**Game Design – Features**

**Player**

Health Points:

Max. 100 (full equipped + max. lvl 🡪 300 per game level (3 lifes with 100 HP)

Damage:

Max. 30 (without skills); *heavy dash, fatal slash, spartan, mythical orbs = xxx*

Skillpoints:

Idea I:

8 points + morph-power

Idea II:

6 active + 2 passive + morph-power

Only one passive skill can be used.

Only one morph-power can be skilled.

Ressource:

Willpower 🡪 generate per seconds

Morph-power 🡪 generate per enemy hit

Item:

No weapon class

Enemy:

Endboss

HP = 1000

DMG = 30

Skills ????

Normal

(WIP)