Brainstorm & Research

# 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.
* Moving makes you very inaccurate.
* 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
  + Fast Paced Roguelike
    - Something like Ultrakill (2020)3 in terms of movement
  + Competitive Shooter
  + Puzzle Shooter
  + Parkour Shooter
    - Beat levels as fast as possible

# Bibliography

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