**Game Goal, Rules & Core Loop (3 lines):**

Goal: Survive waves of enemies while collecting cybernetic upgrades across a neon city.

Rules: Dodge attacks, eliminate foes, and manage limited energy for special abilities.

Core Loop: Explore  Fight  Collect  Upgrade  Repeat.

**Simple Feedback:**



**SCAMPER Ideation on a Favorite Game (e.g., Dark Souls:):**

Substitute: Swap swords and shields for futuristic energy weapons.

Combine: Merge melee combat with environmental puzzles or parkour sections.

Adapt: Adapt the "souls" mechanic into a resource for crafting temporary buffs.

Modify: Make enemy AI react dynamically to repeated player tactics.

Put to another use: Turn bonfires into strategic hubs for setting traps or activating environmental hazards.

Eliminate: Remove traditional checkpoints, forcing players to rely on hidden safe zones.

Reverse: Occasionally let the player control a boss to challenge invaders in their world.