1. The game will be title ***Penumbra*.** It will be a Metroidvania style game that is set in a fictionalized late-1800s city, and its lore will be centered around the Lamplighters, a group of people that while on the surface appear to be just ordinary lamplighters (the old job of people that would have to go around and light all of the gas street lamps), are actually a secret organization that was created around the exclusive knowledge of the ancient gods.
2. The three main games that inspired this are Bloodborne (mainly for its amazing setting), Celeste (for the style), and Hollow Knight (for the gameplay and general feeling that the game evokes with its storytelling and design).
3. Features Needed (Further up = More important):
   1. Implementation of a variety of enemies and bosses
   2. Map with emphasis on backtracking when new abilities are discovered (like all Metroidvanias)
   3. A nice-looking UI with originally designed assets (health bar, menu, etc.)
   4. Improved combat (Ranged attack, health, knockback from hits, invulnerability period after hits, etc)
   5. Movement abilities unlocked through gameplay (Dash, wall jumping, improved jump, etc.)
   6. Dialogue (the player will be silent, so I just want the ability to trigger people to talk to you). Just text obviously.
   7. Game over handling
   8. Wish List:
      1. Ability to acquire different weapons (instead of just dagger and ranged weapon, maybe get a sword, axe, spear, other ranger weapon, etc.)
      2. Shop system with spendable currency dropped by enemies and found throughout the world
4. Group Focus:
   1. Art – Me
   2. Gameplay functionality – Me
   3. Producer – Me
   4. I can’t think of anymore but yeah it’s just me