1. Challenges System -> /give stats/ special attacks/ gear/ fun loot/ pet

2. Pets

3.Inventory System

4.Quest System

5. Enemy Type Behaviours

**Challenges System:**

(Challenges are randomly spawned in the map or rewarded by NPC)

Whenever you acquire a challenge you get a new Log the Challenge Log.

The challenge log looks familiar to the quest log the only exception is the escalation mark (!!!).

Once finished a challenge you are rewarded by one of the following rewards:

1. Stats Boost;
2. New Special Attack;
3. Legendary Item;
4. Misc Item;
5. Combat Pet;
6. Follower Pet;

The challenge system must be designed to be the hardest things to complete in the game, the challenges must need strategy and planning to complete to give the player a great feeling of accomplishment once finished a challenge.  
Once finished a Challenge the player must obtain the feeling of completing a legendary quest by obtaining awesome gifts for their heroicness.

**Pets:**

There will be the following types of Pets:

1. Follower;
2. Combat;
3. Support;

Pets are acquired by completing challenges, killing elite mobs, completing quest lines and rescuing them on the map.

By feeding your pets you give them a huge boost in power, pet food can be acquired by Challenges, Quests and Stores (The food from the stores is significantly weaker than the other food).  
Pets are able to be upgraded by having them with you in combat.  
Pet upgrades are being displayed with growing there size and evolving into greater beings.

**Follower**: the Follower pet is a fancy type of pet that just follows you wherever you go.  
**Combat:** The Combat pet is a pet that assists you in combat that gains power for destroying foes.  
**Support:** The Support pet is a pet that buffs and heals you in combat and gains power from the foes he assisted you with to kill.

**Inventory:**

There are going to be three tabs the tabs are the following:

1. Armor;
2. Weapons
3. Pets;
4. Misc;

An inventory speaks for itself.

**Quest:**

There are going to be the following types of quest:

1. Slayer;
2. Defender;
3. Acquire Item;
4. Investigate;

The quest log is going to be shown on the right of the screen with a question mark (??).

The quest log will be sorted on type and the distance that you’re away from the quest (the closer to the quest the higher on the list).

**Enemies:**

There are going to be the following types of enemies:

1. Ranged; Just an basic ranged monster
2. Beast; Beast like wolfs dino’s etc.
3. Magic; Spell casters and teleporters.
4. Assassins; Quick dashing and quick striking foes.
5. More;

There is going to be a base class Enemy in enemy there will be the following classes:

1. Health
2. Movement
3. Attack

The class Health has damage taken calculation remove health and a health bar build in.

The class Movement has a build in Navigation Mesh Agent and movement speed.

The class Attack has a damage calculation and attack cool down build in.

Every enemy behavior will have its own special movement and attack pattern build in.

The enemy classes will be named like the following ([TypeName]Behaviour) RangedBehaviour.