Game mechanics

**Levels**  
The main character is able to level up in the game. After getting a sufficient amount of experience, which also gets more after every level, your character will level up.  
Max level is 20 and every level you will gain 3 boost points for your weapons.   
So it is possible to get at least 60 boost points. In the regular weapons you can put max 20 boost points.  
In the Sword and dash abilities you can put a max of 10 points.  
Putting these points in the weapons/abilities will make them stronger with every point.  
And also add new perks every 5 boost points.  
I will explain the perks in detail for every weapon here below.

**Rocket Launcher**  
The Rocket Launcher is most effective against flying enemies, for it has a lock on skill when you launch it in the air, and once it has locked on its target, it will follow the flying enemy until it hits.  
After hitting it will damage the target, and also leave some Aerial AOE damage.  
This will be effective since the flying enemies will attack in flocks.  
You can also use the rocket launcher on the ground, but it will not have a lock on skill and will only be a grenade effect with AOE damage.  
The Rocket launcher can get 4 perks.

* The first perk will make AOE damage a lot stronger.
* The second perk will increase the ammo for the Rocket launcher, and will speed up the attack.
* The third perk will give the AOE on the ground, damage over time.
* The fourth perk will enable the Rocket Launcher to kill the flying enemies in 1 hit and causing massive Aerial AOE damage. It will also be able to have massive AOE damage on the ground but cannot 1 shot the ground enemies.

**Gatling Gun**The Gatling Gun is most effective against the ground enemies. Using the Gatling Gun against the flying enemies is not a smart idea. For it is not accurate enough to hit the flying enemies.  
The Gatling gun is a fully automated gun and unlike normal Gatling guns, you do not need to “wind” it up. While firing, the Gatling Gun is capable of devastating anything in front of it in the space of a few seconds, though it will quickly burn through its 200-shot magazine. You have to reload between 100 shots.  
The Gatling Gun can get 4 perks as well.

* The first perk will shorten the reload time.
* The second perk increases ammo capacity with 100 and give a slight knockback.
* The third perk enables clipless feed. This will remove the reloading until the player finishes its ammo and gets new ammo.
* The fourth perk will enable the Gatling Gun to create small projectiles on hit that do damage over time on enemies.­­

**Sword/Knife**

The Sword/Knife ability is only useful on the ground. Since you cannot hit the flying enemies with your Sword/Knife. It works quite simple, just like a knife in most fps games. At the beginning it just slashes and sort of pokes the enemy, causing some damage. It does have a charge time, you cannot keep spamming the Sword/Knife.  
The Sword/Knife can get 2 perks.

* The first perk will increase damage.
* The second perk will lessen the charge time and give enemies a slight knockback.

**Dash**

The Dash ability is necessary for the Mech to move around faster during combat.  
You can Dash to the sides to avoid enemies and attacks. You can’t of course keep dashing all the time. You have an energy bar which lets you Dash 2 times.  
The energy bar depletes 50% after using a Dash, and starts reloading. But you need 50% to Dash 1 time.  
When you dash forward into an enemy, they will get knocked back quite a bit.  
The Dash ability can also get 2 perks.

* The first perk will make your Dash do damage
* The second perk will daze the enemies you Dash into for a few seconds, this will enable you to quickly do a lot of damage on them.

Things to add

* Controls.
* Reload times and ammo capacities.
* Numbers.