversraging, savage, carnal  * emphasis on strike attacks * speed decreases while attacking * moves directly to player; no leading * speed increase proportional to distance from player * strafe attacks without target leading |

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| Straysmindless, unsavable, desperate  * speed changes randomly * long, grasping strikes * follow player current position |

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