Immune Protocol

Concept

A fast-paced roguelike action game where the player embodies a heroic immune cell fighting against monstrous diseases across different living organisms, learning about biology through dynamic combat and adaptive cellular evolution.

1. Game Overview & Core Loop

Immune Protocol is a cycle of Mutation, Combat, and Adaptation.

Players enter infected zones within a host organism and fight waves of biological threats while evolving their cellular structure through mutations and symbiotic cell integrations.

Primary Objective:
Cleanse infected zones and eliminate dominant disease entities within each organism.

Core Loop:
- Choose initial mutation (cell type)
- Enter infected zone
- Fight enemies using active abilities
- Collect bio-resources
- Mutate and enhance abilities
- Defeat mini-bosses and bosses
- Advance to new zones or organisms

Thematic Conflict:
Balance and harmony of life vs. chaotic biological corruption.

2. Core Mechanics

Immune Protocol revolves around fast-paced combat and adaptive evolution.
Players control a customizable immune cell that fights biological threats using active abilities tied to their selected mutation.
During each run, the player collects and integrates additional cells, which enhance or modify their abilities, enabling diverse combat strategies.
Movement, timing, and build synergy are key, as players must continuously adapt to increasingly complex enemy behaviors while managing their cellular composition.

2.1. Adaptive Combat System

Combat is inspired by fast-paced action roguelikes.

Players use:
- Basic attacks (based on mutation)
- Active abilities (cooldown-based)
- Movement and evasion

Each mutation defines combat style:
- Ranged (antibody projectiles)
- Melee (direct cellular impact)
- Summoner (cellular reinforcements)
- Area control (temperature and environment effects like fever)

2.2. Cellular Mutation System

Before each run, players select a base mutation that defines their role and its way of fight.

During gameplay, new cells attach to the protagonist, modifying its structure and abilities.

Core Cell Types:

Neutrophil (Balanced Fighter)
- Moderate damage and survivability

Lymphocyte (Adaptive Specialist)
- Enhances abilities and skill interactions

Platelet (Defensive Support)
- Shields and regeneration

2.3. Symbiotic Upgrade System

Collected cells merge visually with the player.

- Limited attachment slots
- Each added cell enhances or grants abilities

Examples:
- Shield barriers
- Increased attack speed
- Area damage
- Health regeneration

3. Player Actions & Interaction

3.1. UI/UX

The interface mimics a medical scanning system.

- Health = cell integrity
- Abilities = biological functions
- Mutation tree = cellular diagram

Visual feedback:
- Damage = fragmentation
- Healing = regeneration
- Infection = corruption

3.2. Combat & Skills

- Antibody Burst
- Cell Division
- Fever Surge
- Membrane Shield

4. Adversary Hierarchy

Virus Swarms – Fast and numerous
Bacteria Brutes – Slow and resistant
Parasite Leeches – Drain health
Mutation Scouts – Support enemies

Mini-Bosses:
Common illnesses acting as stronger enemies

Bosses:
Severe diseases with multiple phases and abilities

5. Progression & Systems

5.1. Zones & Worlds

Each organism is a world:
- Human
- Dog
- Cat

- Rat
- Cow

Each contains multiple infected zones.

5.2. Roguelike Progression

- Runs reset after defeat
- Meta progression remains

Resources:
- Bio-Matter
- Genetic Data

5.3. Customization

- Faster regeneration
- Stronger abilities
- More slots
- Better synergies

6. Narrative & Visual Identity

Visual Style:
- Caricature microscopic world
- Bright vs infected tones
- Cells physically merge

Victory:
Organism returns to health.

Failure:
Infection takes over and you retry.