

What's the point?

You start as a failed, miserable artist residing in a lonely loft in the fictional bohemian metropolis of San Caterina. Your objective is, over the course of a year, to become a world-famous artist. Gameplay is separated into two phases - painting and prep.

Prep phase (living phase)

During the prep phase, the player must conserve days to prepare for the paint phase by buying art supplies and acquiring inspiration while also taking care of their physical/psychological well being. During the prep phase, the player can also communicate and develop relationships with the citizens of San Caterina. This may help them in the paint phase, or help them achieve their final objective of becoming known within art spheres. While in the prep phase, time passes at a rate of three time units a day. Most actions demand one time unit. Some notes about personal stats:

Every action the player makes besides the sleep action will make the player gain a fatigue point. Every fatigue point will lower the speed of the brush by 2.5% (to a minimum of 10%). Sleeping allows the player to lose all fatigue points. The sleep action takes one time unit, and depending on the date, may activate a nightmare which will preview the monster. (eg: player starts with 1 fatigue, doesn't sleep for three actions. Now with 4 fatigue, he sleeps for the fourth action, and the ranker goes back to 0). The player can also purchase coffee, tea, to delay fatigue point gain for several actions.

Inspiration is a stat that can be implemented in the paint phase. Inspiration is equivalent to the player's health in the paint phase, and it can be refueled in the prep phase. The starting max for player inspiration is 5/5 - meaning the player can take 5 damage in the paint phase before losing the encounter. Max inspiration increases with player level and equipment. Using the window action (gazing out the window) heals the player 1 inspiration point. Going to a gallery heals 2 inspiration. Various drugs and intoxicants, though having adverse effects, can heal inspiration much more effectively.

Paint phase

During the paint phase, the player is thrown onto a blank canvas as a little arrow reminiscent of the spaceship in Asteroids. Before the encounter, players can choose to equip and change their palette to best fit the combat. The palette is accessible via number keys which lets you switch between primaries/secondaries. The player then enters a bullet hell where they must fight baddies representing the player's insecurities, trials, and tribulations. Examples of primaries/secondaries include:

Primaries (m1):

- Splatter - deals (color) damage between the front of the (brush) and the pointer.
- Hatch - deals (pencil) in normal ray
- Splat - slow moving ball that detonates on impact dealing (color) damage)

Secondaries (m2):

- Eraser beam that deals massive, continuous damage while eliminating all colors in the way
- Wash - stream of color that does continuous color damage
- Shield - temporarily blocks damage

Track (space)

- Holding space while moving will allow you to leave a line of the color/medium that you have selected. Lines can be used to block projectiles of the same color and to enclose baddies in color boxes. These lines will slowly dissipate as you shoot them. Your track can be modified at the beginning of the encounter.

Speed (shift)

- Speed increase - boosts speed by 100% while holding down.
- Dash - Dash forward when tapping.

Specials (variable)

(these can be purchased/modified by going to the art store/completing certain missions)

- Focus: slows time of projectiles. Has a cool down. Hit Q to activate.
- Embolden: Re-enforces color lines. Has a cool down. Hit Q to activate.
- Drift: Fires off splatter paint as you do a quick turn. (WA/WD + shift)
- Re-fill: Re-fill colors. Hit E to activate
- Eruption: Fire color in all directions from your point of origin in a color explosion. Hit Q to activate.

Enemy projectiles represent different colors, which can be blocked/absorbed by walls of corresponding colors, made by tracks. Some enemies are weak to attacks from specific colors. You can switch between colors using the number keys.

If you manage to clear the canvas, all the marks that your weapons blasts/collisions/trails left become the art piece - which will go onto hang on the wall of your loft. You can later add that art piece to a gallery and earn money through purchases and sponsors, which will enable you to buy better equipment and upgrade skills in the prep phase.

Game start:

- Play/new game
- New game
- options
- Load

Loft room:

Click on:

- Bed

Hover:

- Blanket rolls up

Click:

- Screen will fade to black
- If the calendar demands it, insert nightmare
- Otherwise, continue as normal
- Screen fade transition back to loft room
- Clock has passed 1 time unit.

- Heal all fatigue.
- Window
 - Hover:
 - Blinds roll back.
 - Click:
 - Go to look out the window - see detailed animation of weather outside window - heal one inspiration.
 - Option to lock blinds for window in place to keep them open.
 - Clock has passed 1 time unit.
- Door
 - Hover:
 - Door opens.
 - Click:
 - Go to travel window, which is a menu which offers places to go.
 - Start places:
(each take up one time unit - more can be added later)
 - Convenience store
 - Kris's (Art store)
 - Public Gallery
 - Park
 - Gallaham's (fast food)
- Easel
- Laptop