

## **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: guns with energy bullets and energy 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.