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| Feature | Description | Estimated Time for Completion |
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| Level-System (Player) | * Player gets more Health per LevelUp * Level-Up after a successfully completed Level * Player gets a new skill after each LevelUp * Player gets his first skill inside the intro level |  |
| Playable Levels (Maps) | * Level-Design (different position for platforms and enemies) * Reward after each completed level (depends on killed enemies) * Checkpoints adjusted to individual levels * Player has 3 HP-Hearts and if he dies 3 Times, it’s game over and he will respawn inside the hub * Adjustable difficulty through the options |  |
| Skilltree | * Player can choose between 3 different skills per LevelUp * If the player chooses a skill, the skill will automatically be placed onto a fixed point in his skill-slots |  |
| Combat-System | * Weapon-Damage onto the enemy * Skill-damage will be calculated percentual after usage of the skill * Debuffs will have implemented timers |  |
| Physic-System | * Collision * Movement (Graviatation->Jumps, acceleration e.g.) |  |
| Savegame | * Load a Savegame * Delete a Savegame |  |
| Item-System | * Kind and values of items (enums) * Damage-Values * HP-Values * Sell and Buy Values |  |
| GUI (Graphical-User-Interface) | * HP-Bar * Skill-Bar * Overview Map * Pot-Bar |  |
| Story-System | * Text-boxes * Quests |  |
| Sounds | * Sound effects and music |  |