Divinity 3: Rise of the Trash_Pandas

1. Make a quest game that is extendable
   a. Quests (*Entities*)
      i. Quest class with interfaces depending on which quests
      ii. Reward interface
      iii. Main questline
      iv. QuestManager class (*Use Case Class*)
   b. World areas (*Entity*)
      i. information about area
   c. World State (*Entity*)
      i. Saves world information (time of day, quests finished)
      ii. saves player information
      iii. reading and writing save states
   d. Items (*Entity*)
      i. Interfaces for different types
      ii. Inventory Manager: list containing all items/adds/ removes/consumes/view details about an item (*Use Case Class*)
   e. Character (*Entity*)
      i. player
         1. user interacts with combat
      ii. non-player character
         1. ai that interacts with combat
         2. dialogue
      iii. inventory
      iv. status effects?
      v. attacks/ skills/ magic
      vi. statistics
   f. inventory interface
   g. Choices that require certain world states (quests completed, npcs dead alive, etc) or items
   h. Combat (choosing actions, turn order/ (speed from pokemon), etc) *(controller)*
      i. Specific Actions (*Entities*)
         1. steal, attack, use items, trade?
      ii. Action Manager (*Use Case Class*)
         1. choose which action happens?
      iii. Enemy AI
      iv. Possibly QTE for actions ?? (buttons would make this easier)
      v. Turn based

i. "Scenes/areas" *(Use Case Class?)* could have a page system, similar to a choose your own adventure book. For extendability they could be generated based on their components. We wouldn't want someone to have to manually put a page in so: Scene has NPC A, World State B, and Item options C. So the page would be ABC. Then if NPC A left the scene would be BC.

j. Some type of input system that controls the player and lets them interact with the world (*User Interface / Basic Command Line Interface)*