

# *Exosphere*

## Game Identity / Mantra:

2D hardcore platformer game where the player kills to progress and loot.  
(List your single sentence description of the game that you will use to guide design decisions.)

## Design Pillars:

*Fast. Action-packed. Looting*

## Genre/Story Summary:

Genre:  
Platformer, Roguelike, Hardcore

Story:  
Our main character gets a sos signal from an unknown planet and while trying to find the source of the signal he gets trapped in a hostile environment.

(List what the game is from a gameplay and/or story perspective.)

## Features:

Our game will feature multiple characters, each with its mechanics, which will get unlocked throughout the game.

In every playthrough, we collect items with the currency we acquire while playing the game, and in every run, the builds that the player collects change because the items are obtained randomly.

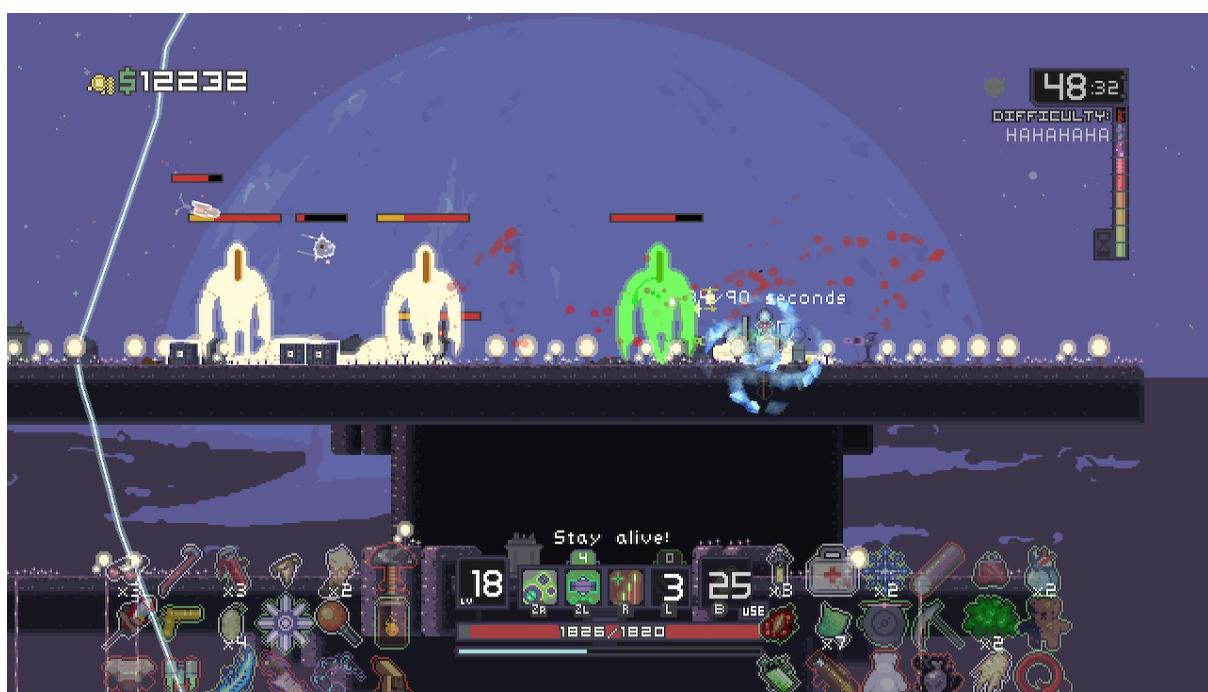
(List the cool features or unique elements that you want to include in your game.)

## Interface:

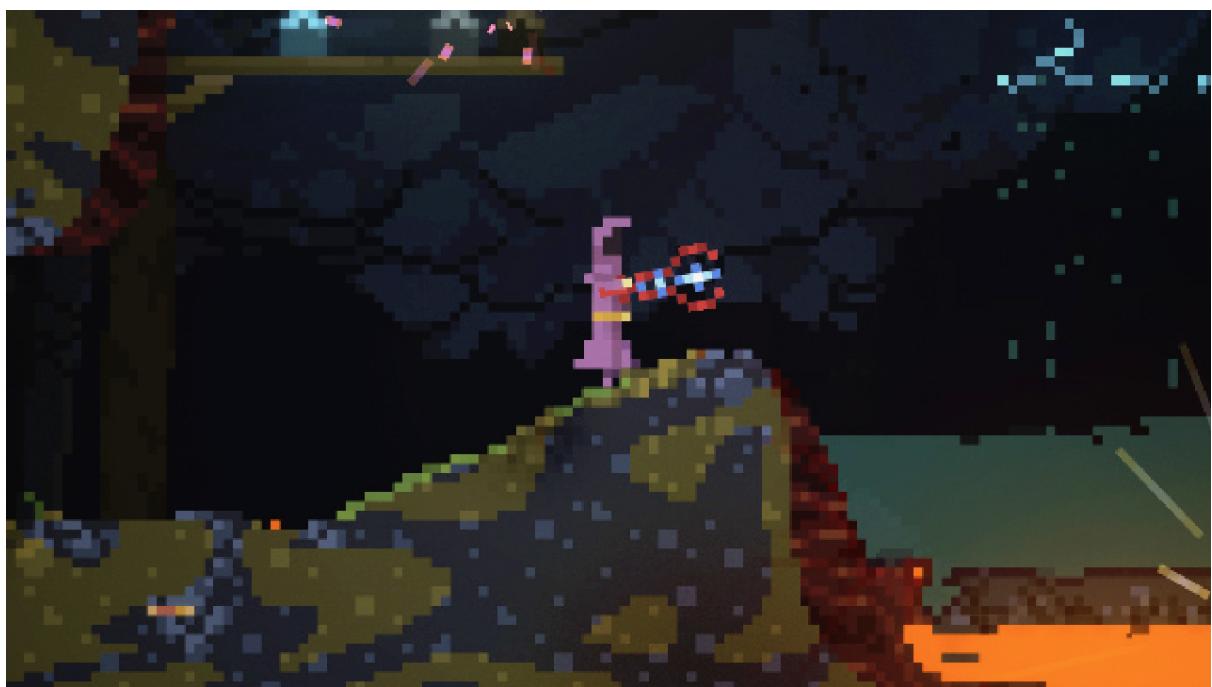
Keyboard and mouse

(List the player input method, the controls, and how the player interacts with your game.)

## Art Style:









RoR 1  
Starbound  
Noita  
Terraria

(Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.)

**Music/Sound:**

[https://www.youtube.com/watch?v=RUN6Kqd9xgs&list=PLLDf8Bnp1K1JPWia6\\_x8-1K2sVmXGYvJD&index=2](https://www.youtube.com/watch?v=RUN6Kqd9xgs&list=PLLDf8Bnp1K1JPWia6_x8-1K2sVmXGYvJD&index=2)

[https://www.youtube.com/watch?v=aGb-6wwDrpc&list=PLLDf8Bnp1K1JPWia6\\_x8-1K2sVmXGYvJD&index=3](https://www.youtube.com/watch?v=aGb-6wwDrpc&list=PLLDf8Bnp1K1JPWia6_x8-1K2sVmXGYvJD&index=3)

[https://www.youtube.com/watch?v=FXS1tFVd4Y4&list=PLLDf8Bnp1K1JPWia6\\_x8-1K2sVmXGYvJD&index=4](https://www.youtube.com/watch?v=FXS1tFVd4Y4&list=PLLDf8Bnp1K1JPWia6_x8-1K2sVmXGYvJD&index=4)

[https://www.youtube.com/watch?v=bNUQBBM\\_c9E](https://www.youtube.com/watch?v=bNUQBBM_c9E)

(Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.)