

So anyway I started blasting

### **Original Idea:**

The player is given a set of 2-4 abilities that they can use then they go on a cd.

As the player kills enemies they will get potions and runes. The player can use the potions on the runes to activate them. Once runes are activated they can be put onto an item or left in the player's rune inventory. Runes left in the player's inventory will affect all weapons at 50-25% efficiency.

The enemies the player will fight are shadows. These shadows will spawn whenever the player attacks or moves. All the players attack and the player will emit light. The enemies will not be able to spawn in the light and will be hard to see outside of the light. This incentivizes the player to attack which results in more enemies spawning.

The enemy spawning system is unique because it helps to prop up the player's build. An example of it doing this would be if the player has a high fire rate weapon. If the player shoots a lot of projectiles more enemies spawn therefore there is more for the player to shoot. On the other hand if the player shoots one high dmg projectile every now and then less enemies will spawn resulting in stronger enemies the player can still one shot with their weapon.

### **Inspiration:**

### **Issues with original Idea:**

The current idea to add runes to weapons isn't very thought out and could fit the theme better.

Spawning enemies based on the player shooting doesn't work well because if the player doesn't shoot then the game does not scale in difficulty well.

## **Revised Systems:**

Keep the base idea with the runes but change how they are obtained. The enemies can drop items like eyes and arms that the player can collect to craft runes. That way the player can more constantly make a build and it makes the player experiment with different combinations.

Enemies can be spawned like they normally would but give the spawner a point value that increases by some amount per second. The spawner flips a coin on every x seconds if the flip is lost a count is added to the group spawn. If the flip is won, random enemies with point value less than total points/group spawn are spawned equal to the group count, and the total points used to spawn are subtracted from the total.

## Crafting

### Items

Eye, Essence, Tail, FleshChunk

### Upgrades

Armour = FleshChunk + FleshChunk

Health = Essence + Essence

Regen Amount = Essence + FleshChunk

Regen Tick = Essence + Eye

Thorns = Essence + Tail

Dmg = FleshChunk + Tail

AtkSpeed = Tail + Tail

Homing = Eye + Eye

Size = Eye + FleshChunk

Peirce = Eye+Tail

### Modifications

Idea-1: Modifications take an existing card and add damage effects on top of it. For example if you add a tail to a card it also boosts atk speed in addition to its other effects.

Idea-2: Modifications take an existing card and boost its effect for a downside. For example if you add a tail to a card its base effect is stronger but atk speed is reduced.

Tail : atk Speed

FleshChunk: size

Essence: dmg

Eye: peirce