Haunted Artist Vs. Wrong AI

Roles:

Story Writers: Tala and Thien
Character Designer: Jaden
Composer: Tala
Level Designer: Thien
Game mechanics: Thien
Hype: Tala, Jaden, Thien
Placeholder Designer: Thien

Lore:

V1 Lore: The haunted artist gets mad at the AI, goes on a series of battles that consists of three levels to put an end to it. There would be two endings, one where the artist wins, another where he fails.

V2 Lore: A Hacker kidnaps the souls of artists from the past to defeat the AI so they become the new AI. Hacker kidnaps the souls to entertain his audience through making the souls suffer through deadly battles on each other. It will have more levels for the lore.

Character(s):

Villain (only V2): Hacker

Player:
AI (V1) - 150 HP
Artist (V2) - 150 HP

Boss: Artist (1000 HP). He is a ghost, his equipment changes throughout time zones.
        19th century: Painting brush.
        20th century: Cameras,
        21st century: Pencil/Pen (Sword Shaped).

Combat(V1):

-Artist starts with four fighting abilities, each phase adds onto more abilities.
-AI has two fighting abilities (fist probably, and their weapon changes overtime to look like the artist's, but the AI version [less damage])
-When either side is losing HP their weapon would start "losing their perspective"and they must restore their perspective by picking up an "orb / item", their blows and attacks get weaker otherwise and eventually fail the level.

Artist Combat Abilities(V1):

Abilities each background.
1800s:

Simulation Haunting - Possess the AI and sends it into a death block

Death Dash - dash towards the AI with it's equipment
       Results of AI's action:
- Dodge: Artist gets stunned for 3 second leading an open area for AI to attack and the AI can deal 50% more damage
- Parried: Artist and AI have a clash, the loser gets stunned for 3 seconds
- Attacked: AI Loses all of it's health

Haunted Summon - Summons fallen artists, citizens, and soldiers from the 1800s.

Ghasting Blasting - Pulls out a gun from the 1800s (deals 33% of AI's health)

1900s:

Simulation Haunting stays the same

Death Dash and Ghasting Blasting changes the equipment of the artists to match the time period.
Haunted Summon changes the fallen soldiers to match the time period.

Car Crash (Death Dash 2nd Variant) - the Artist tries to ram into the AI with his 1900s car until it runs out of gas.
Dodges: Nothing Happens
Attacked: AI gets stunned for 3 seconds and loses 25% of its health.

Cartoon Chaos - Summons cartoon characters that will go around in chaos

Music Blast - The AI will have to jump to avoid bangers from the artist
If not avoided the AI will dance for 3 seconds.

Villainy Necromancy (Haunted Summon 2nd Variant) - Summons Villains from the 1900s to attack the AI.
- Darklord Saber - 100 HP (Darth Vader): Use the force and heated water sword to sabotage the AI.
- Robotkiller - 200 HP (Terminator): Walks towards the AI.
- Wacky Witch - 100 HP (Wicked Witch): Uses Magic to destory the AI.

2000s:

Abilities from the past will change

Rotting sounds - Artists play terrible/brain rotting music that will slow AI down.

AI Combat Abilities(V1):
-Ai must obtain a memory boost every stage of the fight, otherwise they will forget how to dodge the attacks of the Artists. (AI issue of being very forgetful).

-AI glitches out at times to dodge attacks
    -Glitching takes away from the AI's stamina. (stamina recharges on its own)

-AI mimics the weapons of the artist if they were able to successfully dodge their attacks 3 times (enough time to have learned figured out their weakness by accessing the web)
    -The AI can dodge while accessing the web for information but could be manipulated by the artist and attacked → AI's eyes turn green, their focus on their surroundings weakens.

-

Background/ Battle Arena:
1900s:

Quests for the lore (V2):
    -In order to make contact with another injured AI in the surroundings, the character (AI) could hold hands or have any form of physical contact in order to access each other's data. Once the MC gets in physical contact with the AI and accesses their memory, they would be immune to the artists' method that killed that AI.

Character Designs: