**Dym**

**Design Document**

**Plot:**

Dym is a time lord. Dym is the last of the time lords, the last of his kind. Dym stands in the ruins of humANITY, watching as enemies pour through an oblivion gate and enter this dimension, bringing further chaos. Dym will usE ANYTHING AND ANYONE TO ENSURE THAT His lineage will go on.

**Environment atmosphere:**

* Dark, gritty, cyberpunk
* Noire color-palette (dark colors, grays, blacks)

**Gameplay:**

* Feel – twitchy, large areas to explore, lots of action (shooting, etc.) Enemies are kind of easy, simple combat (Flows), player should feel superior (in control)

* Abilities – stop time, slow time, fast forward and back, skip forward and back, copying time, alter time, transparent time
* Weapons – standard machine gun, melee, fork lightning gun, flamethrower, decay gun (FAST FORWARD, AGE THE ENEMY), SINGULARITY GUN, MAGMA RIFLE, BLITZ GUN, NEEDLER, BINARY CORRUPTOR, FREEZE TIME GUN