**CORE GAMEPLAY DESIGN DOCUMENT**

This doc is intended to track all features we need in order to have a fully functional demo. Afterward - we can create a new doc for release steps.

**Full Character Motion - DONE**

* run, walk, idle, attack, potion, wall slide
* smoke/dust when sliding
* whoosh graphics for swinging weapons
* FUTURE: seperate attacks for other weapon types like ranged weapons

**First demo level**

* Include all obstacles, walls to slide on, moving platforms

**Zombie Example Enemy**

* animations: walk (within a range), idle, hit, attack1, attack2, attack3, death (come apart)

**Lifebars (art not ready)**

* Big lifebar for player - HP, equipped weapon, equipped potion
* Small lifebars for enemy when standing within x distance

**Inventory Drag and Drop**

* Drag and drop items
* Swap spots if dropped onto each other
* methods() for add item, remove item etc
* items tracked via unique ID

**Armor Swap Feature**

* Ability to carry an additional armor set which you can access with a single button or click during gameplay
* Swap to different armors/weapon set with different stats and resistances

**Map with markers**

* This map will have nodes and when clicked, we will be brought to that level
* This map will also have nodes for town
* map unravelling sound
* 3D effect, map laying down, markers popping out

**Create first Town**

* Full of freakish people and monsters
* Place to craft items
* Place to manage inventory
* people that try to sell stuff
* A way to leave which takes you back to map

**Epic Start Screen**

* Simple start screen with some awesome graphics/motion
* Starting this brings you straight into the map