**⚙️ The Two Factions — Design Foundation**

| **Faction** | **Core Philosophy** | **Emotion** | **Gameplay Focus** | **Visual Language** |
| --- | --- | --- | --- | --- |
| 🟥 **Squares** | Build, defend, stabilize | Calm, ordered | Defense, support, structure | Straight lines, symmetry, cubes, blue/cyan light |
| 🔺 **Triangles** | Attack, expand, destroy | Aggressive, chaotic | Offense, mobility, energy | Sharp edges, asymmetry, red/orange light |

**🧱 Squares — “Constructors of Order”**

**✦ Core Concept:**

Squares use **technology and geometry** to create defensive structures and control the battlefield.  
They don’t overpower enemies — they **outlast and outsmart** them.

**🧰 Example Skill Archetypes**

| **Type** | **Concept** | **Description** |
| --- | --- | --- |
| **Barrier Wall** | Defense | Deploy a rectangular energy barrier that blocks projectiles for a short time. |
| **Platform Constructor** | Mobility | Create a temporary floating block to reach new areas or gain a high-ground advantage. |
| **Stabilization Field** | Control | Emit a cubic field that slows enemies/projectiles and strengthens allies inside it. |
| **Compression Burst** | Ultimate | Compress chaos energy into a cube → detonate it to push enemies away and reset field balance. |
| **Repair Pulse** | Support | Reconstruct destroyed square tech nearby (auto-repairs turrets, doors, etc.). |

**🔺 Triangles — “Harbingers of Chaos”**

**✦ Core Concept:**

Triangles embody **speed, aggression, and instability**.  
They cut, pierce, and overload — they *don’t build*, they *burn through*.

**⚔️ Example Skill Archetypes**

| **Type** | **Concept** | **Description** |
| --- | --- | --- |
| **Piercing Dash** | Mobility / Attack | Triangle morphs and slices through anything in its path. |
| **Laser Spear** | Ranged | Fires a beam that cuts through multiple targets. |
| **Explosive Fracture** | Area Damage | Sacrifices armor to unleash a shockwave of shards. |
| **Overheat Surge** | Buff | Temporarily increases attack speed but damages self over time. |
| **Rupture Field** | Ultimate | Creates unstable zone that breaks any constructs in range. |

**💀 Your Protagonist — The Hybrid**

You now have a *mechanical and narrative mirror*:

A Square soldier using constructive tech, but with hidden Triangle blood that lets him *weaponize chaos itself*.

**🧩 Gameplay Identity:**

* Starts with **constructor/defender** abilities (barriers, platforms).
* After absorbing Triangle boss → gains **offensive chaos power** (beam, dash, or burst).
* Conflict mechanic: The more Triangle powers you use, the more your Square constructs *destabilize* (e.g., shorter lifespan, structural cracks).

**💡 Design Direction Summary**

* **Squares = Tech, Architecture, Order.** Their gameplay loop: *build → defend → survive.*
* **Triangles = Power, Energy, Destruction.** Their gameplay loop: *attack → overrun → burn out.*
* **Hybrid (Player)** = Forced to balance both: *construct and destroy to save the city.*