1. Look and Feel (keyword: Cyberpunk)
   1. Neon bordered look similar to “Geometry dash”
   2. Reference: “<https://www.youtube.com/watch?v=dk2Zcg_kmc4>”
   3. World to be industrial area with futuristic + neon/digital + machinery theme
   4. Character and environment feel similar to the images in the link: “<https://www.wallpaperbetter.com/en/hd-wallpaper-swbtj>”
   5. Another reference: “<https://www.google.com/search?q=Futuristic+neon+digital+machine+concept+art&tbm=isch&tbs=rimg:CXmrLcy7bCrkImCneR_1A7bZR0X7d4220Z9LWzxLmw1MLbSg-F84q56M1g_1maTPteZEdjzQliCXBZFno0apQtJm0ga2nag4UAdehOIs04RlQ9mpqpmMAQh85Q7ao2SC1HxOaB-zR3f20RzNEqEgmneR_1A7bZR0RF963CpCI6CjSoSCX7d4220Z9LWEaOQOAvSwafsKhIJzxLmw1MLbSgRYaHniSlvRloqEgk-F84q56M1gxHQFTHksnwfPSoSCfmaTPteZEdjEQykpu-sRIMLKhIJzQliCXBZFnoR9zlOTbWzPA4qEgk0apQtJm0gaxEsxjsYBvevFSoSCWnag4UAdehOERoKIkX9oHZoKhIJIs04RlQ9mpoRuGyUSo30LxsqEgmpmMAQh85Q7RGX9ajVMOFrHioSCao2SC1HxOaBETSd5LoI1HKRKhIJ-zR3f20RzNERwE_1yk899kbthvvK3iEqFlns&tbo=u&sa=X&ved=2ahUKEwjB7c-piIXoAhXozTgGHVnTAKMQuIIBegQIARBD&biw=1707&bih=827&dpr=1.5>”
2. Game References for gameplay
   1. For Overall gameplay:
      1. World size similar to “Teeworld”
      2. Either: Plan to do deathmatch to accumulate points and unlock second part of killing boss
      3. Or: First killing of boss/hordes then kill each other to be last one standing
      4. Part regeneration mechanics (e.g. machinery blockers that can be destroyed and rebuilt either by player or robotic machineries which can help in both game states)
   2. For “VS” part of game (Deathmatch vs mode)
      1. Bullet League: “<https://play.google.com/store/apps/details?id=com.fundayfactory.bl&hl=en_IN>”
   3. For “COOP” part of game (Thriller forced Coop) spawn boss or horde of enemies to defend:
      1. Devil Daggers: “<https://www.youtube.com/watch?v=50-OT83O9qY>”
      2. Risk of Rain: “<https://www.youtube.com/watch?v=Cia3haHicFU>”