Awaken Notes

* Plot
  + Wake up in cryogenic chamber
  + 1000 years after you were put to sleep for serious crime
  + Escape from chamber, world is devoid of people
    - Hideous mutations
    - Monsters
  + Try to survive and escape Earth
* Mechanics
  + Platformer
  + Side-scroll (both ways)
  + Melee (at least for first character)
  + Q, W, E, R for abilities
  + Health bar
  + Resource bar
    - Energy overflow
    - Think Super bar
    - Fills as you kill things, slowly over time
    - Ultimate (R), requires all your Energy
  + Increase difficulty with time
  + Level based
    - Stats increase with level
  + Items change player behavior
    - Speed up, ability modifiers, every fourth attack launches a beam, that kind of thing
  + Items stackable
  + Infinite world?
* Work
  + Programming:
    - Me
    - Maybe Jan?
  + Art:
    - Rosie
  + Music:
    - Charlie