

Phasing Labs

- First game in the Paintballer series
- 2D Puzzle Jump and Walk
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Chapter 1 - Finding an Alien

- Our hero's journey begins
- Getting familiar with basic game concepts

Beginning

Our [hero](#) who was always working for [Dr. Phasor](#) until one day when he stumbled upon a seemingly supernatural being held hostage and in immense pain. The poor creature was used to extract some matter from it to build weapons of some sort.

The weapons didn't look like finished products but in a kind-of-working prototyping stage.

Game mechanics

- Weapon
- Enemies
- Block phasing

Down the rabbit hole

- Finding more advanced weapons
- Finding different phasing types
- non-lethal enemies
- lethal traps

Revealing everything

- deadly enemies
- enemies using phasing suits
- enemies using phasing weapons

Build-up to the final showdown

- Unlocking the last weapons
- Unlock every phasing type
- Unlock every environmental object

Finale

- Unlock every enemy type
- Combine every element

Meta

The [Protagonist](#) does not kill!

This means that enemies should be robots instead of humans.

Humans will be knocked out or trapped. (not sure if necessary for the game).

This Saga will introduce a sub-faction of the [Bad Guys](#)