A first person shooter metroidvania with **lovecraftian horror elements** and a **mild mid industrial steampunk aesthetic**. Focusing heavily on **high mobility exploration** and combat the player will fight through **inhuman abominations**, **monstrous machinery** and **fusions of the two** throughout the **recent ruins** of a **once-bustling costal mining town**. Perched atop the cliffside overlooking the city, the **University stands**, the source and solution to the towns woes. Deep inside the **cliffside caves** lie the **iron mines** where a **relic from a time long past** emerged amidst the ore. Edging the city proper, **the church of the old world** and their sinister sermons, **with catacombs** crawling beneath the streets. And lastly the **lighthouse,** towing over the harbor, a beacon to all.

Dark, grungy, simple style geometry, steampunk

Character is in a performance-enhancing suit

Crystalline enemy