RPG/Action  
Greek Mythology Era

Items -> Weapon, Consumables, Armor, Currency, Resources

Crafting / Character Stat Upgrade

Map Set

A picture containing background pattern

Description automatically generated

## Bosses |

Set Enemies

(Big health bar on bottom \*Maybe multiple phases\*)

no deflectable attacks

A picture containing text

Description automatically generated

## Normal Enemies |

Randomly Generated with factions

Fighting -> Inspired by Sekiro, - (Attack, Deflect, Roll), - (Stuns, Normal Attacks, Heavy Attacks)

Enemy level scaling -> More armor (More damage resistance)

## Lore |

In 2023, guy dives deep into ruins and finds a pit, voices come from the pit, and he gets scared by a snake and accidently slips and falls into the pit.

Wakes up hours later, finds multiple artifacts on a stand (Axe, Sword, Dagger) , he picks one up and gets transported (White screen) to a new world, Greek Mythology Era.

Dagger = Medusa (Stone)

Sword = Ares (Blood)

Axe = Zeus (Lightning)