**Game Design – Features**

**Player**

Health Points:

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

//What can be equipped? Integration of lower levels?

Damage:

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

//Weapon adds AD, Levels add Skills(and HP)?

Skillpoints:

Idea I:

8 points + morph-power

//morph power? 2 points per skill?

Idea II:

6 active + 2 passive + morph-power

//2 points per skill and 2 for 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

//no weapon class? AD scales per level?

Enemy:

Endboss

HP = 1000

DMG = 30 //possible?

Skills ????

Normal

(WIP)