

Hardline Prophet

When Progress Is Your Only Religion.

Design Blueprint

1. Design Pillars

- **Atmospheric Minimalism**
Keep the interface lean—every element serves a purpose in the cyber-CLI vibe.
- **Player Agency via Choices**
Even in an “idle” loop, let the player steer risk versus reward through timely upgrades and special jobs.
- **Seamless Flow**
Splash → Menu → Idle Progress → Actions → Save/Exit should feel like one uninterrupted sequence.