# Game Idea: Horror Game with Roguelike Elements

## General Storyline – What the User Knows From the Start

* Set in a made-up world, with a race of made-up non-human creatures.
* World is mixed with Magic & Technology.
* “Horror” Creatures were held in containment with Magical Orbs, powered by magic users.
* However, magic users were starting to get killed off decades prior, weakening these orbs.
* As such, the creatures had started to get released, killing everyone.
* After escaping a facility with their lives, a specialized task force was able to safely extract themselves to a space-vessel.
* From there, user can get more information on the world talking to the primary NPCs, but the main storyline/gameplay loop will be as follows:
  + It is unveiled that these creatures can be defeated with a specific metal.
  + They are crafted into the edges/tips of swords, given the limited availability.
  + Since it’s too late to go and defeat the mass hordes on Planet X, it is decided that going back in time is the main way to defeat them.
    - Specifically, going back to major events in the history of the Pomari, events that were washed and were made to be that it was other Pomari who did it.
    - As such, this leads the old folk lore of the planet actually being a reality, where the monsters told to children being real.
  + As such, the main character(s) can go down to the Planet during various moments in time, killing the creatures then and there.

## Gameplay

* You get launched down into the world during a specific event.
  + This is a randomly generated map, with a randomly generated dungeon.
* Your task is to find the sources of power holding the creatures at bay, destroy them, to release the boss.
* While going through the dungeon, you will encounter creatures (And maybe ancient Magical Pomari?) that you defeat and get “X Currency” out of.
  + You are able to upgrade your character with Crates/Chests/Etc (can maybe change per map based on theme) with this currency.
* As you break down the orbs, it weakens the shield, causing more and more enemies to spawn into the dungeon/area with you.
  + Essentially making it that you want to find all of the orbs as fast as possible, but at the same time, you want to ensure that you get Currency so that you can upgrade your character at the same time.
* The final boss spawns whenever you destroy all the orbs holding him.

## Currencies

* X Currency – This currency is what gives you temporary upgrades. Use it to temporarily upgrade characters during your run.
  + Get base stat upgrades.
  + Goes to 0 when leaving dungeon.
* X Metal – This is what gives you more semi-permanent upgrades and can only be obtained by killing the final boss in each dungeon.
  + Can be used to craft/obtain new equipment, type of equipment, etc.
    - Specifically, Strength of said Weapon/Equipment Perhaps?
* Knowledge/Research Currency – Generated over time, scientists create this so that you can unlock new equipment, gear, etc, that give you new abilities.
  + Equipment/Gear
  + Weapon Types (Associated with Classes?)
  + Ability Tree for Classes

Knowledge should be permanent, being able to carry over each run. Essentially this is what people would primarily grind for in the game.

Metal should be used to upgrade your weapons temporarily for the run. Does not carry over to other runs.

X Currency is per-dungeon based.

## Longer Storyline – Optional Stories for Learning About the World

Many years ago on Planet X, in a star system far from Earth, lived a group of creatures known as the Pomari. For millennia, they thrived on their planet's surface, developing a rich culture steeped in art and history. Their folklore, passed down through generations, chronicled both the triumphs and struggles of their ancestors, offering profound insights into the lives and thoughts of those who came before.

In ancient Pomari society, magic was the cornerstone of advancement. Those born with magical abilities were cherished and revered in their communities, serving as pillars of Pomari civilization. These gifted individuals used their powers to enhance daily life, making existence easier for all.

However, the last few centuries have brought dramatic change. As technological advances accelerated and new leadership emerged, the once-celebrated magic wielders came to be viewed with suspicion. The mysterious nature of their powers was perceived as a threat by the new ruling class. Official decrees were issued, leading to a systematic elimination of magic practitioners. What was once a thriving magical tradition has now been reduced to a handful of survivors, their ancient ways nearly erased from existence.

What the new leaders failed to understand was that the Magic Pomari served a purpose far beyond mere cultural significance, they were the essential guardians holding back malevolent forces that had threatened their civilization since time immemorial. For thousands of years, these magic wielders had maintained powerful protective orbs, creating barriers that kept nightmarish creatures confined to the darkest corners of their world. The history of the Pomari was punctuated by great tragedies whenever these defenses faltered, with entire communities lost to the ravenous appetites of these other worldly beings.

With the systematic elimination of magic practitioners, the protective orbs began to weaken. By the present day, the ancient seals had deteriorated beyond repair, allowing the creatures to emerge once more into the overworld. They spread across Planet X with terrifying speed, decimating cities and slaughtering countless Pomari. The planetary government hastily assembled a specialized task force to combat the threat, but their efforts came too late. As the last major settlements fell, the task force was forced to abandon their home world entirely, fleeing into space aboard a sophisticated vessel. This final hope for the Pomari race consisted of a small but crucial crew: a Historian with extensive knowledge of their people's past, one of the last surviving Magic Wielders, a team of brilliant Scientists, an advanced AI that controlled their ship, various support personnel, and you, the central figure upon whom their desperate plan now hinged.

During their exodus, the Historian and Magic Wielder revealed the full truth—these creatures had plagued their world since the earliest days of Pomari civilization, held at bay only through magical intervention at key moments throughout history. The Magic Wielders of old had systematically erased the memories of those who encountered these horrors, a necessary measure to prevent widespread panic and psychological trauma. Despite these meticulous efforts, fragments of these experiences lingered in the collective unconscious of the Pomari people. What survived were distorted echoes, tales of monstrous beings passed down as mere folklore, cautionary stories told to ensure children's good behavior. For generations, the Pomari had unknowingly recited true accounts of their history's darkest chapters, never suspecting that the nightmarish entities from these bedtime warnings were anything but fiction.

Meanwhile, the scientists unveiled their most groundbreaking achievement: functioning time-travel technology. From the grim revelations and desperate circumstances emerged a daring strategy, the only path to salvation required journeying back through the corridors of time to critical junctures in Pomari history. There, they would confront and destroy these malevolent beings at their very points of origin, cleansing the ancient dungeons and shadowy lairs where the creatures first manifested before their corruption could ripple across the centuries. This perilous mission now represents the final hope for an entire civilization, with the surviving remnants of Pomari society placing their collective future in your hands—a desperate gambit across the tapestry of time to rewrite a history unraveling at its seams.