**Shadowed Paths**

*A Rogue Like Dungeon*

**Ref:**

* Gameplay: PostKnight, Hades, Albion
* Art: PostKnight, My Time at Portia

**Art:**

* Fantasy, Medieval
* Cartoon, Terne

**Staff:**

* Project Leader, Designer, Dev: Killian FURNO
* QA, Arts: Coraline FURNO

**Main Features:**

* Inventory / Currency
* Items
* Weapons
* Consumables
* Achievements
* Class
* Profile
* Spells
* Enemy
* Boss
* Shops
* Levels / Stats / Add Points
* Crafts
* Save / Load
* Difficulty
* Main Menu / Settings
* Visual Novel & Dialogue Choices
* Run
* Fights
* Traps
* Chests
* Doors
* Mini Map (?)
* Work (?)
* Rest
* Time (?)
* Quests

**Inventory / Currency:**

* Can Stock Items
* Limited (Max 10 items?)
* Manage Items: Add / Remove / Search
* Currency: Type Gold
* Gold for Buy or Craft

**Items:**

* Types: Consumables, Equipements, Keys, Quests, Loots, Resources
* Keys, Quests can be: Throw
* Loots, Equipements, Consumables, Resources can be: Throw, Sell
* Keys can be Stackable (Max 5?)
* Loots can be Stackable (Max 50?)
* Consumables can be Stackable (Max 5?)
* Quests can be Stackable (Max 50?)

**Weapons:**

* Weapons: Sword / Bow / Staff
* Rarity: Common, Uncommon, Rare, Epic, Legendary
* Not Stackable
* Have Stats: Bonus, Malus

**Consumable:**

* Can Heal
* Can Give Bonus & Malus
* Rarity: Common, Uncommon, Rare, Epic, Legendary

**Achievements:**

* In All the Game
* A Lots

**Class:**

* Default Stats for Everyone
* Warrior, Archer, Mage: Sword, Bow, Staff
* Specific Weapons
* Unique Stats
* Can be Change Any Time with the Weapon

**Profile:**

* Weapon Equipped
* Name, Stats Info, Levels and Requirement Exp
* Unequip Equipement

**Spells:**

* Class has Specific Spells
* Can Cost Mana / Rage
* Infinite Use
* Bonus, Malus
* Self or Enemy

**Enemy:**

* Can have Class with Spell
* Have Stats
* Have Loots

**Boss:**

* Can have Class with Spell
* Have Special Spells
* Phases
* Have Loots
* Have Stats

**Shops:**

* Can Buy / Sell for Golds
* Have Items to Sell
* Unlimited Golds / Items
* Sell Consumables, Weapons

**Levels / Stats:**

* Can Level Up (Max 50?)
* Obtain Points when Level Up (Max 4?)
* Can Attribute Points in Stats
* Stats: HP, MP, ATK, DEF, AG, CC

**Crafts:**

* Need Resources, Golds, Loots
* Crafts Weapons with Rarity or Potions
* Resources: Wood, Herb, Stone
* Only in the Village

**Save / Load:**

* Can Saves: max 5 slots
* Only Save in Village
* Save Auto when Enter Donjon and Leave Dungeon
* Game Over if Loose

**Difficulty:**

* Easy, Normal, Hard
* Change Multiplicator, Dungeon Size

**Run:**

* Village Safe Zone
* Can Leave Dungeon Anytime but with Penalty
* Dungeon Generated Randomly with System of Rooms
* Dungeon Rooms: Chests, Enemy, Traps, Boss, Start, End
* Dungeon / Village: Visual Novel Exploration
* When Find the Boss Cannot Return Behind
* Dungeon have a Number of Room by Difficulty and Random
* Fade In & Fade Out for Transition Between Rooms

**Fight:**

* Player can Fight 1 to 3 Enemy
* IA Enemy
* Can use Spell, Defense, Attack, Flee

**Traps:**

* Can be Malus / Fix Damage or Random

**Chests:**

* Can have Traps
* Can be Empty
* Can Success or Fail
* Give Loots

**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, Enemy, Boss, Doors, Traps
* Always Show
* Show Door Locked Unlocked

**Work (?):**

* Can give Money
* Pass Time
* Limit One Time per Day

**Rest:**

* Can Rest in Inn
* Save
* Heal All

**Time (?):**

* Real Time / Pass Faster (Max 8 Times?)
* Day System
* Morning: 06h-12h, Day: 12h-20h, Night: 20h-00h, Midnight: 00h-06h
* (Event / Phase?)

**Quests:**

* Can See Quest / Descriptions / Objectives / Location / PNJ / Name / Rewards
* Only PNJ in village give quest
* Can be Item / Kill

**Details:**

**Zones:**

* Zone Village: Start / Auberge: Save, Work (?), Heal / Shops: Buy & Sell / Forge / Adventurer Guild / Go Dungeon
* Zone Dungeon: Level 1-10, Traps & Chests, Resources, Enemy, Doors, Final Boss, 8-12 Rooms Easy, 13-17 Rooms Normal, 18-22 Rooms Hard

**UI:**

* Main Menu: Start, Load, Achievements, Settings, Credits, Quit
* Info: Life, Mana, Level, Exp, Golds, Name, Menu
* Menu: Continue, Character, Inventory, Quests, Leave Run: Only in the Dungeon, Main Menu, Quit
* Choices Menu: List of Actions
* Dialogue: Text Dialogues & Art Characters
* Background Image with characters
* Crafts: Weapons with Stats, Materials Req, Golds Req, Inventory
* Save: Save & Delete
* Load: Load & Delete
* Settings: Sounds, Languages, Window
* Credits: Simple Window

**Achievements:**

* First Step: Enter
* Dungeon Finisher I: Finish a run 1 time.
* Dungeon Finisher II: Finish a run 10 time.
* Conqueror of Shadows: Defeat the final boss on Easy.
* Master of the Path: Defeat the final boss on Normal.
* Legend of the Path: Defeat the final boss on Hard.
* Gold Hoarder: Earn a total of 10,000 gold.
* Craftsman: Craft your first weapon.
* Master Blacksmith: Craft a legendary weapon.
* First Kill: Defeat your first enemy.
* Exterminator I: Defeat 25 enemies.
* Exterminator II: Defeat 50 enemies.
* Warrior’s Way: Complete a dungeon using only the sword.
* Eye of the Hawk: Complete a dungeon using only the bow.
* Arcane Mastery: Complete a dungeon using only the staff.
* Treasure Hunter: Open 20 chests.
* First Blood: Trigger your first trap.
* Clumsy Explorer: Trigger traps 10 times.
* Coward’s Path: Flee from a dungeon run.
* Fallen Hero: Die during a dungeon run.

**TO DO:**

* Upgrade Save System Tool
* Rework the UI Save
* UI Settings with Focus & Strange Color on the Audio
* Controller don’t work with the UI Menu Achievements
* Rework Save: Content & Settings & Achievements
* See for the Buttons Return in the Diff Menu: Ref Extern
* Create the Village Menu
* Create a Little Bit of Lore: World, Zones, Main Character
* Create the Intro with Name & Class Choice
* Create the Game UI: Menu, Constant, Dialogue, …