-Single Player game

-Sprite models for the whole game

-Open world

-Play controls 4 person party

-Each person has a different class each with different skill trees

-Will have a small animation when doing an attack

-Fighter (Lift sword overhead when attacking)

-Tanky boi

-Dodgy life steal boi

-Support shields boi

-Archer(Fires arrow when attacking)

-Single shot powerhouse

-Aoe god

-Poison fiend

-Caster(Reads from book with casty hand motions/book glowing)

-Boom powerful explosions

-Status effect bitch

-Buffing friends

-Healer(Lifts staff up with two hands)

-Shielding bitch

-BIG heals

-Regens yay

-Characters unlock skills by spending exp earned in fights

-Each sequential skill a character unlocks will cost more regardless of where in the tree

the skill is. (help push players to finish one skill tree without hopping around)

-Bosses drop different gear

-Chances to drop epic gear

-Gear has 2 stats, HP and Attack

-May implement gear changing look of character

-Gear will include at least a weapon, helmet, chest, pants

-Additions may include: gloves, boots, belt, jewelry

-Can be killed multiple times

-Can be killed out of story order for most bosses

-Story will help guide you to the boss for your level

-Will change mechanics as fight progresses (either HP based or turns taken based)

-Will have special locations on the map (making it easy for a player to know there is a boss there

-Random battles will happen in the world

-Level of battles will depend on the area of the world

-Not as difficult or intense as boss fights, mainly for characters to grind levels

-Pre decided actions

-Basic AF gear drops

-Town character starts in where the story/quests are given

-May implement more towns in the world

-No hit chance or crit chance

-No defense stat just HP and a attack multiplier.

-May implement a faster travel method for late game

-Story is party is part of clan/guild that hunts monsters (hunts, marks, bounties, notorious monsters)

-Helps guide character on where they should go next

-Some bosses will only appear/have access to after completing certain parts of the story