

## 1. \*tutorial

- a. a bunch of easy quests in the lab
  - i. talk to people
  - ii. fetch quest
  - iii. \*bio lab - be careful of plants
  - iv. /\*microwave

## 2. main loop

- a. enter the dungeon
  - i. short animation
- b. get orders
  - i. order comm interface
- c. scavenge
  - i. randomly arranged rooms
    - 1. each room has a set layout
      - a. item spawn location pool
      - b. item pool
      - c. \*enemy spawn location pool
      - d. \*enemy pool
        - i. \*enemy pool depends on biome/region
- ii. \*biomes/regions
- iii. inventory
  - 1. order list
    - a. show progress percentage/a out of b
    - b. cross out completed tasks
  - 2. item slots
    - a. set amount  
//can be increased with backpack
  - 3. equipment slots
    - a. tool
    - b. helmet
    - c. suit  
// every thing has a name, sprite and short description

### iv. \*trader npc

//entity that appears at random spawnpoints in the cavern. will trade you rare items in exchange for other materials

- d. return
  - i. after a (random) timer runs out, the cave starts shaking and rocks falling, first expedition + when you take too long ==> evac warning, otherwise get caved in (another random timer) and die (and lose all items)
  - ii. lab
    - 1. material stashes
    - 2. gear upgrade stations
      - a. talk to npcs - random scientists
      - b. spend material to upgrade
        - i. pickaxe - faster
        - ii. sledgehammer - can break stronger walls
        - iii. *\*vial durability*
        - iv. flashlight - fortune effect (stronger) on said material
        - v. hazmat suit - higher defense, allow/faster climbing/wjs
  - iii. story progression/ending - when you gather enough material, something happens

### 3. items and equipment

- a. items
  - i. kind (mineral, biomaterial, scrap material)
  - ii. subkind (amethyst, diamond, soil sample...)
- b. gear
  - i. tools
    - 1. pickaxe (faster mining)
    - 2. sledgehammer (break some walls)
    - 3. vials (collect bio samples)
      - a. *\*vials can break when you get attacked*
  - ii. armor
    - 1. helmet - flashlight
      - //basically fortune - allows you to see more clearly and get more stuff
      - //(just lore. nothing else except drops changes lol)
    - 2. hazmat suit
      - a. defense, climbing/walljump
  - iii. backpack
    - 1. more inventory slots
      - a. *\*you can lose it (along with the items in it)*

1) \*tutorial

2) main loop

- a) enter the dungeon - animation
- b) get orders - order comm interface
- c) scavenge
  - i) randomly arranged rooms
    - (1) item & enemy pools
  - ii) \*biomes/regions
- d) inventory
  - i) order list
  - ii) item slots
  - iii) equipment slots
- e) \*trader npc
- f) return
  - i) timer runs out, get caved in
  - ii) lab
    - (1) material stashes
    - (2) gear upgrade stations
      - (a) talk to npcs
      - (b) upgrade
  - iii) story progression/ending

3) items and equipment

- a) items - kind, subkind
- b) gear - tools, armor, backpack

MS1 - 12. 2.

- ☐ 2.d - inventory
- ☐ 3 - items and equipment

MS2 - 2. 3.

- ☐ 2.c - scavenge
- ☐ 2.f.ii - lab
  - ☐ 1 - stashes
  - ☐ 2.a - npcs
  - ☐ 2.b - upgrade

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- ☐ graphics
- ☐ tutorial