Bug

A procedurally generated first person dungeon crawler/suspense/horror game with influences from Kafka, Lovecraft, and cyberpunk media.

Imagine the Submerged Castle from Pikmin 2, but that’s the whole game.

Idea from discussion 2/7/18 :

Like downwell but first-person and sideways. By that I mean, procedurally generated obstacle-based thing (like the end of downwell). Scrounge the lab and collect parts to open the next area. Ward off the slug-moth. Levels get bigger and more parts are required. The slug-moth can be slain, but it would take a long time and probably isn’t worth it.

Inspiration from pikmin: a level timer; slug-moth drops from the ceiling at some point. Player must hurry to avoid the thing while collecting pieces and proceeding to the next level. Some lore can be picked up in the form of notes on servers. The slug-moth will destroy servers as it pursues the player.