BitShift Description

# Introduction

BitShift is a 2D, top down, single-player shooter game. In the game, the player controls an antivirus agent seeking to defend the system from a virus infection.

The game takes place over a series of regions. Each region has its own characteristics and enemy design and may require different strategies to beat. Regions are divided into levels which in turn are divided into rooms. The levels and rooms are procedurally generated to ensure that each play through is unique.

To defeat the virus infection, the player character will have a multitude of abilities at his disposal. These abilities will be acquired and augmented over time through leveling.

# World Design

This section discusses the design of the game world and the hierarchy of constructs. The game world is divided up into four sections: the world, regions, levels, and rooms.

## The World

The world is the top-most level in the game world hierarchy. It is instantiated when the game first begins and hold player data and region metadata.

## Regions

The world is subdivided into multiple region. Each region has some unique mechanics, enemies, and visual design. Regions are instantiated when the player first reaches the region. Regions hold level metadata.