14/03/2019 – Discussion  
  
Original stealth idea  
Mechanics:  
Levels are set in dark areas  
Both player and enemies are coated with neon light wireframe  
Enemies’ move pattern is based on music beats  
Player has free movement, but the light on his/her body emit lights based on music beats. Think flashes, colour changes and brightness intensity changes according to rhythm.  
Player will control the character based on the music beat. Correctly timed moves will dim the lights and less flashes; badly timed move will brighten up the light.  
Enemies detect the player based on light and shadow. They start firing towards location that seems wrong to them, like sudden shadow or bright light. Or chase down the player.  
Possible ability available to the player - *Short Dash*.

Hack and slashing your way through group enemies will grant higher score multipliers and lower cooldowns to abilities.  
When you come out of stealth you shoot an aura to blind people.

Every level will be lit with neon   
When running and enemy can see you or before you approach them, throw an EMP and disrupts lights/neons in that said area and that’s when you can stealth take down enemies while hacking and slashing. Pass through a certain area if there are machines/lasers/cameras you can use the EMP to disrupt the machines/lasers/cameras so you can pass through or take them down.  
Could possibly use it for puzzles.

• 3 buttons as attack buttons.

• 1 dodge button. • Single rhythm bar (similar to *Soundfall*), act as a indicator for beat. You press any attack or dodge button corresponds to beat. Build up rhythm meter for each well timed attack/dodge. Dodge in the direction you are pointing on your controller.

• Attacks act similar to other games. There's animation frames that players have to take care off etc. Some attacks can be cancelled.

• At least 2-3 attacks that can be charged up for the long notes / delayed beats. • Combo 3x, deal critical damage.

• Combo 20x, gives player option to unleash super moves.

• Combo 50x, gives player a power-up. But power-up cancels after 3x misses. Example: Turns character into a hologram form, able to phase through enemies / Neon blackout that blinds all enemies

• This will make both genre blends well together. Well timed attack or dodge, build up combos and rewards players with powerful attacks, critical etc. These special attacks also increase scoring.(edited)

• Weapons glow up when combo reaches certain tier, like combo 20x.

• Different neon glow for different combo tier.

Dashing mechanic to ensure a steady/faster pace for the player.