Sidescroller-Map

RPG

Ideas:

Random generated:

-loot (loot stats)

-

Survival =

Interests:

RPG

Shooter elements

SS:

Story – Dangerous Miasma (poisonous miasma was hidden; appeared can kill us. Must walk through from point A to point B and survive. Increase equipment strength and CON value

Survival – Platformer

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| **Structure Absolute** | **Structure Optional** |
| Stats | Magic |
| Equipment for Poison (Armor/Weapon) | Rare Equipment |
| Guns (DEX-based) / potentially melee | Changing appearance w/equip |
| Varied Monster Sizes/Level \*if too high, may take only 1 dmg | Alchemy |
| Poisonous danger areas (gradually decrease strength of poison equipment) | Rebindable keys |
| MENU SCREEN!!!!!! | Weapon fusion |
| Poison Armor (separate protection stat)/ Reg. armor | Skills / Skill Points |
| Powerful equipment will be further away | Bank-type shop |
| Inventory Screen | Multiple ending |
| Backpack / Stacking –allowed for non-equip items | Puzzles |
| Story |  |
| Central cities |  |
| Shelters |  |
| Power-ups / Tonics / Special Potions / Potions |  |

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| **Story Absolute** | **Story Optional** |
| You’re in debt, forced to be mercenary for bad guy | Ending 1: Regular |
| Do realize, don’t realize, or Miranda’s curse | Ending 2: Earn enough money |
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