Game dev

[Document subtitle]

Hyperlight drifter’s combat and movement system.

## how do the systems work?

Hyperlight is a fast-paced game that works with a lot of dashes and several simple basic moves for example slicing with your sword. Together with a dash that can be used quite often you can preform several attacks without getting hit by the enemy that your facing.

What makes this great, is that you are very limited on health in this game which forces you to dodge all sorts of attacks. So, if you are able to pull of fights without receiving any damage, it feels satisfying and you feel like you are good at the game.

GAME IDEA:

Flashy movement/combat. Dodge & Roll.

Games: hyperlight, titan souls, kamiko, Enter the guneon,