**Introduction**

**Player:** the Kyzaghan, a war robot piloted by the Operator also known as “Human” goes for completing the missions given by Kubai.

**Enemy NPC:** Brakoons and Simnus, Brakoons are weaponed opposing forces and Simnus are low level intelligent enemies with no artificial weapons which are trying to make player fail the mission.

**Weapons**: Each named by Kubai and can be crafted by the resources and blueprints found in the missions. There are two types of weapons melees and primary(ranged) weapons.

**Kyzaghan:** Android like war robots believed to be created by the father of Kubai who is missing.

**Description**

Venno is an FPS looter-shooter game focusing mainly on action and mission completion. There are different environments for different type of missions and enemies. There will be three types of missions which are “Defense”, “Assassination” and “Spy”.

Defense missions are focused on defending the object or another creature which are not capable of moving while enemies are trying to destroy what is defended. Defense missions are based on waves which after every five waves give the opportunity to Kyzaghan to leave the mission which is also the winning condition of this type of mission.

There is a specific target in Assassination type of missions which Kyzaghan have to kill in order to complete the mission.

Spy missions have three data points which have simple puzzles, and Kyzaghan should retrieve the data. There are security measures in the field of specific data area that trigger alarms which start the process of destroying data. Kyzaghan have to retrieve data before destroyed. Kyzaghan should successfully complete at least one data point in order to complete the mission successfully.

There is a common losing condition in all mission types which is dying three times. Kyzaghan has the ability to revive two times when died.

**Core Gameplay**

Venno has a crafting system which different Kyzaghan and weapons can be crafted by using blueprints and resources collected. Each craftable item has sub parts which have to be crafted before crafting the actual item. For example, to craft a weapon player have to craft it’s barrel, grip and body. There is a market in the game which is used for buying main blueprints of craftable items. There are no sub part blueprints in the market which are only obtainable through the missions. There is an armory where the player can change Kyzaghan and equip weapons.

**Kyzaghan**

Kyzaghans are android like war robots believed to be created by the father of Kubai. The operator can only pilot one Kyzaghan at a time. They have different skillsets and different armor, shield bat and health bar. It is recommended for the player to choose different Kyzaghans for different types of missions.

**Operator**

The operator can be controlled by the player and can go in and out of Kyzaghan by using transfusion. The operator has less health and no skills. However, the operator has unique attack and stealth abilities that can be used only for a short amount of time. If the operator is not piloting a Kyzaghan, the Kyzaghan which is in the mission is becomes invincible. If the operator gets close to dying in a mission, transfusion is automatically casted before the operator dying.

**Weapons**

There are two types of weapons in Venno. Melee and primary(ranged) weapons which cannot be obtain without crafting. Each weapon type has its own unique usage.

**Melee weapon types:**

- Swords: average range, average speed, average damage

- Batons: long range, low speed, high damage

- Knives or knuckledusters: short range, high speed, low damage

**Primay(ranged) weapon types:**

- Rifles: average range, average speed, average ammo capacity, average accuracy, average damage

- Snipers: long range, high speed, low ammo capacity, low accuracy, high damage

- Shotguns, short range, low speed, average ammo capacity, low accuracy, high damage

0.0.1 version of the game might not have a huge amount of inventory for items but it can be improved in future versions.

**Modules**

Modules are resources that has certain stats that can add on to weapons or Kyzaghans core stats. Primary(ranged) weapon modules may include critical chance, critical damage, heat stat, toxin stat, cold stat, range, magazine capacity, accuracy and projectile speed improvements.

Melee weapon modules may include critical chance, critical damage, heat stat, toxin stat, cold stat, range, speed, combo multiplier and stat chance improvements.

Kyzaghan modules may include health, armor, shield, speed, skill duration, skill efficiency, skill range and energy(mana) improvements.

**Enemies**

**Brakoons**

Intelligent, armed and strong opposing force humans. Has high armor but low health which requires Kyzaghan to use correct stats in order to strip armor out of them, if player want to be as fast as possible.

**Simnus**

Low level intelligence enemy has nearly no armor but high health. Tries to kill everything they see.