6th Sense: Eternal Abyss

*“Survive the Shadows, Seize the Shade”*

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# Section I - Game Overview

“6th Sense: Eternal Abyss” is a **dark ambient survival shooter** that transports players to the chilling Underworld. The goal: **survive** the relentless onslaught of enemies or unveil the secrets of the eternal darkness the envelops the land with your arsenal of **weapons** and **skills**. Engage in atmospheric gameplay with dark ambient lighting, where power-ups like increased light and temporary invincibility offer a thrilling edge, making 'Eternal Abyss' a hauntingly simple yet immersive gaming experience."

# Section II - Gameplay and Mechanics

## Gameplay

* Obstacles:
  + Escalating challenges of encountering multiple types of enemies.
  + Managing limited resources
  + Possible Environmental Hazards
* Rewards:
  + New Weapons
  + Upgrades Skills and Stats
  + Consumable Powerups
* Objective
  + Survive the darkness for as long as you can, reach the deepest (7th) to uncover the secrets of the abyss.
* Level Structure
  + A stage is completed by defeating a certain number of enemies and gaining a certain number of points/exp.
  + Each level introduces new enemies and an increasing difficulty.
  + Clearing stages unlocks weapons and skills.
  + Overhead or Bird’s Eye game view

## Mechanics

* Controls
  + Keyboard:
    - Directional Movement with Arrow Keys or WASD
    - Skills used with Numerical Keys
    - Consumable powerups
  + Mouse
    - Point and Click to aim and shoot in one action

# Section III – Story, Setting and Character

## Story and Narrative

Elysia is a seasoned explorer and survivalist with a mysterious past. Formerly a renowned archaeologist, she discovered a hidden portal to the Underworld during an expedition, forever altering her destiny. She is driven by an insatiable curiosity to uncover the secrets of the eternal abyss and avenge the colleagues lost in the dark depths.

## Characters

* Name:
  + Elysia Darkborne
* Weapons (Claimable through stages):
  + Pistol
  + Shotgun
  + Sniper
* Skills (Claimable through stages)
  + Shadow Sight: Enhanced vision and perception in the darkness
  + Abyssal Resonance: Slow down enemies' movements
  + Spectral Echo: Limited invincibility boost with unlimited ammo

# Section IV – Levels

## Floor 1 - Shadow's Embrace

* Enemy Types : Symbiotes
* Kill Requirement : 21
* Point Requirement : 1000
* Time Requirement : 3 minutes

## Floor 2 - Whispering Depths

* Enemy Types : Symbiotes and Wraiths
* Kill Requirement : 35
* Point Requirement : 1800
* Time Requirement : 3 minutes 30 seconds

## Floor 3 - Veiled Veins

* Enemy Types : Symbiotes and Wraiths
* Kill Requirement : 50
* Point Requirement : 2700
* Time Requirement : 5 minutes

## Floor 4 - Obsidian Expanse

* Enemy Types : Symbiotes, Wraiths and Revenants
* Kill Requirement : 68
* Point Requirement : 3700
* Time Requirement : 6 minutes 30 seconds

## Floor 5 - Abyssal Nexus

* Enemy Types : Symbiotes, Wraiths and Revenants
* Kill Requirement : 87
* Point Requirement : 4800
* Time Requirement : 8 minutes

## Floor 6 - Ebon Enigma

* Enemy Types : Symbiotes, Wraiths, Revenants and Abyssal Serpents
* Kill Requirement : 107
* Point Requirement : 6000
* Time Requirement : 10 minutes

## Floor 7 - Stygian Abyss

* Enemy Types : Symbiotes, Wraiths, Revenants and Abyssal Serpents
* Kill Requirement : 140
* Point Requirement : 7200
* Time Requirement : 15 minutes

# Section V - Interface

## Visual System

### HUD - What controls

### Menus

### Rendering System

### Camera

### Lighting Models

## Control System

How does the game player control the game? What are the specific commands?

## Audio

## Music

## Sound Effects

## Help System

# Section VI - Artificial Intelligence

## Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

## Enemy AI

Villains and Monsters

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Section VII – Technical

## Target Hardware and operating system

## Supported game controllers and peripherals

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art

## Style Guides

## Characters

## Environments

## Equipment

## Cut scenes

## Miscellaneous