General Idea

Realm of the Mad God style game, roguelike, levelling up, gearing up, killing shit y’know. You have to restart if you are killed.

Start off in an outpost(safezone), level 1, no gear except for stick, simple man, simple strike. Travel outside of outpost into wilderness to kill enemies and gear up. Further into the wilderness you’ll find biomes with harder enemies. Biomes have dungeons to complete. Once completed all the dungeons you can enter the final dungeon to kill the last boss.

Player

Stats:

-Health

-Mana, for special attacks? (I don’t know how many types of attacks we want)

-Level, start with a cap at like 20 or something as increase as we get harder enemies

Attacks:

Simple strike

Special attack

(more attacks? Keyboard is big with many key)

(do players learn attacks from traders?)

Attacks for now have one animation and fire a projectile (even for melee weapons. ROTMG style).

Inventory:

Coins, slots for gear picked up, increase inventory size by sending [richardbelovic@gmail.com](mailto:richardbelovic@gmail.com) £10 thanks. Do we want hp/mana potions?

Classes:

Just good old Harvey for now. Monk class.

Each class can use specific weapons and armour only, MMO style.

The world

Outpost:

Located in the top left corner of the map

Safe zone with traders. Interact with traders, buy and sell shit.

Traders:

(please add what traders there are)

Biomes:

Sparse forest – just outside of outpost

(lot of different ones we can do) ice, volcano, tundra, desert etc.

1 or more dungeons per biome.

Enemies:

Enemy designs specific to biome pogchamp?

Hurl projectiles (and insults)

Havel levels, health, mana.

One standing, one running, one attack animation

Respawn in designated areas after being killed.

Individual enemies + packs?

Weapons:

-A single weapon type for classes to use (for now)

-It’d be interesting to see if we can have weapons without level requirements, but the player still being forced to work up gradually because of enemy difficulty

Armor

-Same as weapons (for now) with a single armour type per character

(Please add a rough paint drawing of what you think the map should look like)