Strong Hold Design Document.

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What is Strong Hold?

Strong Hold is a name of a pen and paper game that I created in middle school to play by myself during study hall. Since then, the game has evolved past that and is now a full-on system that aims to be customizable.

Strong Hold’s base Systems

# Character

Characters are what the player and the enemy control in the game. Characters can be equipped with many items and can change over time.

## Information

These stats tell what a character is.

### Name

This the name of the character. Used in dialogue, the character’s name is crucial to immersion.

### Description

A small description of a character telling a bit about where there from and reason.

### Life form

A category for what a character is made of.

### Species

A subcategory to point to a characteristic more specifically.

## Statistics

These are general statistics about the character.

### Level and Experience

### Current health and health

### Current Stamina and Stamina

### Speed

### Defense

### Attack

### Arm slots

### Pocket slots

## Skills

## Equipment

# Player Party

# Items

# Inventory

Strong Hold Icarus Systems

# Movement

# Combat

Strong Hold Dev Tool