

Main Menu

1. Play Game

Save Slot 1

- If no data exists: New Game
- If data exists: Load Game or Delete.

Save Slots 2 & 3: Same as above.

2. Settings

- Adjust audio, visuals, key bindings, and difficulty levels.
- Toggle accessibility features like colorblind mode, font scaling, or subtitles.
- Enable or disable dynamic soundtrack cues.

3. Exit to Desktop

Gameplay Flow

Hub Area

Description:

A neon-lit "safe zone" in hell that serves as the central hub. Players can prepare for their journey, interact with NPCs, and unlock upgrades. The environment feels chaotic yet oddly serene, with a mix of cyberpunk aesthetics and eerie hellish details.

Key Features:

- Stage Select Area:

Levels unlock progressively as players defeat bosses and collect required abilities.

Some inaccessible paths prompt players to revisit stages with new abilities to discover hidden content.

- Mephistopheles' Shop:

A central feature of the hub where players can trade enemy-dropped currency for:

Weapon Upgrades: Boost attack damage, unlock elemental effects (e.g., fire, ice, poison), or enhance weapon combos.

Skill Enhancements: Reduce cooldowns, increase durations of buffs or debuffs, or unlock secondary effects.

Rare Items: Short-term buffs, extra lives, or unique weapons that radically change gameplay.

- Memory Shard Showcase:

A holographic gallery displaying all collected memory shards.

Players can view fragments of each character's backstory, gradually piecing together

the reasons for their damnation.

Unlocking certain story pieces grants passive bonuses (e.g., increased currency drop rate, improved resistance to certain attacks).

Action Stages

Level Introduction:

Upon entering a new level, a brief cinematic introduces the environment, enemies, and key challenges.

Exploration:

The player navigates expansive 2D environments with platforming challenges, hidden pathways, and collectibles.

Key Activities:

- Finding Memory Shards: Unlock backstory fragments for playable characters.
- Uncovering Hidden Buffs: Rare items or upgrades hidden in challenging-to-reach areas.
- Unlocking Shortcuts: Open paths that connect distant areas for faster traversal.

Combat Encounters:

Enemies appear dynamically in areas, requiring players to adapt to varied combat styles. Minions vary.

Environmental Challenges

Platforming sections include:

- Molten Rivers: Moving hazards that damage on contact.
- Collapsing Platforms: Timed jumps are required to progress.
- Electric Fields: Temporary hazards that activate in patterns.

Boss Fight Setup

Before entering a boss arena, players find a rest room to prepare:

- Heal using consumables.
- Access Mephistopheles' portable shop for upgrades.
- Save progress at the checkpoint.

Death Consequences

- Players are sent back to the last checkpoint upon death.
- All acquired buffs, currency, and items from the current run are lost, except for permanent upgrades and memory shards.

Task Completion

Completing main tasks unlocks abilities and new areas.

Boss Fights

Each level concludes with a challenging boss fight in a confined, thematic arena.

Boss 1: Moloch (Industrial God of Sacrifice)

Arena: A massive furnace chamber with molten rivers and conveyor belts.

Abilities:

- Furnace Smash: Slams the ground, creating shockwaves.
- Soul Torrent: Fires streams of molten souls.
- Overheat Mode: Increases attack speed and summons additional molten crawlers.

Boss 2: Astaroth (Cyber Hacker Demon)

Arena: A towering cyber tower with floating platforms and glitching hazards.

Abilities:

- Holographic Illusions: Creates fake copies of itself to confuse the player.
- Firewall Barrage: Summons digital firewalls that damage on contact.
- Data Wipe: Temporarily disables the player's abilities for a short period.

Boss 3: Hades (Traditional Hell Overseer)

Arena: A classical hellscape with lava pools and crumbling platforms.

Abilities:

- Summon Minions: Calls tortured souls to attack.
- Lava Wave: Unleashes waves of lava across the arena.
- Infernal Judgement: A massive AoE attack must be dodged using precise timing.

Post-Stage Gameplay

1. Return to Hub World

- Trade currency for upgrades at Mephistopheles' shop.
- Review their progress and unlocked memory shards.
- Plan their strategy for the next level.

2. Replayability:

- Unlocked areas and shortcuts remain accessible.
- Memory shards, optional buffs, and alternate paths encourage replaying completed levels.

3. Progression Review:

- Total collectibles found.
- Memory shard completion per character.
- Achievements, such as defeating bosses without taking damage or finding hidden items.