

Milestone 0

Brainstorming
Team Onion 
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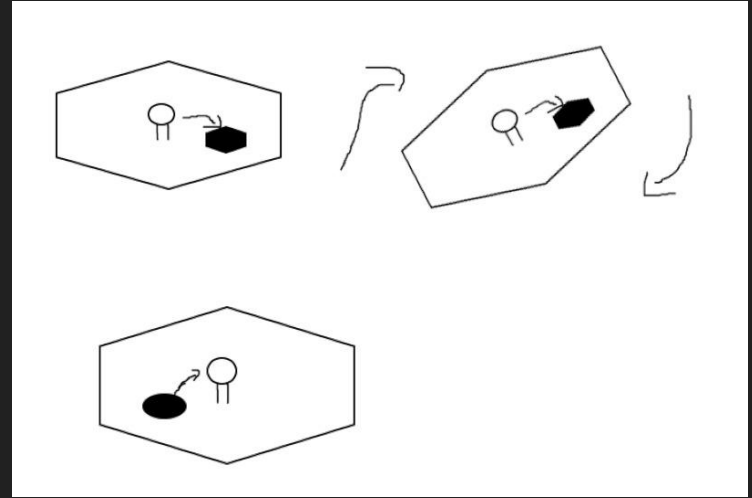
Game idea

- Hack'n'Slash
- Fighting enemies in an arena close-quarters combat style
- Isometric camera perspective
- Simplistic artstyle

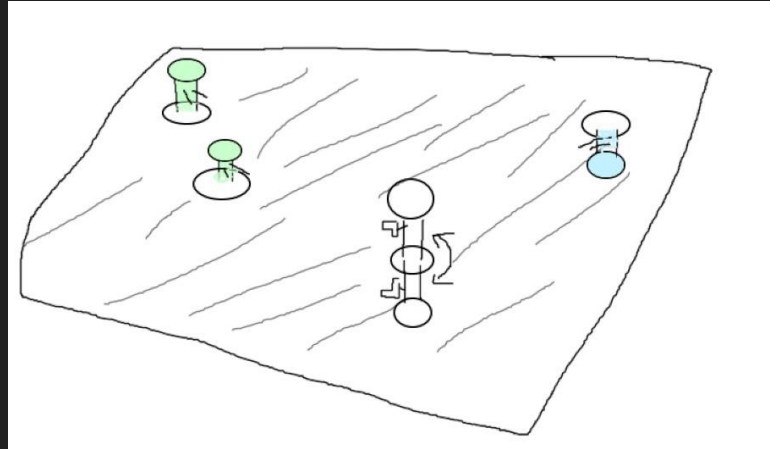


Novelty

- Semi-transparent arena can flip 180° through some trigger
 - Gravity also flips
 - Up and Down thematic
 - Possible use of color changing for different sides

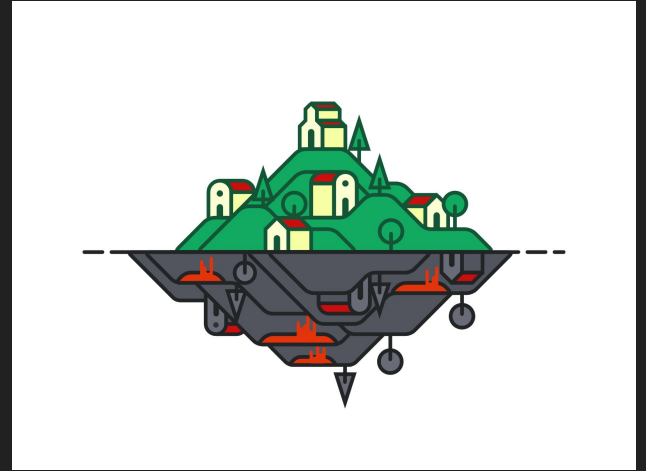


- Different enemy types only vulnerable on a specific side
 - Player vulnerable on both sides
 - Need to use arena flip to fight through enemies



Game Theme

- World is split into two sides: the overworld and underworld
- Player exists in both worlds simultaneously
- Needs to fight both overworld (e.g. zombies) and underworld creatures (e.g. spirits)



Character

- As low as it gets poly
- Simple animation

- The character is in a Limbo
- Two versions of the story:
 - One happens in a spiritual world
 - One happens in the real world



Inspiration/Similar games

