GAME CONCEPT DOCUMENT

<Project CyberStruck>

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1. **CONTEXT/STORY (Don't get bogged down by this)**
   a. Dawn, a professional hitman, is tasked with hunting down the CEO of a corrupt corporation. After a mishap during the beginning of the mission, she is trapped in the factory and must follow through with mission, whether she wants to or not.

2. **GAME SUMMARY**

   a. A 3-D, Metroidvania game (Example: Metroid Prime) set in a cyberpunk-styled, distant planet inhabited by wide range of species.

3. **MISSION**
   a. The player is a hitman tasked with breaking into a factory with revolving set pieces and puzzles.

4. **SUCCESS**
   a. The Player solves the action sequences, puzzles, and bosses. Defeating the final boss (The CEO) granting the success of Dawn's mission.

5. **FAILURE**
   a. The depletion of Dawn's health will result in a game over screen where the player will be tasked with trying again from their last save point or quitting their session.

6. **PLAYER ACTIONS**
   a. The player will be equipped with an arm blaster that can be morphed into different ammos based on differing situations. The player will be able to interact with both the environment/puzzles and the exploitation of enemy weaknesses with these separate ammos.
   b. Fast-paced dodging, shotting, and locking onto enemies.

7. **ENVIRONMENT/LEVEL DESCRIPTION**
   a. A factory setting with a focus on environmental details for pointing out puzzle solutions (Example: Red themed coloring on an asset that requires the fire ammo to destroy or interact with)

8. **UNIQUE SELLING POINTS**
   a. A fast-paced, 3D, Metroidvania with an emphasis on versatility in combat.

9. **BASE GAME SCOPE**
   a. The player will be able to fight through a few waves of enemies, while solving some puzzles throughout their playtime. The player will have a choice at the end to kill the final boss or not, receiving an appropriate ending based on this choice.

10. **ADDITIONAL FEATURES**
   a. The game will feature environments to protect both the player and enemies from incoming fire.
   b. The player character will able to get hurt by the environment as well in certain scenarios.
   c. Enemies will come in a few different variations that require an appropriate weapon type at certain times.
   d. Missiles/Explosives will be a ammunition type that the player can utilize

11. **OTHER DETAILS/ SECTIONS (as needed)**
   a.