

Detailed game cycle

1. ^{start} ~~Per~~ player ~~see~~ in a dark
dungeon like room - Sage -
no enemies.
2. ^{exploring} ~~exploring~~ the surrounding
rooms to discover basic
game mechanics.
3. discover the new type
of enemy from a protobler,
chesser, shooter, guard, flyer
Bomber, Barower, teleporter
Blocker and double ganger.

4. the player will
in contact are coin
stream to be able
to buy goods.
5. the difficulty
of the ~~enemies~~
and puzzles will
be ramped up.
6. ~~boss~~ introduction
of a boss which
will have 3 or more
abilities from enemies.

7. Blue prints to
unlock new weapons
and armors also to
pusher drugs to insure
your health.
8. ~~learning~~ Re Learning
the mechanics to Re
tell the story.