**Specification**

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* Character Development
  + Stats
    - Health
    - Mana/Stamina
    - Strength
    - Intelligence
    - Speed/Agility/Initiative
    - Dexterity/Hit
  + Growth Rate
  + Skills
    - Passive
      * Equipment Proficiencies
      * Unique traits
    - Active
* Items
  + [Equipment](#equipment)
    - Upgradable
      * Enchanting
      * Levelling
    - Crafting
    - [Weapons](#Weapons)
      * Sword
      * Axe
      * Dagger
      * Spear
      * Staff
      * Wand
      * Mace
      * Bow
      * Crossbow
      * Gun
    - Armour
      * Heavy
      * Medium
      * Light
    - Shields
      * Large
      * Medium
      * Small
    - Accessories
      * Rings
      * Necklace
  + Consumables
    - Potions
    - Ammo
  + Misc

**General Information**

This is a really early specification of a game developing project. This document is to be used as a detail guide of the game. Currently the game is missing many core components which no proper specs, which makes current development extremely difficult. So far there are only vague ideas on how this game will turn out.

Firstly the game is missing a story/plot and a name. The story will mostly like be in a fantasy setting where there will be a combination of magic and early pre modern science. The story will focus on the adventures of a protagonist with a large war in the background. Most likely the protagonist is gets involved in the war is some way and as the story progress he/she plays are larger role in the war with more character joining him/her.

The game will not be completely linear, while the overall story will be the same there may be a possibility of multiple endings, it should also contain some optional content which is not needed in order to complete the game. Completing optional content will reward the player with extra characters or special items that may make the game easier or more interesting.

At the moment the game is expected to be an TRPG/SRP where the player in the role of the protagonist leads a party or a unit of allies into battles. The game will probably be similar to games like, FF Tactics, Fire Emblem, Disgaea etc.

**Game Mechanics**

Equipment

Equipment will be items that each character can use. Each character will have several equipment slots, L-Hand, R-Hand, Armour (Use American spelling ingame imo) and Accessories. L-Hand and R-Hand will give the option of implementing a dual wield system. There may skill for this that will allow the use of using dual wield or increase the efficiency of it along with a shield efficiency skill as well. Armour will represent the overall armour that the characters wear; I decided not to split this into gloves, boots, chest, etc because that may make managing 5-30 characters difficult. Lastly the accessories slot will contain items like rings, necklace, trinkets etc.

Equipment should be refinable or upgradable; this will allow further customisation and a unique game play experience. There may be a crafting system where items can be disassembled for materials which can then be assembled into new weapons. Weapons may also be continuously refined for better stats at an exponential cost making godly items hard to obtain but increasingly difficult. Enchanting is also another option, where items can be enchanted to have more of a magical property. This can be done either during or after the crafting phase. Another option is to added levelling weapons which level up on use, although whether it should be implemented or not will depend on whether the story can incorporate it since weapons don’t level up for no reason.

Weapons

Unique equipment that is generally used to determines the characters offensive abilities. Equipment should have the following properties

* Type – Sword, Axe, etc. Characters or skill may target certain types of weapon, for example a skill called “sword mastery” The different type of weapons have yet to be determined
* Range – Either Melee or Range. This stat can be a number determining how far it can hit or maybe a range of numbers if we don’t want weapons like bow to hit at a melee range.
* Sub Type – This is similar to type but in a more distinct way. The use will be similar, sub type could be used by skills or any other external mechanic. Some example of sub type could be the type of material the weapon is created from e.g. Iron, Steel, Wood or possibly an even more distinct weapon type like katana, throwing knives, javelin etc. This property isn’t really crucial it may or may not be implemented depending on constraints.
* Attack value – A value that directly modifies the user’s physical damage. Magical damage can also be affected by this depending on whether we want to distinct the two or not. A distinct in physical and magical value will allow a more hybrid play style
* Bonus – Equipment’s can provide a number of bonuses such as stat increase or increase certain element damages. Magical damage can also be classified as bonus if it’s not affected attack value or have its own stat.