## Metroidvania Project - Meeting 2

* **Protagonista** 
  + Stamina Bar - depleted through combat actions
* Parry - consumes stamina; staggers enemies
* Start relatively underpowered; you are just a human
* No skill tree, upgrade the character and try different builds by collecting and equipping “Armour Sets”. Each has a different focus and will provide a different play-style
* Weapons: Tamarrata (Arma combinata t.b.d.) e.g.: Saber with revolver mounted on its guard (if ammo is finished, you can shoot gears but you will sacrifice the currency
* **Aree di Gioco e Mappa**
  + *5 Aree totali:*  
    - Home Camp:

Rovine della vecchia città, vari NPC vivono qui e alcuni possono essere trovati e liberati nelle altre aree per aver accesso ai loro servizi nell’hub centrale.

* + - Gears Forest:

Foresta sul lato Sud dell’isola, prima area disponibile da esplorare. nemici robotici con sembianze di animali.

**Area Upgrade:** Grapple Hook  
 **Boss:** Robot (ancora da definire rip)

* + - The City Dump:

**Area Upgrade:** Strong-ass magnet (?) or

* + - The Nobles’ Rest:

**Area Upgrade:** Weapon (da specificare)

* + - The Laboratory:

**Area Upgrade:** Negate Gravity (for a few sec.) (?)