Will create poll on issue in page for any feature that has multiple options.

Keyword: silhouette

Similar Games: <https://www.youtube.com/watch?v=A059C6rMJ4s>

1. Project code name: Project\_APS
2. “Look and Feel”:
   1. 2d Examples
      1. Anyone of the games in video” <https://www.youtube.com/watch?v=Lp1PqxynwCo>”
      2. Shadow character like in “Limbo (video game)”
      3. “Naught 2” “<https://www.youtube.com/watch?v=SPKb2X_XVfI>”
      4. “Dark sword” “<https://play.google.com/store/apps/details?id=com.nanoo.darksword&hl=en>”
      5. “Lunnye Devitsy ““<https://www.youtube.com/watch?v=PM7EErWQWWU>”
      6. “Mark of the ninja”
   2. It can also be in 3d like
      1. “<https://www.youtube.com/watch?v=68LOxVrbQDo>”
      2. “KHOLAT” in second half of video as character enters forest “<https://www.youtube.com/watch?v=o0b-LMASI1c>”
      3. “<https://www.youtube.com/watch?v=UueKUcr22z0>”
      4. “Proteus”
      5. “Monument Valley”
   3. Environment Color will change with mood to express like in “Journey (2012 video game)”
   4. “Shadow fight2” / “Dark Fighting PRO 2020”
   5. “<https://www.gamasutra.com/blogs/HermanTulleken/20150729/249761/Color_in_games_An_indepth_look_at_one_of_game_designs_most_useful_tools.php>”
3. Game References for Gameplay:
   1. World will be setup in a grid like arrangement like in ”Spelunky”.
      1. Will have the same random + hand designed feel
   2. Player controls and interaction similar to “Broforce” & “contra”
      1. Bullet Hell: <https://www.youtube.com/watch?v=MivqpCN-AsE>
      2. Environment will be similarly destructible
      3. On death a random character will be chosen from all unlocked characters / Or powerup system like “contra”
   3. World will regenerate its lost part like in game “Lode Runner”/ “Ice climber”( both are nes games)
      1. To regenerate destroyed part of the world, either automatically like “Lode runner” or by assist of enemies like in “Ice climber”
      2. To express this kind of environment,
         1. If (iceclimber route) theme can be ants lair.
            1. If environment is damaged, ants will come and start repairing it to its original form, hence emulating a slow repair process.
         2. If(Lode Runner route) theme can be alienbase/ world inside a giant organism.
            1. In this way it will auto regenerate its lost part (similar to few reptiles regrow their lost limbs)
            2. Sentient Jungle theme, regrowing its lost vines.
   4. Game Play will support both/or coop/pve feel [don’t know the actual word for it] for completing the map objectives.
      1. “Terraria”/”Warframe”
         1. User can either play together towards common goal or form teams/free for all kind of scenario
      2. “Broforce”/”Contra”
         1. Only coop mode
         2. Warframe “index” mode. Where if one player keeps on collecting it will give bonus. Hence promote/inspire[don’t remember the actual word for it] to play in coop mode.
      3. (no game comes to mind right now)
         1. Vs mode. In this scenario there will be certain reward[will decide depending upon the game mode decided]
         2. Stopping other members/team from collecting/completing goals/farming so that self/ownteam can complete it first.
   5. GameMode: reference of games from which these game style is inspired in this game
      1. PVP style:
         1. “Bomberman”
            1. Searching a door and key in the world to get to next level.
         2. “Brawlhalla”/”Overwatch”
            1. Deathmatch till given time is over and highest points win
      2. PVE style:
         1. “Warframe” : Any game mode
            1. Highest preference: Index, Survival, Defense, Disruption, Sabotage
            2. It will promote fast paced / bullet hell gameplay
            3. Will have lots of hordes of enemies