# Concept

* Genre: RPG, Top-down 2D, Adventure
* Description: A game with game mechanic similar to Dark Souls and Elden Ring. Player is on a big map, going around to explore new places, level-up, and reach the goal. However, the big map will be separated to smaller areas and each of them corresponding as a scene, for performance optimization. Weapon will have different combo and attack mechanic but overall, they will be fantasy weapons such as sword, staff, shield,… There will be friendly NPC on the map to do storytelling, upgrading, and trading. Also, with unfriendly NPC or which call enemy, they will attack player and can drop item and exp. Then player’s character, fighting base on inventory stuff and stat, skill will not be level up able on player but on inventory stuff, mostly for weapon.
* Player: Control move and navigation with keyboard or joystick

+ Inventory: there will be 2 types of storage: In character’s bag and in chest. Player can only use stuff in bag when in combat.

* Equipment
* Weapon
* Support item
* Material
* Spell
* Money

+ Stat

* Level
* Health
* Stamina
* Mana
* Strength
* Intelligence
* Big map with multiple areas

+ Village: A safe zone place with npc around and player can’t attack here

* Respawn point
* Trading
* Tasks
* Traveling

+ Danger zone: a place where player needs to fight with enemy, there can be dungeon, boss room or just a free large area

* Treasure
* Monster
* Obstacle
* Item
* Respawn point
* Fighting Stuff:

+ Weapon: Wieldable on hand weapon, main fighting stuff of character

* Great sword
* Sword
* Pike
* Halberd
* Staff
* Bow

+ Support Item: Invisible in character’s appearance but will use immediately when being pulled out, most of them will be consumable

* Throw item
* Power-up item

+ Scroll: Can be used by using castable weapons and consume mana or health of character

* Melee attack
* Shoot
* AOE
* Power-up
* Character

+ Friendly Npc:

* Chat
* Trading
* Upgrading

+ Enemy:

* Path finding
* Detect target
* Weapon
* Attack combo
* Stat