

SciFi Game Writing Dump

Preface

This text is intended to set the stage for the universe as a whole in which the player lives. It is also intended to introduce some of the technology which exists 450 years in the future and how a society devoted purely to science might think and function when threatened with assimilation by an alien race. The rest of the world story is supposed to bring the question of whether science should be open and free, and whether the great costs of science are ultimately worth it. (Philosophy)

Names are completely placeholder at the moment.

Story

Act 1: New World

--BEGIN ENTRY: RJE001779--

My name is Robert J. Epstein. Today is day 156, year 242 of the 3rd era. Soon, I am embarking on a one-way journey to the forbidden planet X2. These are my last thoughts before departing.

To anyone who finds this, be it a distant friend, stranger or the government, know that searching for me will be of no use. I have access to experimental cloaking technology that will prevent anyone from tracking or intercepting me on the way there.

To begin, you may be wondering why I would do such a thing. Why run away from the planet I grew up on, why run away from a planet so safe, in favour of a planet that has been marked as off limits by interplanetary authorities - one that might surely result in my death? To you, I ask you another question: what good is it to live a mindless and sedentary life when one has nothing else to lose? I have nothing left on this planet to live for - no parents, no friends to speak of, and most of all, no hope of salvation for the beautiful world that once was - before the Kyreith came.

I leave this planet with only the slightest of hopes that maybe, just maybe, under the thick haze of X2's opaque atmosphere, there may lie at least some sort of inhabitable world, which hasn't yet been reshaped into an industrial wasteland.

My parents were both scientists working at the Eaglework Dynamics Laboratory in Cepheus Landing. They were second generation colonists from Sol tasked with the goal of developing space travel technology and research xenotech. Due to the massive amount of energy available

from Genesis Alpha, the blue supergiant star at the center of our star system, research into microblackholes, antimatter synthesis, and ultra EM force fields are all possible and were the main focus of the lab - that is, before the others arrived.

The Kyreith are bipedal insectoid aliens which humans have had a strange relationship with. Since their first contact in the early third era, trade of goods and technology has been common. The Kyreith's expertise in resource harvesting most certainly aided with the early colonization of Rygard.

Rygard was a project developed with the intent of setting up an advanced research civilization with the resources necessary to create spacecraft propulsion technology that will take humans across the galaxy and make humanity a galactic empire. Rygard closely resembles the planets at Sol, so the same techniques that humans used to colonize the Solar system 450 years ago could be employed here. After five generations of development, research is fully underway toward the future of humanity. Built as a sustainable colony, Rygard is intended to preserve the natural environment on the planet, so as to provide the means for future generations to continue living here and using the planet for a very long time. From earlier experiences with Sol, humanity has focused on providing Rygardians with the environment that we are biologically adapted to living in - allotting time for exposure to nature in order to allow the best possible work to come from us.

After decades of failed attempts at creating Alcubierre warp fields on Earth due to a sheer lack of power, humanity looked toward establishing a colony around a more powerful energy source - ten thousand times the power output of the Sun. After years of searching, the Genesis binary star system was found. Genesis Alpha provides Rygard with the majority of its power needs, with the remainder being supplied by Genesis Beta, a small K class red dwarf orbiting in tandem with the larger star, which Rygard itself orbits around. In the Genesis system there are 5 planets; 3 orbit around Alpha: 1) a closely orbiting gas giant with some thirty moons rich with heavy metals but too hot for extended stays and sustained life. 2) a large superearth class rocky planet inhabited by the Kyreith for the last 500 years and 3) a pair of smaller rocky planets slightly outside of Genesis Alpha's habitable zone but able to sustain liquid water on their surfaces due to tidal heating effects. While this last pair has not been fully colonized by the Kyreith, they have a set of several outposts established there. The other two planets orbit around the red dwarf and were initially deemed too dangerous to inhabit due to the frequency of stellar flares from the small star. However, we, the citizens of Rygard have shown otherwise and established a bustling colony on the planet, using resources from both the planet and its surroundings to develop new technologies. The last planet resides just on the inner edge of the red dwarf's habitable zone, and has been deemed off limits by both human and Kyreith governments. Little is known about it, and it is actively hidden from us. From what I have been able to find from the databases, the

planet supposedly disables all spacecraft that approach it and drags them down into its atmosphere, from where they are never to return.

Though not necessarily hostile, the Kyreith are an aggressively opportunistic colonising species, which, rather than colonize planets from scratch, attempts to assimilate existing colonized planets into its empire. While they have proven to be an extremely valuable financial ally, they have a notorious reputation of ravaging planets, covering their surfaces with a planetary scale city, as seen in their nearby home system of Kaln. Over the last 10 years, sweeping changes have been made to the planet and our own society as a whole. With Earth communications being few and far due to the 16 year signal delay, Rygard has been on its own since the beginning. Recent Kyreith activity seems much less like aiding with colonization and much more like assimilating the planet into their empire. Kyreith have begun to take control of building construction, replaced human executive bureaus with their own, and converted once human laboratories into their own facilities. With these changes, many humans have gone missing. My parents were taken away when I was seven, never to be seen again. Out of fear of inciting political instability and starting an all out war, we have been forced to remain silent as our planet and our loved ones disappear. New buildings are being built every week, replacing vast landscapes destined for natural life with industrial complexes intended only for the monetary gain of the Kyreith.

Before they left, my parents would often take me inside EDL to look at their projects. Both of them specialized in electromagnetics; my mother in optics and lasers, and my father magnetic acceleration and levitation. The night that they were taken away, they were smart enough to leave behind a coded message on the family computer that I learned how to decode later on in school, containing their credentials for EDL and allowing me to access all of their research. After more than 10 years of studying their content alongside what I learned in school, I have the resources available to escape the planet. I believe that my parents left me with their work for a reason - so that I can continue where they left off.

In my early days at school, we learned that the purpose of Project Rygard was to continue humanity's vision of building a sustainable future - one that included preservation of the natural environment and could progress without political interference. Nowadays, I no longer see how we can move forward this way.

We have lost many things in my short time on this world. Memories of being outside at the playground with green plains and mountains in the distance, learning about the latest breakthrough that my parents were working on, planning out what my career might look like - all gone in the face of industrial imperialism. I have nothing left to live for on this world, so it is time that I move on. When all has been lost, there is only profit to be gained moving onward. So with this I say, goodbye Rygard.

--END OF ENTRY--

Good riddance. He thought as he slotted his ALtab back into its charging dock. Robert had made sure to carry a copy of his last Rygard entry with him to X2 for sentimental reasons, regardless of how much he currently despised living there. With his low paying job and subpar living conditions, he had every reason to leave. Even his boss felt bad for him, which is probably why he was able to smuggle his cloaking device onboard his ship without anyone noticing.

The ship itself had not been too difficult to procure. Of course, it had several tracking devices on it to make sure that drivers stayed on route and were keeping schedule of their jobs. Asteroid miners had the obvious advantage of having massive fuel reserves - being unable to refuel for weeks at a time as they hopped between asteroids and would often need to make significant course changes to match velocities with their target. The apparently miniscule holding tanks on the ship proved to be extremely heavy when fully loaded, due to the high density metal ores that miners were tasked with obtaining. Thus, the spacecraft had a rather powerful fission drive for its size, which, when the miner was empty, could accelerate it to 0.5% the speed of light in only a single day. Robert was thus in a very lucky situation when it came to stealing a ship capable of interplanetary travel.

Still under the cover of darkness early in the morning, Robert clocked into the company's spaceport and waited as his asteroid miner was moved out of storage onto the liftoff bay. The orange accents on his rather rounded looking ship had faded into a faint yet darkened colour, and the identification lettering painted on the side was chipped and charred, from the many hundreds of times it had entered Rygard's atmosphere. The worn composite exterior of the spacecraft contrasted sharply with the well maintained EDL-F102 breeder fission engine at the rear of the ship, its reaction chamber and nozzle smooth and spotless. The molten thorium salt fuel tanks mounted on the ship's top face were supplemented on the other side with the ore tanks suspended from its underbelly, sandwiching the cabin, with its frontal panoramic canopy and telescoping mining boom completing the look. The ship, of course, had alternate thrusters on its underside for takeoff and landing - hybrid thermal ramjets using heat drawn from the preburner of the fission drive, that could use a mix of planetary atmosphere and hydrogen fuel to propel the miner at low altitudes without risk of contaminating the environment - not that it mattered on Rygard anyway.

Finally in the upper atmosphere, Robert's seat rotated 90 degrees as the thermal ramjets operating in hydrogen mode shut off and the fission drive started up. Within a few minutes, the miner was in a stable parking orbit 135 km above Rygard. During the 30 minute coast phase between orbital insertion and its intended injection burn for the local asteroid cluster, Robert got to work on setting up the cloak field generator that he installed that morning. With power flow from the

reactor looking nominal, he then turned to the autopilot - his next critical move. While it was standard practice to fly the ship manually around uncharted asteroid clusters, ascent, orbit, and deep space maneuvers were meant to be fully automated except in the event of malfunction. Turning off the autopilot at this time would automatically alert HQ and most certainly arouse suspicion, leading to the space patrol getting involved. However, Robert knew that this was the best time to do it; the phase angle of X2 relative to Rygard was ideal for a nearly straight line approach using the full power of the miner's engine, making it only a 3 day journey rather than the standard week long trip that it took to access asteroid fields around X2's orbit. Waiting until arrival at the asteroid field would require a costly maneuver, both in terms of time and fuel to reach his target. By that time, the entirety of Rygard's military police fleet could be there.

Because of the company's lackluster maintenance policies for software updates, all it took to disable the ship's tracking devices was a corrupted data file stored on Robert's ALtab. In only 30 seconds, both the autopilot and tracking suite were taken down and Robert was ready to connect his cloaking system.

In his duffle bag, he had a large jar of gel which he set aside. He found the internal access port to the ore tanks beneath a recessed floor panel and twisted off the screw cap. Like windshield washer fluid, Robert slowly poured the gel into the port and closed the entire assembly. He moved to his computer control panel and configured the ore tanks to dump their contents into space. With the gel now exposed to the low pressure environment of space, it quickly expanded into a massive blob pooled around the underbelly of the miner. Robert, with his cracking tool, was able to manually control the ship's gravity generator to create a gravity field outside the ship and disperse the gel around the ship in a bubble, leaving a gap at the rear for the fission drive. The translucent gel completely surrounded the ship, and made seeing difficult. With his next step, Robert took out a rectangular box from his bag and heaved it over to the electrical panel. The EM oscillator which he hooked up to the ship's power system would be responsible for curing the gel. Since the ship was not designed for such a power load, Robert had to turn off the gravity generator in order to activate the oscillator. After setting the correct parameters on his ALtab and regaining his bearings in zero g, he watched as the starry void of outer space came back into clear view as the gel hardened and became fully transparent. With the oscillator running, the gel behaved as a sort of omnidirectional optical fiber, transmitting all light received on one side to the opposite side, effectively cloaking the ship from all forms of EM radiation, and giving Robert the time he needed to escape to his target.

Zero gravity was definitely hard to get used to, especially with Rygard's surface gravity being 1.22g. But Robert wouldn't need to worry too much about that, as the 0.9g acceleration of the fission drive was enough to prevent his core muscles from degrading during his voyage. Floating over to the computer panel, Robert set the ship to begin its 2 day acceleration phase.

14 minutes later, with Robert already strapped into his seat, the fission drive spooled up to operating power and began his trip to the forbidden planet. Robert picked up his ALtab, sat back, and started thinking about what lay ahead

--BEGIN ENTRY: RJE001780--

I'm just now coming up on the halfway point of my journey. Thorium drive shut off about 3 minutes ago and the ship is now slowly rotating under gyro power (the external RCS is blocked by the omnifibre). I was able to get a picture of X2 using the telephoto imager on the mining boom. Still looks like a dark blurry mess. Hopefully we'll see soon. Everything still seems nominal onboard. Food, water and oxygen all look good. There better be some good edible flora or fauna on X2 because I am gonna out myself if I actually have to eat the company provided rations for the next 2 full years. Hope the air is breathable. Ah, I probably shouldn't get my hopes up. I don't even know if there will be a solid surface.

Retro burn is gonna start in around 25 minutes. See you soon. Robert

--END OF ENTRY--

The pale, dull atmosphere of X2 was quickly approaching. Any minute now, he would enter it. Robert made one last check on the EM oscillator to make sure it was adequately powered. Based on his estimates, he would need the gel layer to absorb the entry heat given the likely denser atmosphere and the high entry speed. *This is it*, thought Robert, as the titanic atmosphere came hurtling towards him. Right at the entry interface, he felt the gray mass envelop him and then... nothing? A pure black void surrounding the ship from all angles. Robert's initial instantaneous thoughts about being dead were disproven by the clear fact that he was still in his mining ship, but this certain grasp on reality melted away as Robert saw what came next. The black void of space faded away as the sight of a pristine blue and green marble came into view.

This is X2, thought Robert as he came to his senses from the sheer awe in front of him. When he looked back behind his ship, he only saw the void of space. *How odd*, he thought as he slowly focused his attention to the EM oscillator, still humming.

It was at this moment that Robert realized what he had just passed through. He had read about projection based omnifibre technology, using a powerful external field to drive the system and bend light rays around objects from all directions. The phenomena that he had just observed -

black void and all - were exactly consistent with laboratory results from Rygard. He could not believe this type of illusion conducted at such a large scale. Whoever or *whatever* set up the system would have had an important reason to do so. Now it would be Robert's job to find out why.

He quickly realized that he would need to eject the omnifibre layer sooner than expected. Nuking the atmosphere of X2 with the fission drive would be a terrible idea if he had any hopes of living there. Deactivating the oscillator, the hardened gel once again became translucent, and with a quick pulse from the thermal ramjets, Robert was able to get out of the mess. With the exterior finally uncovered, he could begin properly scanning the planet. But before he could do that, a transmission came in on his long range radio.

"Omega Mining Industries Miner Number 6602, this is Cepheus Space Patrol. You are in forbidden space. Turn back immediately and we will spare your life. Do NOT proceed any further."

They both knew that it was too late to stop him at this point. Space patrol only had its small fleet of cruisers circling around the vicinity of X2 to intercept any particularly audacious individuals before they reach the planet's so called "atmosphere," or so he had thought. Robert's cloaking system had been of great use, but now his cover was blown. The good thing though, is that he was now on the inside, and he was not afraid to play chase.

With the thorium drive back at full power, he aimed to outrun the space patrol to the planet's surface. The ballistic weapons used on most cruisers would be less effective within a planet's atmosphere. However, by the transmission signature of the space patrol, Robert could see that this was a larger vessel with heavy laser weapons. If the patrol was fast enough to reach Robert, he would surely be vaporized into a ball of plasma. He needed to make sure that the heavy cruiser was applying full power to engines so as to not have the power reserves to fire.

As the true atmosphere neared, Robert prepared for significant hull damage as the composite exterior of the ship would need to endure the forces of an interplanetary speed ballistic entry.

And endure it did. Creating the biggest plasma bubble that he had ever seen on his ship. The chassis began to creak from stress, and the exterior surface of the canopy began to deform and melt. The composite shell fell off, revealing the bare metal skeleton of the ship. It was a beautiful show, of glowing plasma outside and a swath of warning sirens inside. As the burning subsided, Robert thought that he might actually make it.

Having passed the most challenging part of the atmosphere, Robert set the ship to fire its thermal ramjets at full power. But it may have been a bit late. As he passed through the cloudtops, it was not clear whether he would be able to land in one piece. The land beneath him came into view, and he saw what looked like the lights of a city lighting up the rough mountainous landscape at dusk. *There is life here*, thought Robert, the ground quickly approaching. He felt a certain sense of relief and accomplishment as he closed his eyes and prepared for impact.

Act 2: Uprising

That was no normal meteor, thought Maria as she trekked her way through the dark path ahead of her. Most meteorites fetch a good price at the market; carboniferous ones had valuable minerals inside them, and the metal ones often had platinum and gold.

TBD

Introduction to the resistance (gameplay tutorial)

Act 3: No Stone Unturned

Discover alien tech, longest act in the game (grinding stuff and main quest)

Discover elemental stuff and fight bosses

Act 4: Making History

Confronting the mask leader (the long journey up to his place thing)

Bossfight: master of all elements

Act 5: Humanity's Fate

Making the decision about the rest of humanity: war, restoration of nature, or science (ending)

Other stuff and ideas from the universe

Planet is an earth colony gone independent, gets recolonized by Kyreith, which prey upon already colonized worlds, turning them into planetary scale factories to build their empire.

Blue supergiant in centre of star system and red dwarf. Frequent star flares from BSG sent out as energy pulses and are used to energy production.

Colony established for xenotech research and development of warp tech. Due to massive energy output from BSG microblackholes and antimatter synthesis are possible.

At the time of the story, MC is near the beginning of Kyreith assimilation, grew up when they first arrived and began converting the planet. NOTE: they had periodically helped the humans beforehand.

Parents worked with EM, giving rise to MC's basic cloaking tech. Uses omnidirectional optical fiber, making it seem like the object is invisible to visible light and radar. Still susceptible to projectiles tho and higher energy radiation.

Various crashed civilizations on planet etc

MC discovers actual goals of Kyreith to be the eradication of Rygard despite how they say otherwise.

Rebel group seeks knowledge of an elder

The elder is actually MC's parents or smth and they have to sacrifice themselves for MC's forward progress, saying that MC was the one thing that made it all worth it.

MC meets mask leader and sees how many casualties have to happen for forward progress (ex. Kyreith) and also the importance of stopping for a bit and looking at the past.

Player will have also found the FTL tech that Rygard was searching for and the ability to call to Earth and make all out war which will shut down Rygard as a colony for the time being (political victory ending).

Moral decision is made to player: do they continue forward progress with FTL tech (science victory) or do they use mask leader elemental power to restore Rygard and destroys the FTL tech in the process (back to normal ending with nature etc). Btw mask leader holds the secret to FTL etc

Mask leader intended to keep X2 and its developments a secret to prevent colonization from others like Rygard. Ex. If Kyreith get FTL then they could colonize the whole galaxy.

Moral questions: is the cost of science (money, lives) worth it when we can just stay as we are / should we reveal scientific developments for free to everyone

On X2, MC finds several lost alien civilizations and learns their technologies and absorbs their powers. The main theme (music) of the game has several instruments, each of which represents one of the races.

Species and technologies

Kyreith ship design resembles sea turtles with variable sweep fins for thrust vectoring control

They talk by doing clicking like deep sea creatures

Exoskeletons can handle extreme pressure because Kaln has deep oceans.

Futuristic material: neutronium aerogel - lighter weight form of neutron star matter which is extremely resistant and lightweight but is susceptible to radiation damage

EM shields block AM and photons and work to a limited degree on ballistics.

Most armour is this dual layer, with EM and n-gel shielding.

Gameplay idk

Player begins with option of one of several weapon categories

T0 weapons are kept separate from the rest of the weapon chain and are not upgraded into the later tier weapons. However they are still pr cool.

The aim is to make T0 weapons still viable in the later game, as you will see below

	Proximity	AoE Ranged	Single Target/Higher Dmg Ranged	Assassin Proximity
Tier 0	Thermal core flamethrower (salvaged from ship; you can only choose one of the two options)	Thorium accelerator (salvaged from ship) Fires radioactive breeder material fragments that explode	Stone throw Joke weapon with hidden mechanic	Melee kick or punch Can critically strike if used in conjunction with

	<p>Propels player in opposite direction of fire like thermal ramjet so used as mobility tool</p> <p>Fires fire in a narrow cone in front of the player; fueled by either air (free, low Dmg but good for mobility) or other gases with varying effects (consumes ammo)</p> <p>Hydrogen: high temperature expanding flame</p> <p>Acetylene: focused high speed flame; armor penetrating</p> <p>Fluorine: burns on contact with organics but not metals</p> <p>Noble gases: ion channel which can disable electronics and weak targets but ineffective against everything else</p>	<p>upon enemy collision, dealing AoE radiation damage; refilled using any fertile radioisotope to refuel thorium supply</p> <p>High amount of ammo but low rate of fire; not spamable</p> <p>Projectiles are upgradeable into more advanced fission material allowing more powerful blast damage, lingering radiation damage on the ground and or in the air, and lighter weight ammo allowing higher move speed</p> <p>Depending on ammo type you will also have some recoil</p> <p>Projectiles can be used to rocket jump as well at the cost of self damage depending on ammo type</p>	<p>Player must pick up stones from the ground individually one at a time (ammo size of 1) and they deal a reasonable although slightly low amount of damage early on, becoming useless later</p> <p>After throwing 100 stones that damage enemies, the stones are upgraded into mini black hole charges which deal medium damage and suck enemies in.</p>	<p>propulsion such as thermal flamethrower with damage based on speed. At high speeds the kick will also damage the player depending on the target ex. Metallic armor will break the players foot</p> <p>Player can get bionic upgrades including a Kyreith based exoskeleton which allows harder kicks and acts as a sort of armour</p>
Tier 1	<p>THORium Hammer</p> <p>Powerful but slow weapon dealing AoE and stunning on impact, in addition to efficiently breaking shield and dealing</p>	<p>Medium Hadron Accelerator</p> <p>Basic railgun that fires ballistic slugs to very high speeds (relativistic). These slugs can penetrate</p>	<p>Raptor Laser</p> <p>Gigawatt class visible light laser recovered from Human technology and MC's data.</p>	<p>Meson Drive and Plasma Dagger</p> <p>Speed booster using antimatter annihilation to empower melee</p>

	<p>extra damage against armoured targets (i.e wearing external armour; NOT exoskeletons or robotic walkers or monsters)</p>	<p>targets so long as they do not encounter strong EM fields or n-gel shielding but do not deal any radiation damage. Requires long recharge time as reactor charges the capacitor used for firing.</p> <p>This weapon series cannot be used to rocket jump.</p>	<p>Highly effective against EM shields but can be reflected by enemies with optical systems. Fires only in short pulses but has lower recharge time than ballistic and explosive weapons.</p>	<p>kicks and causing time dilation during striking pose (NOT at any other time in normal combat)</p>
Tier 2	<p>Neutronium Starforge Rocket Hammer</p> <p>Is able to warp spacetime with its gravitational field, causing time dilation around target point allowing players time to pass faster.</p> <p>Requires the player to get up and close</p> <p>But is aided by built in rocket thrusters</p>	<p>Gamov Gun</p> <p>Antimatter projectiles confined by EM producing shells have a maximum range before self detonation and create massive explosions on impact. Blocked entirely by EM shielding and significantly reduced by Neutronium. Massive power requirement and charge time based on reactor tier.</p> <p>(Think TF2 demoman)</p>	<p>Quark Condensate Sapphire Laser</p> <p>Using high density quark condensate, sapphire can be made to hold photons in a bank, pumped directly by stellar nuclear fusion</p> <p>Much longer pulses than the gigawatt laser are possible, and the higher energy pulses can melt the outer layers of Neutronium</p>	<p>Alcubierre Belt</p> <p>Allows short periods of super speed under normal combat where player experience time dilation and shifting wavelength of incoming EM radiation to deal less damage</p> <p>Periodic burst of teleportation using warp field (think arcane shift)</p>
Tier 3	<p>Sagittarius X1 Black Hole Hammer</p> <p>Creates microblackholes at</p>	<p>Alpher Antimatter Annihilator</p> <p>Stronger EM fields allows longer range</p>	<p>Hypernova Gamma Ray</p> <p>Fires a highly damaging</p>	<p>Schwarzschild Warp Katana</p> <p>Blinks player through</p>

	<p>the point of impact which explode due to Hawking radiation shortly afterward and causes significant warping of spacetime resulting in more time dilation.</p> <p>Serves as a proximity denial tool much like the flamethrower but with less passive damage</p>	<p>and also control of detonation shape, including shaped charges, which penetrate all non EM armour</p> <p>Antimatter can only be synthesized and stored in small quantities at a time so it cannot be spammed continuously.</p> <p>Serves as a careful usage weapon</p>	<p>gamma ray burst using the power of a dying star with energy being released in short bursts of all at once for a spectacular show (think TF2 cow mangler)</p> <p>Requires hefty loading time so thus risk must be taken during a big fight to reload. But once loaded can fire like a machine gun</p>	<p>spacetime, slicing all enemies in the path when unsheathed, with option of stab attack on single target upon exiting warp for a critical strike. (Akali ult)</p> <p>Swinging sword allows rapid dashes at relativistic speeds causing SR effects</p>
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Defense mechanics

EM shield:

Strong electromagnetic field absorbs incoming energy projectiles and decelerates ballistics.

Energy shield degrades as it is hit and takes a lot of energy to recharge

Neutronium armour:

High microdensity yet low weight armour used for shielding against ballistics

AM active armour:

Sort of like modern tank active armour which shoots out an antimatter projectile to annihilate incoming ballistics and explosives

Retrograde energy capacitor:

When EM shield is down, it can be set to a special mode where incoming energy projectiles of the correct frequency can be used to charge the players onboard power. High risk high reward deal. Player will have to hyperdash to change incoming light frequency of they want to properly capture energy.

Works sort of like Earth magnetic field in response to solar flares

Player basically dies on hit from any powerful energy or ballistic so armour is everything later game. Evasion and dodging is very important.
Dark souls style

Enemies have a lot more HP than the player. Player can survive like 2 hits from most enemies if unarmored.

Energy mechanics:

Onboard reactor used to power weapons and functions. Higher tier reactors later and also variable energy storage solutions

This discourages spamming!

Also has heat mechanics which requires cooling systems which consume more power. Positive feedback loop etc.

EM tractors allow terrain manipulation; pick up terrain or push it back etc

Players must be accelerated to relativistic speeds in order to fire higher tier weapons ex. Quark rays, blackholes, AM because of decay time. Burst of these AoE weapons does not damage surroundings much due to low size of actual explosion.

All weapon firings thus occur in the span of like nanoseconds but take a lot of energy. Gives cool slomo effect.

Most of the time in bossfights and larger enemy waves should be lower dmg but still cool low power weapons (TBD: design)

To stay in warp mode with weapons charged depletes energy quickly. At a certain point, it begins drawing charge from the weapon which lowers its damage, punishing players for holding too long.

General enemy design

Mutant creatures that adopted alien tech
Ex. Scorpions with laser stingers

Attacks will vary from highly telegraphed to almost instant

Based off animals

Generally attack in groups or as a miniboss

Ex. Swooping black hole falcons or smth idk it should look cool

Lots of movement

Boss Design

World Design