**Shadowed Paths**

*A Rogue Like Dungeon*

**Main Features:**

* Inventory / Currency
* Items
* Equipement
* Consumable
* Class
* Profile
* Spells
* Enemies
* Boss
* Shops
* Levels / Stats / Add Points
* Save / Load
* Main Menu / Settings
* Visual Novel & Dialogue Choices
* Explorations
* Fights
* Traps
* Chests
* Doors
* Mini Map
* Work
* Rest
* Time
* Quests

**Inventory / Currency:**

* Can stock Items
* Limited (20 items?)
* Manage Items (Add / Remove / Search)
* Gold: 3 types (Or, argent, bronze)
* Gold for buy

**Items:**

* Types: Consumable, Equipement, Key, Quest, Loot
* Key, Quest, Loot Can be: throw, sell
* Key, Quest, Loot Can be stackable (Max 30)

**Equipements:**

* Can have Requirement: Level, Class
* Rarity / Types Class
* Not Stackable
* Can be: equip, throw, sell, buy
* Have Stats (Bonus, Malus)

**Consumable:**

* Can be stackable (Max 10)
* Can be: use, throw, sell, buy
* Have Stats (Bonus, Malus)

**Class:**

* Warrior, Archer, Mage
* Specific Equipement
* Advantages Stats

**Profile:**

* Equipement equipped
* Class, Name, Stats Info, level and requirement exp
* Unequip Equipement

**Spells:**

* Class has specific spell
* Can cost mana / rage
* Infinite use
* Bonus, malus
* Self or Enemy

**Enemies:**

* Can have class
* Have stats
* Have Loots

**Boss:**

* Can have class
* Have Special Spell
* Phases
* Have loots
* Have stats

**Shop:**

* Can buy / sell for money
* Have Item to sell
* Unlimited money / item

**Levels / Stats:**

* Can level up (max 50?)
* Obtain points when level up
* Can attribute points in stats
* Stats: HP, MP, PDA, PDE, MDA, MDE, agility, critic chance

**Save / Load:**

* Can saves (3 slots max?)
* Only Save in Village
* Game Over if loose

**Exploration:**

* Explore only dungeon and village
* Dungeon (generated randomly?) with system of rooms
* Dungeon Room: Chest, enemies, trap, (vendor?), (tent?), boss, (Stair?)
* Dungeon / Village: Visual Novel exploration
* Village Safe / Dungeon Unsafe

**Fight:**

* Player Can fight 1 or up to 3 enemies
* IA enemies
* (Auto for Player?)
* Can use spell, defense, attack, flee

**Traps:**

* Can does malus / damage fix or random

**Chess:**

* Can have traps
* Can success or fail
* Give loot

**Doors:**

* Need key to unlock
* Block Player

**Mini Map:**

* Show the dungeon unexplored with tilemap visual
* Explore the current room
* Case with different visual (Chest, end, start, enemies, boss, door, trap)
* Always Show
* Show Door Locked Unlocked

**Work:**

* Can give money
* Pass time
* Limit one time per day

**Rest:**

* Can rest in In
* Save
* Heal all

**Time:**

* Real Time / pass faster (8 times?)
* Day system
* (Event/Phase?)

**Quests:**

* Can See Quest / descriptions / objectives / location / PNJ / Name / Rewards
* (Lock Player?)
* Only PNJ give quest

**Zones:**

1 - Zone Village – Start : Auberge (Save / Load, Work), Shop (Magasin Objet et Magasin Armes / Armure), Guilde d’aventurier (Quest), Dungeon.

2 - Zone Dungeon : mobs level 1-10. Traps & Chest. Boss de fin de niveau avec checkpoint juste devant (Repos, Save / Load)

**UI:**

* Menu : Start, Load, Settings, Credits, Quit
* Info: Vie, Mana, Level, Exp, Money, Nom, class, Personnage
* Menu Choix: List buttons for actions
* Text Dialogue: dialogue