# Brainstorming

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Core Idea: Project "ELEVATOR PITCH"

- Roguelike, 2D
- Player is a space elevator operator and receives missions to take personnel or freight up to space
- During transit, various things have to be dealt with by the player:
    - Attacks from enemies trying to kill your passenger or steal your cargo
    - *Main Feature:* Elevator features mouse-controlled mechanical arm with which you can grab and launch enemies and resources (it's an elevator pitching stuff, get it?)
    - Nice to have: Keep your elevator running (think FAR: lone sails)
    - Nice to have: Collect debris and salvage wrecks to gather resources to repair & upgrade your vehicle and defenses
- Style: Dieselpunk/Steampunk, traces of cosmic horror?
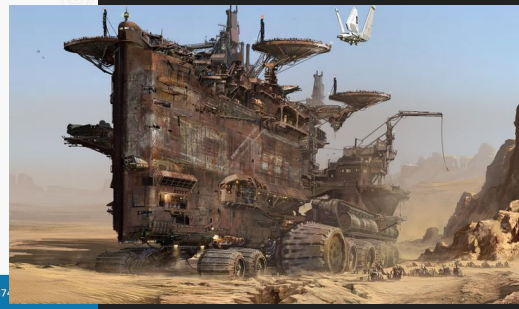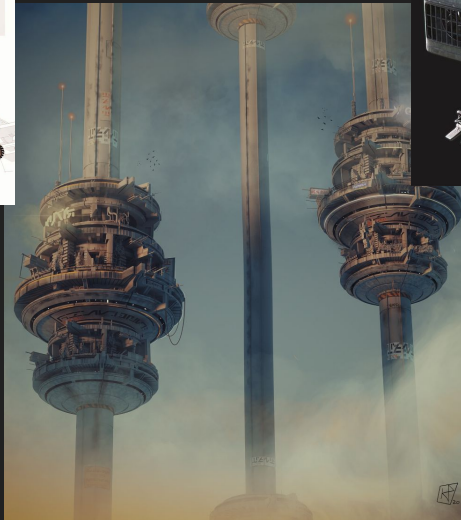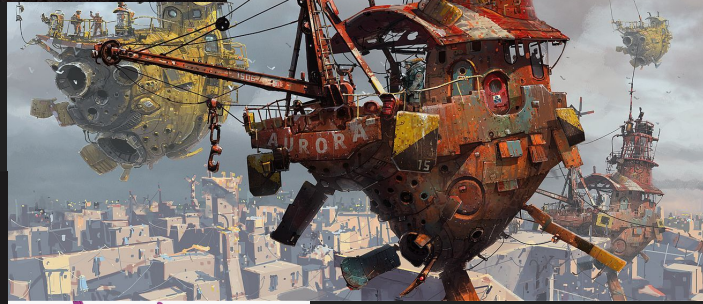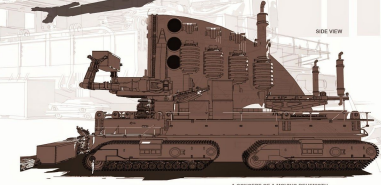- Huge List of Nice-to-Have Features in Backlog :)
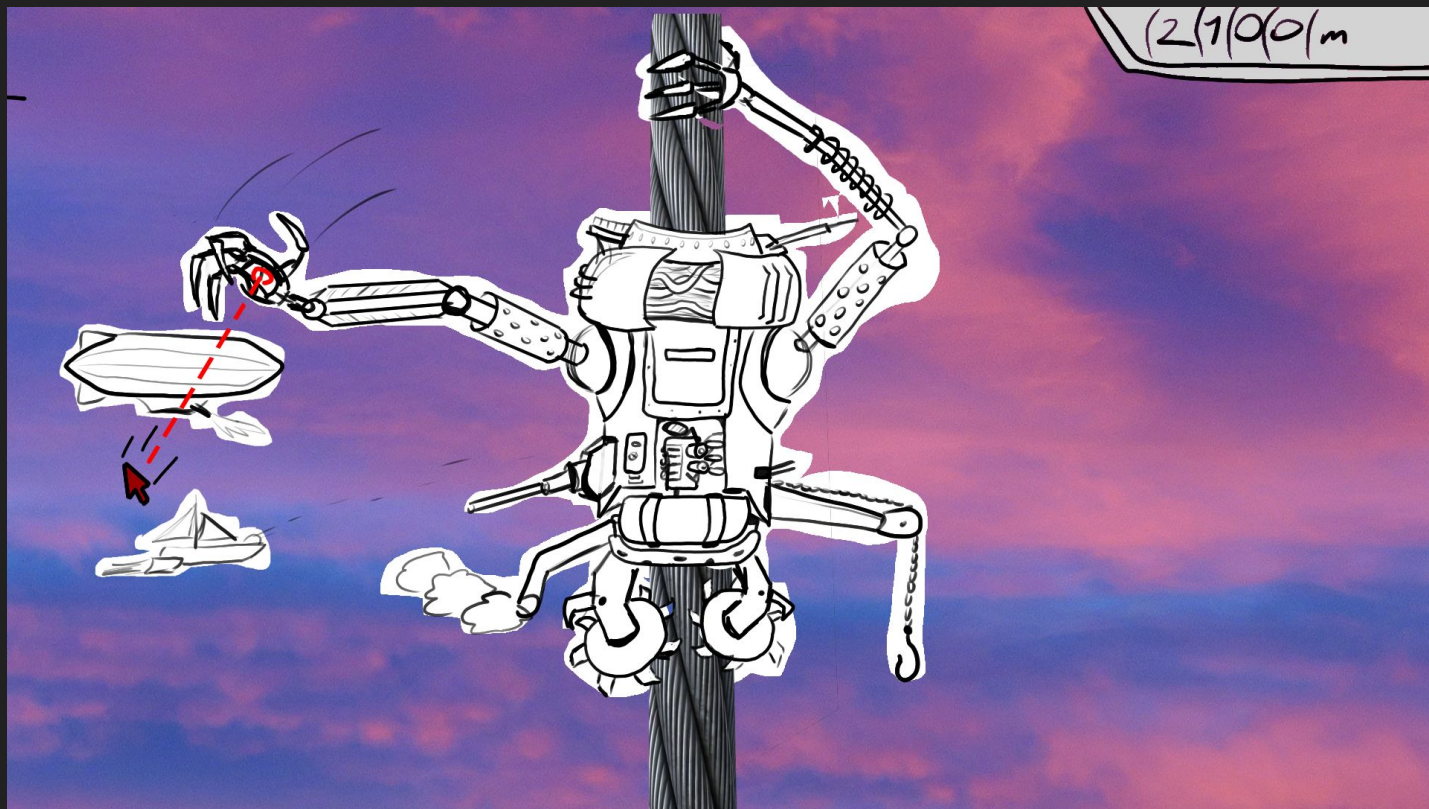
Big Idea Bullseye
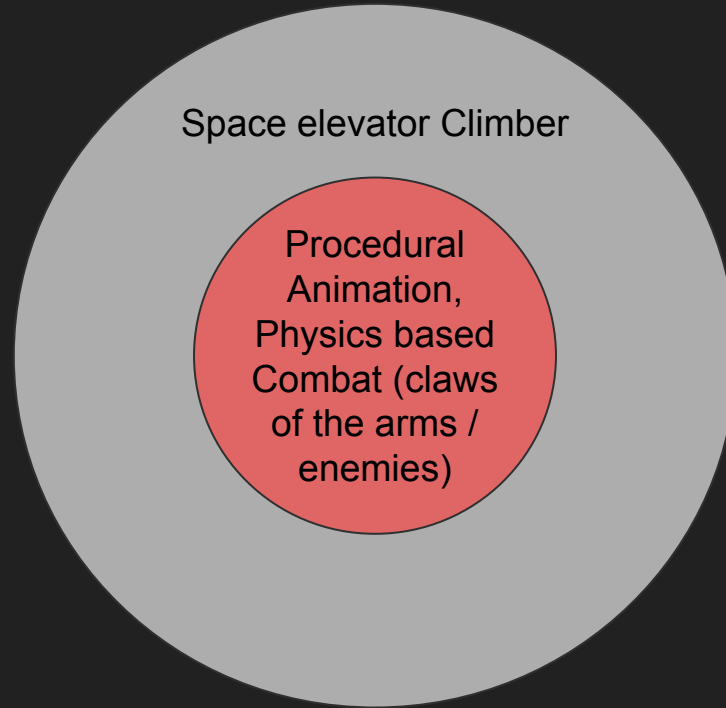
Space elevator Climber

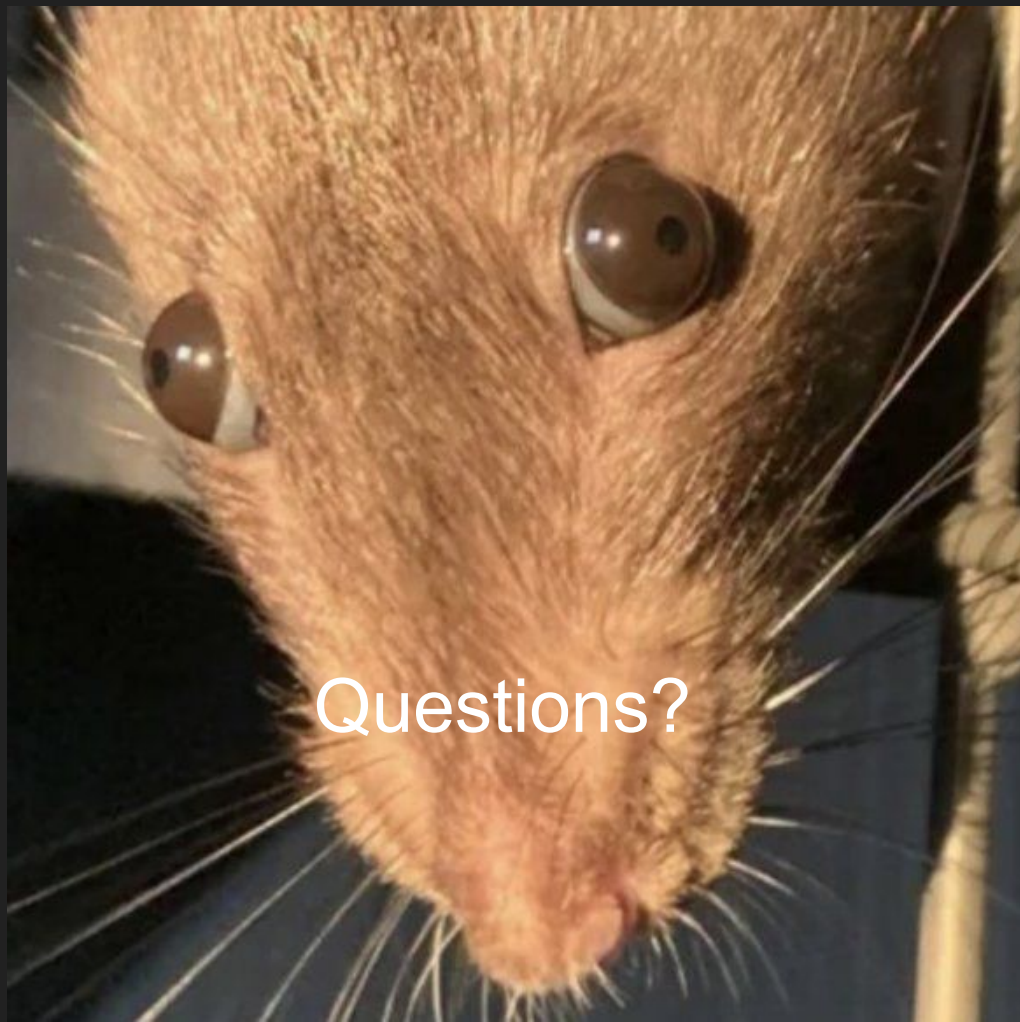Procedural Animation, Physics based Combat (claws of the arms / enemies)

Moodboard

Concept Sketch

Questions?