**FEATURES**

* Weapons (ranged and melee) with durability, so players need to pick up weapons as they go. Ranged weapons will need ammo which you can find or buy.
* Multiplayer, several difficulties, *?higher difficulty allows team damage?*
* Lootable items, such as armor, gold, healing potions, *?mana potions?*, items that break down armor (of your enemy), aoe bombs, or magic scrolls, poison darts, *?books(learn magic)?* etc.
* Inventory, that can hold the items the player picked up.\*
* A shop at the beginning, where you can buy items, like weapons, armor, usables, revive chalices etc.*?You can also sell items for small amounts of money.?*
* Randomly generated rooms, corridors, with random enemies and loot. *?Based on the value of the loot of the last room, the next room will consider that number when spawning enemies, to prevent impossible maps?* with bosses at the end.
* *?Magic system, based on what magics you learned from the lootable books, you picked up already.(Oblivion style) Damaging spells., utility spells such as slow or armor corrosion. Books in general will be rare, because you can cast these from your* ***Mana*** *(which you can also replenish from various sources), whereas scrolls will be one time use, so they will be more common.?*
* Getting experience and gold from killing enemies, you can level up and spend your skilpoints into various skilltrees.
* **Health** which is reduced by taking unblocked hits. If it reaches 0, you die. It can be replenished by various sources. If you had a revive chalice when you died, or your companion uses one on you, you are revived with some health.
* **Armor** which reduces physical damage based on how much you have, and gets lowered when you take damage, based on the amount. (CS GO type armor)
* **Stance** which is reduced by *?taking hits?*, blocking hits, or dodging. Small enemies are better to block, bigger enemies are better to dodge, because they would reduce your stance much more on a block. When your stance is broken, you are stunned for a short period of time.
* ***?Mental State*** *which is reduced by taking damage, being poisoned, bleeding, your compaion dying etc. It is raised by killing and damaging enemies, and reviving your companion. When this gets low, creepy music starts to play, if it goes even lower, you start to hear footsteps from different directions, or monster screams from behind you, even further chromatic aberration shows up on your screen from time to time and monsterous pictures are showing up and dissapearing on your screen. Can be raised by potions as well.?*

DEVELOPER NOTES

* A First person controller, that can be viewed by other players as a 3d character instead of two hands, spine2 should follow the rotation of first person controller rotation. Try character controller instead of rigidbody ?
* Probably lot of rigidbodies (ragdoll on enemies), try havok physics ?
* Steamworks P2P ?

NOTES ON COMBAT

* Two designs are in question at the moment,
  + Parry on block release for a few frames, that causes enemies that hit the parry stun for a brief moment, allowing you to hit them. From block, you can also press the Slash button, (Default LMB) to block shove (other attack inputs do nothing), which stops enemies in their attacks if they are not yet committed to the attack fully. (For example you can stun them with this into the 1/3-rd of the animation, but doing this move later will do nothing). This is a precise move to pull off, but it costs little Stance. You can kick, which stuns normal opponents no matter where they are in the animations but they cost a lot of Stance. Kicking an already stunned opponent causes them to fall (a stun, but a longer one(Consider ragdolling, but this may cause problems to sync this between players because it is a lot of data to transfer))
  + When you attack from block, that attack will have a few parry frames at the beginning, should it be a slash, stab or overhead. No parry frames on block release here. I want to keep Block Shove, which is LMB from block, which is the same (with this design) as slashing from block. This needs thinking, maybe keep overhead and stab for parrying, and let slash be Block Shove from block. Introducing another input for this would probably cause it to feel clunky and complicated.
* Attacks can be canceled into block, or kick. With the second design this causes you to parry with an attack, stunning the enemy and also canceling the same attack into a kick, knocking down the opponent.
* Enemies also can react to your attack by either dodging, or blocking. Hitting into a blocking enemy will cause you to get stunned the same way as when you try to block without enough Stance. Enemies can also wait, attack or start blocking randomly.
* The player can dodge as well, it doesn’t interrupt any of your moves, to make the combat system feel smooth and snappy. Costs some Stance.
* There is a small delay between blocks, so you have to think when you block, not just spam it to catch a parry (this is probably only an issue in the first design)
* Whether you or your opponents attack gets canceled from an attack is in question, but trading attacks relentlessly will be very disadvantegous for the player.

ITEMS TO MODEL

* Bow \*
* Quiver with arrows
* Armor : helmet
* ?Revive chalice
* Healing potion\*
* Health regen over time potion \*
* Antitode\*
* Coin \*
* Morningstar \* Import from other project
* Paper scroll
* Mental potion\*