Brainstorm & Research

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## Non-Euclidean Shooter

* Non-Euclidean = Doesn’t make geometrical sense (rooms overlap, you end up where you shouldn’t be, etc.)[1]
* Reload Feature: hold R and swipe mouse up, left, right, down.
  + Up to pull your weapon up.
  + Left to drop your magazine.
  + Right to load another one.
  + Down to put your gun back down.
* Maybe add a Slow Down Time feature to the reload.
* Genre:
  + Immersive Simulation
    - Levels are very open ended and focus on player choice to beat them.[2]
    - Moving makes you very inaccurate.
  + Fast Paced Roguelike
    - Something like Ultrakill (2020)[3] in terms of movement
    - Randomly Generated Layout
      * Achieved through premade rooms
        + Swappable interiors
        + Attachment points
  + Competitive Shooter
    - Moving makes you very inaccurate
    - Movement and mechanics akin to Valorant or Counter Strike 2[5]
  + Puzzle Shooter[1]
  + Parkour Shooter
    - Beat levels as fast as possible
* Use of portals[4]
  + Masked, unnoticeable to the player, that means they need to be flush with all corridors and walls
    - Portals out in the open might work, but it’s a low chance. Keep to a minimum.
  + Set, player will not be able to manipulate portals, the only interaction they have is walking through them
    - Maybe make portal manipulation and visualization a feature at the end of the game as a reward for completion
    - Alternatively, a sandbox mode could be added to the game and unlocked by completing it[6]
  + Will be difficult to make. I still don’t know how to make portals in Unity.
* Platform
  + PC
  + Console would not be a good idea because of the reload, though Playstation may work because of the touchpad.

# Bibliography

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