Artstyles: 2.5d / side on / PIXELS

Inspirations: titan souls, superbrothers

General:

Companions – unlockable, different for different chars

Items- change sprite and combat styles moves and mechanics

Replayablity- base line dnd/rpg stats like int,str,dex,etc. that go onto separate combat skill trees to unlock different move sets etc.

Different characters, unlockable by achievement and storyline completion

Default man – bruiser, hits hard but slower

Other chars, default ppl based on base stats like str.int etc and have set move set and combat mechanics individual to their character and lore.

Maybe roll all chars into one where they chooses with way they want to progress their character or the traits of our protagonist from the start.

Possiable free/cheap dlc.

Ranged weapons – no guns, bows short bows and crossbows. Enthused with alchemy and magic, different types of ammunition etc.

Donge mechanic, timing is everything. Different dodge mechanic for different char and or skill set, if a bulky heavy hitter, they may block the attack taking reduced amounts of damage, where as an athletic light dexterous character will roll out of harms way.

Branching storyline with different outcomes, decisions that question the players moral compass, no clear cut wright or wrong. Eg. Killing inocents during boss fight, their under his contorll etc. negative debuffs and or mechanics that can be removed by reaping the souls of the living.

South Asian/middle eastern , 3d world country est. slum.

Noname drags sword, it is heavy, full of the burdens and strife of his life.

When attempting to access the snake charmers complex, use pressure pads and leavers in a certain order to unlock door.

Low hp pool (easy to die), bosses (gods) not insane hp, not too tanky but hard because of interesting and challenging combat mechanics and move sets the player will need to make note of find patter or weakness and strategize when to strike.

naration during cutscenes etc. voice over after the face ( after the action has been done, "kid just rages for a while") unless naration is being used as a method of guidance.

persitent gore

press f to pay..... i mean question..

use graphical content ( eg snake charmer taunts, we wantr players to hate then)

main charicter does not talk to much , one word answers if anything, shruggs off questions, mainly here his voice though grunts and cries. brooding, drawn in to himself, his thoughts read nby narator.

enimy ai, wont engage unless "spotted" within certain distance etc. allows for stealth stack downs.

no forced stealth or combat, alternate routs. optional tips charicter.

anti hero, make player question and decide through narator refering to Rōṣa as a hero or villan depending on the actions the player takes and the diologue that Rōṣa has eg("forgive me" after kiling inocents).

nature god scene, sdeemingly innocent, open natural beatuiful land acape and scenary with frolacing animals. after deafeating god, it askes for ,mercy and to stop the suffering Rōṣa is causing , to with he replies "why, my people suffered" then the god says "your people deserve to brun". in fury, Rōṣa beggins hacking the gods head off, bloody and violent. narrator says "this is hard to watch...". where gods blood touches ground, grass dies, animals become solem and dishearend ( companion gets abit of distance) (intence musical change, linger on like the thought)

bastard sword become a hybrid of itself and bezerker as the hate is channeled(becomes darker and larger). the swing so strong, it sends a shock wave (cleave attack).

ENDGAME, ONCE Rōṣa is content, he thrusts the sword into the ground and walks into the distance (leaving behind his burdens and hate.

god of war stlye finishing moves etc.

soul reaper special, winged particle affects, jumps into air and smashes down. (necro ult esc) boss only.

3hit kill.

booses not tough health wise, but casnnot take damge unless hit in the "weak spot", have great move sets and ablilies that make them hard.

playable scene - freedom trials in pits.

when low on health or dieing, flash backs reveal snippits of plot or back story

skill tree determine sword type, attributes effect what abblility you can unlock and how much damga they do how fast they do then etc.