My Masterpiece

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1. Basic assumptions

- ❖ Game type: unity 3D RPG
- ❖ Time and place: Ancient Greece
- ❖ Hero: fisherman
- ❖ Artwork style: Pixel art plays on an icon
- ❖ Music: relaxing music played on the flute

Gameplay game similar to Stardew Valley, magic elements from legends and folklore. UI similar to The Witcher 3.

The game is intended to be locked on sprites without camera rotation

2. Story

 The hero, inspired by the adventures of Odysseus, travels around the area and faces the unlimited problem of others' problems, makes new friendships, fights for fame and money, and discovers the forgotten corners of ancient Greece.

3. Places in the game:

- ❖ Greek city

  • Market

  • A tavern

  • Stalls

  • The port

  • Library

  • Residents' homes

  • Gladiators' Arena

  • a farm near the city

  • the city's underground

- ❖ Mountains

  • Olimp

- ❖ Volcano
  - • The interior of the volcano with Hephaestus
- ❖ Beach
  - • Caves
  - • Pirate camp
- ❖ Forest
  - • Lake
  - • Temple ruins
- ❖ Sea
  - • Small peninsulas
  - • A cloudy sea

4. Main missions and things to do:

- EMPTY-FOR-NOW-

5. Enemies

- ❖ Beach:
  - • Crabs
  - • Aggressive gulls
  - • Pirates (possibility of talking and trading after unlocking).
- ❖ Caves (from height)
  - • Gnome
  - • Mud
  - • Worms
  - • Bats
  - • Rats

- Moles
- Undead

❖ Sea (from height):
- Puffers
- Sharks
- Sirens
- The shark saw

❖ Forest (from level):
- Boar
- Wolves
- Bears
- Bandits
- Mud

❖ Mountains:
- Troll
- Harpies
- Wolves
- Goats

❖ Channels:
- Mud
- Rats
- Bats
- Hoses

❖ Arena:
- A lot gladiators as fuk.

6. Passive mobs

❖ Beach:

- • Seagulls
- • Crabs
- • Turtles
- ❖ Forest:
  - • Deer
  - • Hedgehogs
  - • Birds
  - • Rabbits
- ❖ Mountains:
  - • Goats
  - • Eagle
  - • Lynx
- ❖ Farm
  - • Chickens
  - • Pigs
  - • Goats
  - • Sheep

7. Bosses

- Centaur

- Minotaur

- Hephaestus (legendary blacksmith unlocked after the fight).

8. Items

8.1 Weapons / sword

- A stick

- Thick branch

- Rusty knife

- Knife for wolfs

- Rusty short sword

- Broken long sword

- Short blade

- Bronze sword pace

- Sledge hammer

- Poker

- Sword

- Club

- Cleaver

- long blade

- Cutlass

- Rapier

- Axe

- A blade of distant lands

- Moon eclipse

- Master's blade

- The weapon of the ancient hero

8.2 Bows:

- Rotten bow

- Short bow

- Broken elm bow

- Lilac bow

- Willow arch

- Long bow

- A bow from forgotten times

- Goddess bow

8.3 Straps: (increases load capacity)

- Leather belt

- Belt with a buckle

- Strongman belt

- Reinforced belt

- The belt of the steadfast

8.4 Rings (extra bonuses luck, critical chance)

- Wooden ring

- Ring with an eyelet

- Silver ring

- Golden ring

- Ring with diamond, ruby, emerald and pearl

8.5 Armor

- A rag tunic

- A decent tunic

- Worn leather armor

- Repaired leather armor

- Guard armor

- Plate armor

- Infantryman's armor

- Full bronze armor

- Gold-plated armor

- Armor of an ancient hero

8.6 Helmets

- A rag hat

- Dilapidated helmet

- Bronze helmet

- Helmet with a plume

- Athenian helmet

- Helmet of the titan slayers

8.7 Greaves

- Wooden protectors

- Worn iron greaves

- Bronze shin guards

- Gold-plated greaves

- Hermes greaves

8.8 Shoes

- Old shoes

- Leather sandals

- Athenian shoes

- Gladiator sandals

- Decorated sandals

- Hermes shoes

9. Scripts and mechanics to do

9.1 Player

- WASD player control and jump

- sliding system when terrain > 50 °

- sprint and stamina system

- attacking fists weak and strong attack

- sword attack

- bow attack

9.2 Inventory

- Collecting items, add it to the list (if the player is close enough, he adds an item to the list after clicking E removes the first item from the list and adds it to inventory)

- ScriptableObject with an Item class containing the name value weight enum with the type of the item

- Inventory mechanics stacking items

- InventoryUI slot sorting icon update

- Potion application panel

- Inventory selection panels of the item type

- Panel equipment

- Adding a potion to one of the 3 slots

- Equipping items

- Changing statistics depending on the equipped item

- Throwing it away

9.3 Combat

- Add a class with statistics

- Add a combat character that calculates the damage dealt from the statistics

9.4 Enemy

- Enemy controller passiv and attacking

- Add enemyCombat / inheriting from character combat

- Drop of items

- System of randomness and rarity of dropped items

9.5 swimming system

- Air dependent diving system

- Diving system, air level

9.6 Chest system

- Random loot

- UI for Chest

9.7 NPC

- Random crowd

- System of conversation and selection of dialogue options

- Trading with shopkeepers

- Blacksmithing and crafting

9.8 day-night system

- Day night system

- Set the lighting

9.9 Rope swing system

9.10 Horseback riding

9.11 Mining

9.12 Fishing

9.13 The mechanics of switching between boards