

# One Pager

## Objective

**Single Player, 3rd person Boss Rush** with fast-paced melee combat.

The player will fight **three different Bosses**, each one with **different combat mechanics**, alternating with **exploration sections between the fights**, revealing the world's narrative through hidden props.

## Mechanics

### Main

- Melee Combat
- Weapon Temperature (Steam)

### Side

- Props interaction (Narrative)
- Shooting

## Art Style

### Steampunk/Semi-Realistic

- [Bloodborne](#)

### Style References

- [Furi](#)
- [Sekiro: Shadows Die Twice](#)

## Aesthetics

Player Type	Model		Mechanic
Killer	Quantic Foundry	Challenge	Skill Based, Boss
		Design	Scripted avatar
		Excitement	Fast paced
Achiever	Quantic Foundry	Completion	Narrative collectables
Explorer	Quantic Foundry	Discovery	Explore
Socializer	Quantic Foundry	Strategy	Spontaneous, Reactive

## Unique Selling Points

- Both Boss Rush and Exploration
- Style Semi-Realistic Boss Rush

