Roguelike

Multiplayer: Mirror/photon

* PVP
* coop/pve?

Upgrade equipment

Collect resources while fighting endless enemies

Inspiration games:

* Death must die
* 20 minutes till dawn
* Hades

Style:

* Pixel art
* Lowpoly

Core mechanics:

* Top down roguelike/rts camera controller
* Building/improving character
  + Done with resources collected during map exploration
  + Better weapons
    - Build a combat style
      * Melee (sword, axe, assassin knifes)
      * Ranged (bows, guns)
        + Limited resources
      * Magic
  + Better armor
    - Variety in armor value
    - Move speed modifier
    - Health regeneration
* Explore map
  + Procedural map generation?
    - Done on server
    - Find equipment blueprints.
    - Large map required
* Resource collection
  + Gold, iron, wood
  + Map resources are shared between players.
* Engage into combat with other players
  + Join lobby with players to make sure there are always enough people to fight.
  + Loot their inventory after winning combat
  + Total amount of players per lobby/map: 8
* Engage into combat with AI regular enemies (zombies or skeletons or something)

Side mechanics:

* Different tiers of weapons
  + Dynamic weapon health, repair weapon occasionally
* Research tree
  + Develop skills and new technologies
* New accessories (drones, mines, tripwire)
* Merchants/traders on the map
* Bosses (fight against with other players?)

Gameplay loop:

* Player starts a new game
* Player gets dropped at random point on map
* No equipment yet, except for a primitive knife and some weak armor
* Player finds resource
* Depending on resource type, repair/upgrade weapon.
* Start building base
* Combat encounter with other player
  + Either death, then respawn at base but lost the currently carried loot
  + Killed enemy, collect loot and move on.
* Return to base, keep exploring