1/31/2023

Planning phase

Talked out a specific type of game which is

* Metroidvania
* Deadspace theme
  + Survival horror
* Future robot is the player
  + Exploring an ancient civilization
  + An old broken down lab that was used to create weapons and war machines.
* Upgradable weapon after
  + killing boss
  + Exploration
    - previous parts from another previous robot

The einvioremnt

Starte off in a factioner, then a forese, and finally a factioy

Entity Hunting The Player

* Serpentine Robot inspired by mythology
* An anti-weapon system that went rogue.
  + The huge robot specialties with weapons and is unable.
  + Only happened when the player gets a key that unlock major areas of the game

Player’s Goal:

* Trying to stop the monster by finding a weakness
* Finding keys that unlock more of the labs to find this (weakness)
* Trying not to die from this monster.