

# LootBagRPG

A game about hitting things with your loot bag

Diablo-clone RPG but your weapon is the loot bag

Every weapon picked up increases loot bag damage

Diablo-esque damage system

- Elemental damage (Fire, Cold, Light, Poison)
- Resistances
- Hit chance
- Bag weight influences atk and move speed (100% full = 50% penalty)
- Bag weight influences atk chance and damage
  - low weight bag = hit chance bonus, damage penalty
  - high weight bag = hit chance penalty, damage bonus
  - Maybe, promote more choices
  - possible CtC on striking effects later on
- Throw weapons
- Armor can give buffs either on person or in bag

Diablo-esque Level, skill, stat system

- Kill monsters to get xp
- Level up to get stat and skill points
- Skill tree
- Skills possibly
- Example Skill: Throw Weapon (Throw weapon from your bag, ranged attack, weapon must be picked up)
- Example Skill: Throw Weapon II (throw weapon, weapon returns to bag after being thrown)
- Status effects (last X turns)

Diablo-esque itemization system

- Items have weight stat (heavier = slower atk speed+move speed)
- Random base loot(axes, swords, clubs, maces)
- Loot Rarity (Crude, Common, Uncommon, Rare, Set, Unique)
- Prefix system (“angry”: +1-3 damage, “vigorous”: +5-10 life)
- Affix system (“of flame”: +3-4 fire damage, “of energy”: +2-5 mana)

#### Sell Items in Loot bag for temp and permanent passive buffs

- Favorite bag items option
- Sell all non-favorited bag items option
- Sell all items above/below [weight value] option
- Sell all items below [gold value] option
- Sell all items below [gold/weight ratio] option
- 50g for temp atk speed buff
- 50g for temp move speed buff
- 100g for temp %damage buff
- 1000g for permanent %damage buff
- 1000g for bag size increase
- Etc

#### Minimum Viable Product

- Turn-Based
- Basic lootbag system
  - Picking up weapons adds to damage
  - Can interact with weapons in lootbag, drop, sell, etc
- Basic Itemization
  - Items have prefixes and suffixes
  - At least 2 rarity types
- Simple encounter system
  - Input values used to declare next action, go to next monster etc
  - Input option list (next monster, check inventory, go to shop)
- Save system
  - Allows multiple save files, saves character state (inventory, stats/skills, game state)
- Help messages/Tutorial
- Optional Stretch goal: Limited ASCII-art style UI (healthbars, xp bar?)