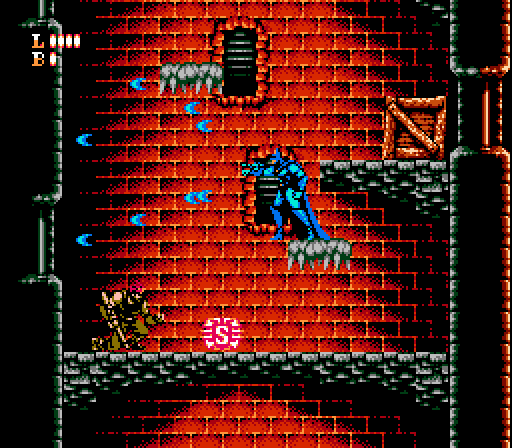
**Long Arms**

(working title)

# References



*Solbrain (famicom)*



*Batman: Return of the Joker (nes)*



*Contra III (snes)*



*Castlevania IV (snes)*



*Flashback (snes)*



*Ghost and Goblins (arcade)*

# Elevator Pitch

Castlevania, but, you have a grappling hook.

# History

You are a legendary warrior who is bringed back to life as a non-death in order to save the world from <something>

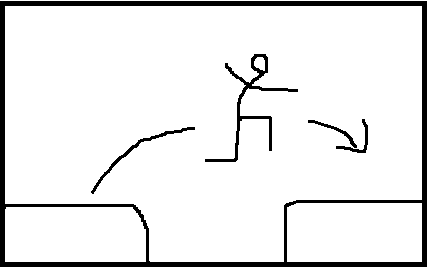
# Core mechanics

Your character is controlled using arrows on gamepad and 3 buttons/actions:

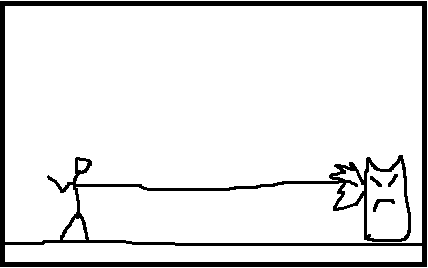


*Xbox controller for illustrative porpouses*

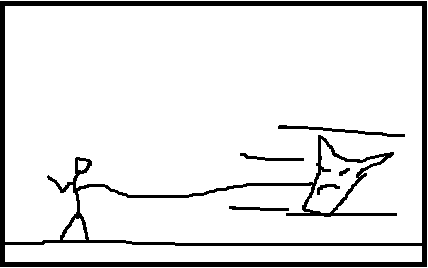
A: Jump  
B: Attack  
X: Grappling hook



*Jump (A)*



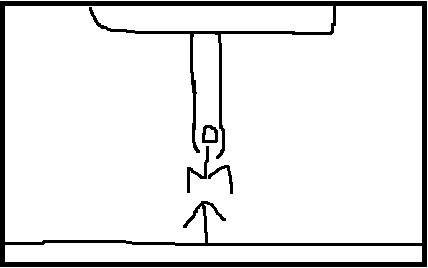
*Attack (B)*



*Hook enemy (X) and…*



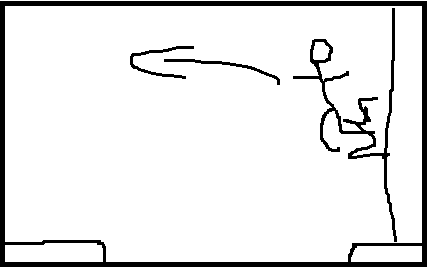
*Attack (B) (is similar to a parry, you need to time this attack, the enemy flies away and can damage others enemies)*



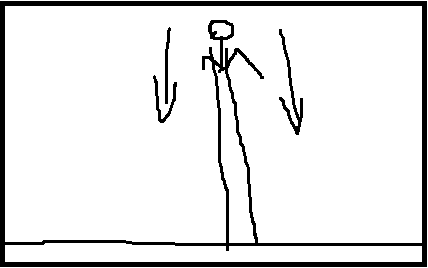
*Up Grappling Hook (X + UP)*

# 

# *Left or right grappling hook (X + LEFT or RIGHT)*



# *This automatically triggers a Wall jump in the opposite direction, giving the chance of combo with other Wall grapple or enemy attacks, etc.*



# *Down grappling hook (X + DOWN) this makes you go down quick, and does an area attack*

# Theme / Setting

Castlevania/gothic stuff. Dark souls, demon crest, ghost and goblins, etc.

