Futuristic Shooter

* Fast paced gunplay,
* Third person
* Art Style: Stylized Handpainted
* Wave oriented, progressive arena combat
* No Reloads, Quick Weaponswitch 8-16 Slots
* 12 Ranged weapons 4 Melee Weapons
* Keyboard controls (eventual gamepad support)
* WASD Movement, TAB WeaponSwitch, Lucian Dash, Strafing, Jumping, Climbing,
* Fake hand hookshot – Hinge Joint
* Mouse – aim/Shooting mechanics
* Game Theme : Futuristic, Robots, Vibrant Colours.
* Droge humorstijl
* Small robot main character
* Open world feeling
* Over the top
* Mobility Upgrades