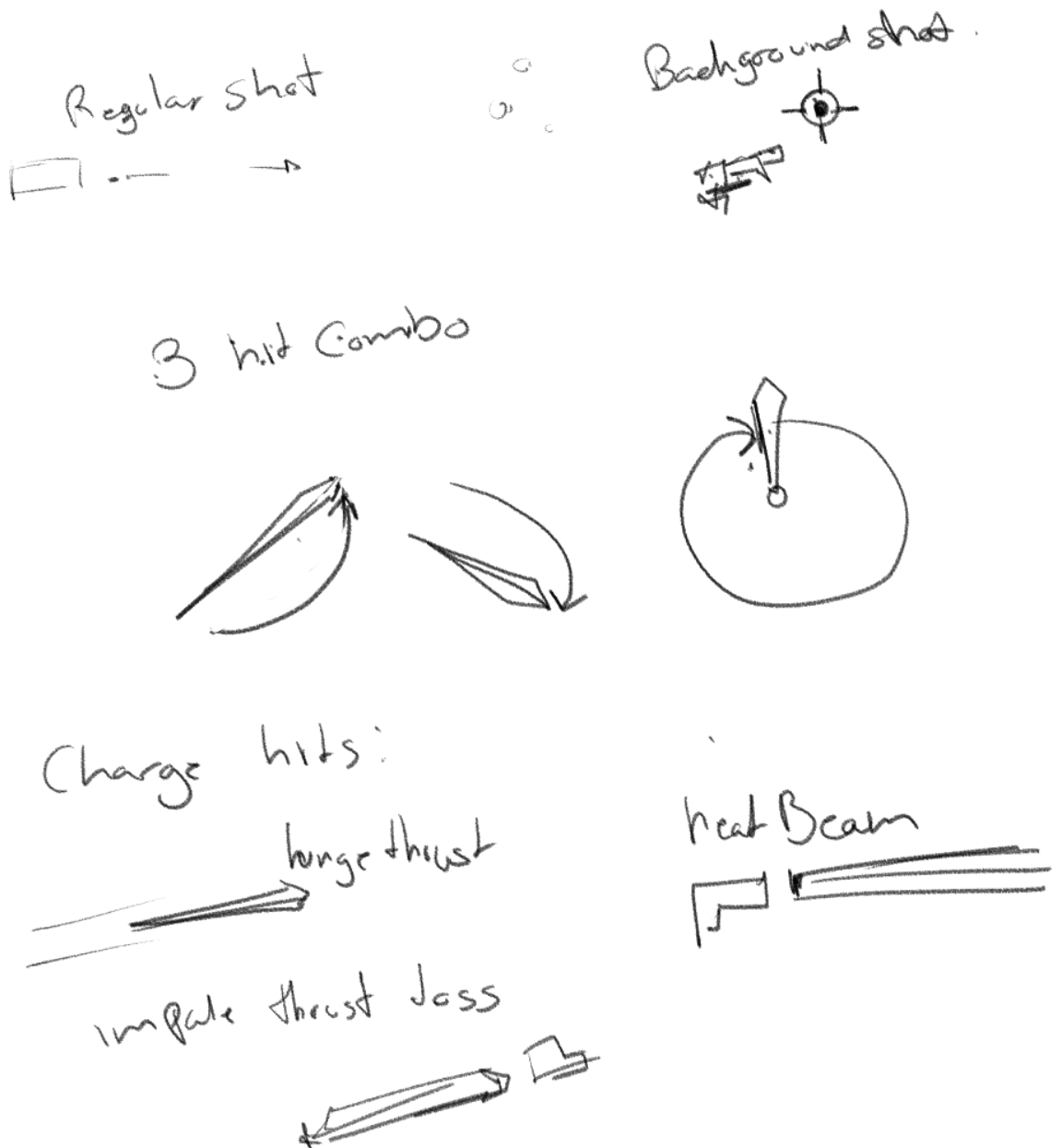


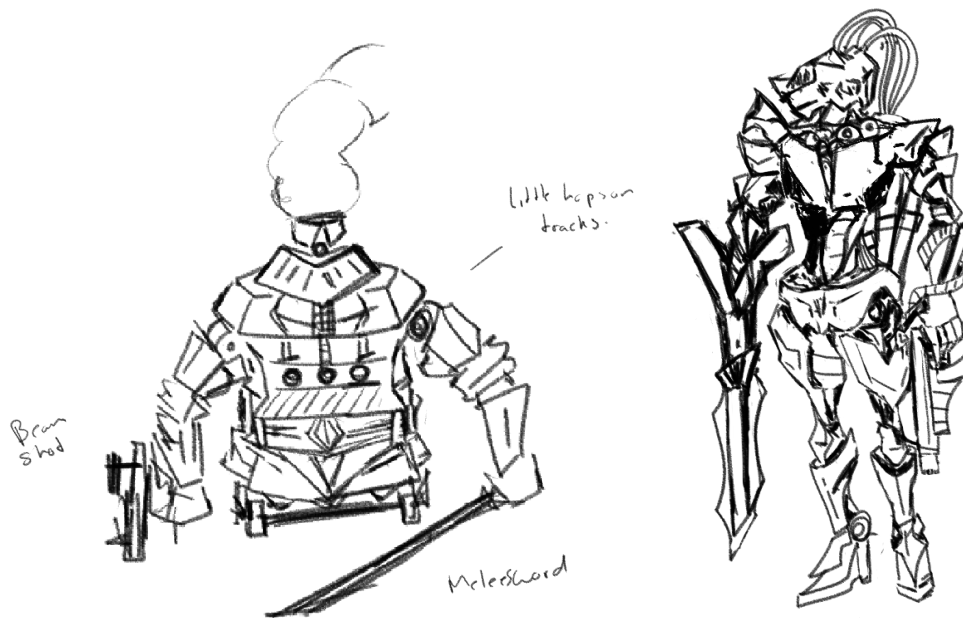
# Stellar Dancer - Rail Protector

## Initial Ideation:

Based on a Pre-existing world and design ideas I've had. I hoped to take heavy inspiration from treasure games, particularly Sin and Punishment, but possibly also the unique interplay of mechanics such as that found in Mischief Makers.



From Sin and Punishment I took aspects of shooting enemies in the background and bullet hell patterns for main aspects. Whereas the Mischief Makers inspiration involved the lance weapon. Mainly in what ways the lance weapon could be used as a bit of a grappling attack and power up when charged, so as to interact with enemy and world mechanics.



Possibly implementing a limited number of lances that require a reload time after use, alongside the heat beam. Managing and balancing their use in levels so as to not be left defenseless too long. Sleek Design for mech (as placeholder due to original concept revolving around horseback and on foot/rail characters) Uncertain whether to implement platforming aspects such as running and jumping mech, or just a general flying nature.

For the initial Prototype mostly want to see if can get the melee and range moves working on a 2D plane. If I have the time, possibly having a combo multiplier on melee attacks and such would be interesting, and status dependent attacks. The 3 hit combo would also in general be good to plan out, using timer based dependencies for it to change the moves and area of effect..