**Title: Placeholder**

*A 3D Action/Adventure Game with dystopian, post-apocalyptic themes, combining narrative depth with fast-paced combat mechanics*

This emotional adventure takes place in an unrecognized and desolate landscape, where a child wakes up with no memory of who they are, and therefore the player begins just as clueless. They stumble upon a mysterious object that communicates with them telepathically, serving as both a narrative device, secondary character and eventually, the player’s weapon.

The object reveals that an unforeseen disaster has been decimating civilizations, ongoing for a long while, with no knowledge about where it will strike next. It also explains that it is one of the only things capable of even slightly withstanding the disasters and that it can destroy remnants. These remnants are the enemies, manifestations of the disaster that are, by nature, hell-bent on destruction and will stop at nothing to demolish everyone and everything in their path..

Together, the child and the object must navigate the devastated world and search for a way out of the disaster area, battling hordes of remnants, with one overarching goal: survive.

**Art Style**

The game would feature a stylized 3D cartoon aesthetic with a darker, post-apocalyptic tone and color palette. The environment and characters draw inspiration from titles like *The Legend of Zelda: Echoes of Wisdom* and *Pokémon Brilliant Diamond/Shining Pearl*, but with a much darker mood. The assets, including foliage, ground, and set pieces, depict a destroyed land that is not specifically recognizable as Earth.

**Gameplay**

* **Perspective:** The player experiences the game from an isometric view similar to Hades.
* **Controls:** Navigate the child using the WASD keys in a 3D environment.
* **Level Layouts:** Each level contains one main critical path and multiple branching pathways. Critical paths focus on narrative development and level completion, while branching pathways are rich with collectibles and character upgrades.

**Core Gameplay Loop**

While exploring the level, players encounter remnant areas which can be either mandatory or optional, depending on their path. These areas initiate the combat loop.

**Combat Loop**

1. **Initial Melee:** Players start by meleeing remnants with the object, not to kill them but to charge a meter The player can also charge the meter by parrying incoming attacks.
2. **Charged Object:** Once the meter is full, the object can be thrown, following the mouse cursor to slice through enemies and deal damage for a limited time before reverting to meleeing.
   * Low-level enemies require fewer hits with the charged object, while higher-level enemies demand more.
   * During the charged phase, players must dodge projectiles while guiding the object with the cursor.
3. **Dodging:** The shift key allows players to dodge in any direction, offering a quick escape instead of walking away, therefore maintaining gameplay balance.

The ultimate goal is to fight through the remnants, reach the end of the level, and unravel the narrative's mysteries.

Why should you join?

* I would ensure everyone has access to creative freedom
* Project is something I believe truly has potential to be something special
* Good test of skills
* More than happy to make changes with discussion of the team
* If anyone struggles with anything there would always be someone to help. If you can’t find, I can try my best to find the best possible person to provide it.