**Project Not-Diablo Idea Board**

**Name List:**

Evomania

Grimfight

Defcry

-castle

Emberdoom

-hunt

Anticore

-watch

Infinity and Heroes

Endorrain

Jerry’s Mom

* Character with inventory (equip-able)
  + Bow/Sword/Staff
  + Range, Melee, Mage
  + Element triangle equipment
* Experience and leveling
  + Stats / overall level
* Level-mapping like *Slay the Spire*
* Level multiplier – for bosses (option to continue training before boss encounter)
* Combat system
  + Turn based combat
  + Element triangle mobs
    - Drops currency
      * Encourages merchant grinding
  + Elite bosses
    - Drops items
      * Always an upgrade
      * Progression
* Currency system
  + Randomly dropped from mobs
  + Task system?
  + Merchant encounter?
    - Randomly generated shop (possibly updates after certain events)
    - Is not always an upgrade