Catacomb Clearing

A Confusing Journey

Catacomb Clearing is meant to be a simple game to make and finish.
As such, it will not be all that complicated.

Here's the plan:
The game will take place in a realm called the Ancient Catacombs.
I have a lot of confusing lore about it, but the boiled-down version is: it's a prison for gods.
The story here is simple: you are an immensely powerful being who has been visiting unknowable suffering upon some world or another, and this pesky little demon-looking bastard named Drago said something eldritch and yeeted you through time and space to this weird spot in the middle of interdimensional nowhere.
However, something seems off.
Your powers are bound – that's not the weird part, that seems standard for this kind of place – what *is* weird is the infestation of… not-quite-void-beings.
You are somewhat knowledgeable of what void is, but what's in front of you is very different from what you thought you knew.
Long story short, these creatures are trying to devour the Catacombs whole, along with everything in it – including you.
So you've got to do something about it, and that means finding ways to fight back.

There are two main parts to this game:
Before you have any ability to fight back, most of the game is exploring this confusing realm and finding useful information and items you can use to escape dangerous situations.
Eventually, you can find different NPCs who each stole shards of some strange artifact for themselves.
After assembling the weapon, you can now fight back against the infestation, and fighting your way to the core will unearth the final boss.