Overview

Geometry Slash is a fast-paced 2D Action that drops the player into an ever-changing world of shapes and chaos. Designed for quick reflexes and maneuvers, Geometry Slash invites players of all ages-casual gamers, action lovers to test their skills in an endless world of shapes.

Genre

- 2D Action Roguelike

Target Audience

- Geometry Slash is perfect for players aged 10 and up who love action, quick sessions, and the thrill of overcoming tough challenges. It appeals to fans of roguelikes, and anyone who enjoys relentless waves of enemies.

Gameplay and Mechanics

- Players control a bold geometric shape-circle, square, triangle, armed with powerful projectiles.
- Surrounded by swarms of hostile shapes, players must dodge, shoot, and survive as waves grow ever more intense.
- Each session is unique: enemies and patterns, change every time you play.
- At the end of each run, face off against a massive boss.
- Overtime the zone closes in on you, forcing you to adapt to a smaller area.
- Level up and unlock powerful new skills.

Player Goals

- Survive as long as possible against endless waves of enemy shapes.
- Defeat the final boss to win.
- Destroy as many enemies and finish the boss as quick as possible for the maximum score.

Key/Core Features

- Random Enemies: Enemies are randomized every playthrought to ensure no run is like the same.

- Shape Customization: Play as different geometric shapes, each with unique abilities and playstyles.
- Epic Boss Battles: Confront colossal boss shapes with unique attack patterns and strategies.
- Level / Skill System: Upgrade skills upon leveling up.oh
- Score System: Points upon enemy death, player life and clear time.

User Interface Design

- Clean, minimalist UI with for instant clarity.
- Simple Controls: move, shoot, and activate abilities with simple taps or clicks.
- Easy-to-see Player and Enemy actions.

Unique Selling Points

- Shape vs. Shape: A new twist on the action roguelike, where geometry is both your weapon and your enemy.
- Endless Replayability: Randomized enemy waves ensure no two runs are ever the same.
- Unique Skill System: Unlock skills as you level up and defeat enemies.
- Decreasing Map Size: Map closes in on you, forcing you to adapt to a smaller area.
- Accessible, Addictive Fun: Easy to pick up, hard to master score system, perfect for quick sessions or deep dives.

Geometry Slash is a pulse-pounding, endlessly replayable action roguelike where every session is a new test of skill, strategy, and nerve. Are you ready to become the ultimate Shape Slayer?