## High Concept

You are the last survivor of a recent apocalypse, then aliens start to come in and try and take over the planet. It’s your job with your newly discovered modular pistol to eventually find the enemy manufacturing plant and destroy it, while you greatly improve your gun by taking parts of the robots you defeat and attaching them to your gun to improve or vastly change the way of play.

# Game Logistics

The world will most likely be randomly generated with only one robot manufacturing plant throughout. There will be lots of different enemy types so that the main mechanic of the modular gun will not be tainted.