Game Document:

Name –

Genre – Rogue Like Sandbox

Gameplay – Gather resources from a limited area during a time limit to prepare weapons, potions and ammunition for the fight ahead. Survive all the waves and defeat the boss to advance.

Difficulty – Difficulty settings change enemy toughness and timer to gather resources before entering next zone.

Resources – Wood, stone and ores, magical crystals for alchemy. Have to use the sandbox part to gather as many resources as possible to either take with you or prepare into items before timer runs out and transports you to fight area. You can enter fight area early if wanted.

Loot – Enemies have chance to drop higher tier loot to help create more advanced items to give you an edge in the next area.

Items – weapons and gathering tools will have durability which means you have to prepare multiple for the areas in-case they break. Ammunition, some items will use arrows and such meaning you need to prepare enough ammunition to last the fight. Potions deplete on use.