Gameplay:

Gameplay is a mix of asym horror games and something like Deep Rock Galactic where a team of "Employees" (survivors) of the Grimm Corp. Salvager Corps have to compete against one of Grimms Experiments (killers) to collect the most scrap and kills in the experiments case for the most points after a 5 minute time period. Experiments get less points from scrap collected and points from kills but kills can't get near enough points to win to not incentivise tunnel visioning on just kills. "Employees" can carry an amount of scrap based on their movement with less speed meaning more scrap able to be carried, they can carry scrap over the limit at the cost of movement speed being halved, experiments can carry much more crap but face the same penalty for carrying over their capacity

"Employee" concepts:

Prospector: Ole' Mad manny

Manny wears the outfit of a miner with a pickaxe and oil lantern and bushy white hair and a beard. He has no association with Grimm and just kind of showed up raving about "Hittin' the motherload".
Gameplay:
Abilities:
Basic attack: Manny swings his pickaxe and can stun the experiment for a time depending on its size
Take a swig: Manny takes a drink of **[NON DESCRIPT BEVERAGE]** and blows it onto the flame in his lantern to make a short lived flamethrower that can burn certain obstacles placed by experiments
Big boom: Manny lights a stick of dynamite and throws it in and arc, it explodes on contact with anything and can stun an experiment for a long time at the cost of a long cooldown

Desperado:

A cosplayer who loved the wild west so much she bought a real revolver to perform a real heist but unfortunately targeted Grim property and now "volunteers" to help the Salvager corps.
Basic attack: roundhouse kick with the spur of one her boots
Take down anything that moves: uses her revolver to shoot and stun experiments

Experiment concepts:

Mannequin: Mimi

Mimi is a robot with a mannequin like shell that can break open to reveal a vast assortment of blades and other sharp instruments, her gameplay revolves around trickery and be able to use "employee" voicelines with slight distortions to try and trick players near her to pounce, she also spawns mannequins around the map and she can stand still to blend in with them to catch players off guard. If she can't trick players after a while she goes into a berserk state and has more aggressive gameplay.

Spidorpion: Betty

Betty is a giant spider scorpion hybrid that has a more area denial and damage over time playstyle by being able to place webs that slow players and poison them. She also has a nest of three eggs that hatch into her children Winston, Violet, and Saunterblugget Hampterfuppinshire that are ai controlled and shoot webs at players that can slow them down.

Mushman: Cole

Cole is a man who was fused with mushrooms and gained great power over them from it. His playstyle is all about using mushrooms for area denial and damage as he cannot do any directly himself. Mushrooms types he has are ones that directly shoot spores in the air, walls of mushrooms that black areas and give the effect of their spore type if touched, and walking ones he can summon that run at players and explode into clouds of spores. He has three types of spores , flame spores that cause fire damage over time, freeze spores that slow players, and spark spores

Host:

Gameplay based around warioware style minigames