**Story start**

Inspired by Claymore

Female main character, very innocent. Maybe even a sad backstory. Dies by the hands of demons. The demon that kills her dies soon after and is forced to possess her body while she’s still breathing. She gets nursed back to health. She’s traumatized by the events. 3 days after the incident, she has a horrible nightmare. Surrounded by demons, she awakens to new powers and kills them. She regains consciousness and everyone’s killed (Learns later in the story that she killed everyone). One person sees the attack and calls other people to hunt her down. Everyone is scared and chase her out of the village. She doesn’t understand why until she looks at her reflection in the water. She’s covered in blood, especially her hands and mouth. Communication with demon starts. They can’t get along. They’re opposites.

Experience is bonding with demon, so more affinity with demon is more power. This explains why the character starts weak and gets stronger. The character doesn’t have combat experience which she gains as well. Throughout she will and her inner demon will both antagonize each other.

**Questions**

Why were there demons at that village?

What draws demons?

Main character backstory?

Why is her backstory relevant to the main mission?

Friends, family?

Demons weakness?

What is her goal (eventually) after leaving? Probably starts with surviving.

When does the inner demon trigger?

How do you level up as a player?

**World**

Takes place with tech from 1000 BC, so Bronze, Iron age

Demons roam the land

Districts are protected by an organization

Strength of each protected district is determined by the strongest warrior protecting it

Villages and kingdoms

Kingdom has military strength

**Mechanics**

Precise dodge mode by holding L2

Holding L2 + R2 is block, but with penalty when hit

Time L2 at hit and trigger after image

Timeframe to attack after dodge

Not getting hit will increase damage, but will reset after getting hit

Can dodge during sprint, will cover large distance

Reiatsu(gravity weight) vfx show stronger enemy in vicinity

**Enemies**

Humans

Demons

Hybrid

**Weapons**

Swords

Shields (Maple-chan)

Bows

Magic

Beastly features: Claws, Wings, Nose, breath

**Story beats**

Act 1

Prologue

* Walking
* Basic interaction
* Introduction to enemies
* Enemy strength/weakness
* Establish emotional attachment to main character
* Reason for mechanics
* Reason to leave a safe environment

Tutorial

* First combat encounter
* Explain basic combat mechanics
* Level up system
* Goal

Act 2

Linear levels

Level 1

Level 2

Etc.

Act 3

Conclusion

**Ideas**

Basic attacks should have a reason to work the way they do. No infinite combos. Attacks should feel calculated.

Stamina bar

Button for punches and button for kicks. Two options Punch(square) and Kick(triangle) or Punch(R1) and Kick(L1).

Punch are quick, but have no aoe and kick is slow, but does have aoe.

Perfect dodge refills stamina bar.

X is dedicated jump button.

O is dedicated dodge button.

3 punches and 3 kicks. 3rd attack is always the most powerful and distances the enemy. Switching from punch to kick and vice versa resets the attack to the first one of either.