Design document RPG: Dragon

Story and setting

### Exploration and quests

### Items and inventory

### Character actions and abilities (movement, grapple)

### Experience and levels

### Combat (guns and grenades)

### Interface and graphics (UI)

### Genre: RGP

### Target: 13+

### Theme: modern buildings or Medi-veil fantasy

### Story: simple level game with basic combat hitting and taking damage with multiple enemies.