

In each corner (revita, deadcells, risk of rain 2, binding of issac: rebirth) there are games that i take inspo from to create one of the best rogue like games. Im currently learning Gamemaker and have already created some niche games but this is my end goal. I want to make the user feel as powerful as can be to the point it might crash your pc.

1. Exponential Scaling: Most roguelikes have a curve that balances enemy scaling with player power, but what if your game lets the player spiral completely out of control? Imagine builds where:

- A single attack chains into hundreds of hits, each duplicating itself.
- A speed boost stacks infinitely until you're a blur, barely able to control yourself.
- A projectile multiplier that starts reasonable... then doubles, triples, quadruples until the screen is an unrecognizable mess of destruction.

2. Synergistic Chaos: One of the biggest joys in games like Isaac and Risk of Rain 2 is finding that *one* broken synergy. Instead of balancing against that, you *encourage* it.

- Items and abilities interact in ways that are unpredictable, leading to emergent gameplay.
- The more ridiculous the combo, the greater the reward—but also the higher the risk of making the game unstable (for real).

3. The "Crash Meter" – Managing Too Much Power: Since your goal is to push the game to the edge, you could embrace the chaos with a Crash Meter.

- As you stack absurd effects, a visual indicator fills, warning that the game is struggling to keep up.
- Reaching the max threshold might trigger a full-on soft-lock, a forced reboot, or a meta-event where the game "corrupts" but gives you a secret ending.
- Certain late-game mechanics could allow you to "patch" the game temporarily, extending the madness before the inevitable collapse.

Revita – Fast-paced, twin-stick platforming with a risk-reward health system.

Dead Cells – Fluid combat, momentum-based movement, and a deep upgrade system.

Risk of Rain 2 – Exponential scaling of power, synergistic builds, and chaotic endgame madness.

Binding of Isaac: Rebirth – Procedural variety, wacky item interactions, and unpredictable outcomes.

I want to bring out the inner child in everyone.



Creating a rougelike game

With a simple goal: Make the user
as overpowered as possible

