**Shadowed Paths**

*A Rogue Like Dungeon*

**Ref:**

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

**Art:**

* Theme:
* Fantasy
* Medieval
* Color, Type:
* Cartoon
* Terne

**Staff:**

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

**Main Features:**

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

**Inventory:**

* Can Stock Items
* Limited: Max 10 items
* Manage Items:
* Add
* Remove
* Search

**Currency:**

* Called Gold
* Gold Used To:
* Buy
* Craft
* Gold Earn By:
* Chests
* Enemy
* Sell
* Quests

**Items:**

* Types:
* Consumables
* Equipements
* Keys
* Quests
* Loots
* Resources
* Can be Throw:
* Keys
* Quests
* Loots
* Equipements
* Consumables
* Resources
* Can be Sell:
* Loots
* Equipements
* Consumables
* Resources
* Can be Stackable
* Keys: Max 5
* Loots: Max 30
* Consumables: Max 5
* Quests: Max 10
* Resources: Max 30

**Weapons:**

* Can be Craft or Looted or Quests
* Not Stackable
* Bonus or Malus
* Weapons Type:
* Sword
* Bow
* Staff
* Rarity:
* Common
* Uncommon
* Rare
* Epic
* Legendary

**Consumable:**

* Can be Craft or Looted or Quests
* Can Heal
* Bonus or Malus
* Rarity:
* Common
* Uncommon
* Rare
* Epic
* Legendary

**Resources:**

* In Run
* Resources:
* Wood
* Herb
* Stone

**Achievements:**

* In Data Save
* Give Rewards

**Class:**

* Default Stats for Everyone
* Unique Stats
* Specific Weapons
* 3 Class:
* Warrior = Sword
* Archer = Bow
* Mage = Staff
* Can be Change Any Time in Safe Zone with the Weapon

**Profile:**

* Weapon Equipped
* Info:
* Name
* Stats & Points Attribute
* Level
* Requirement Exp

**Spells:**

* Class have Specific Spells
* Can Cost Mana
* Infinite Use
* Bonus or Malus
* Self or Enemy

**Enemy:**

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

**Boss:**

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

**Shops:**

* Only in the Safe Zone by a PNJ
* Can Buy or Sell items
* Unlimited Golds or Items
* Sell:
* Consumables
* Weapons

**Levels:**

* Can Level Up: Max 15
* Obtain Points when Level Up: Max 4
* Can Attribute Points in Stats

**Stats:**

* HP: Life for More Endurance
* MP: Mana for More Spell Cast
* ATK: Attack for More Damage
* DEF: Defence for Take Less Damage
* AG: Agility for More Chance of Dodging
* CC: Critical Chance for More Chance of Critic = x2 Damage

**Crafts:**

* Only in the Safe Zone by a PNJ
* Can Crafts Weapons with Rarity or Potions
* Need:
* Resources
* Golds
* Loots

**Save / Load:**

* Can Saves: max 3 slots + 1 Save Auto
* Only Save in the Inn of the Safe Zone
* Save Auto when Enter Donjon and Leave Dungeon

**Death:**

* Player death = Game Over
* Difficulty Easy: Return to Inn of the Safe Zone

**Difficulty:**

* Change:
* Stats Enemy & Boss
* Dungeon Size
* Use More Spells or More Frequently
* Mode:
* Easy
* Normal
* Hard

**Safe Zone:**

* Differents Structure:
* Inn for Rest
* Adventurer Guild for Quests
* Forge to Craft
* Shops for Buying & Selling
* PNJ:
* PNJ Shop
* PNJ Quest
* PNJ Craft
* Book:
* Loads
* Saves
* Bed:
* Rest, Wake Up at 8h
* Fade In & Fade Out for Transition Between Move

**Run:**

* Can Leave Run Anytime but with Penalty:
* Loose Loots
* Loose Gold
* Dungeon Generated Randomly with System of Rooms
* Dungeon Rooms:
* Chests
* Enemy
* Traps
* Bonus
* Boss
* Start
* End
* When Find the Boss Cannot Return Behind
* Room Clear: 0 Reset between Room
* Run have a Number of Room by Difficulty and Random
* Fade In & Fade Out for Transition Between Rooms

**Fight:**

* In Run
* Player can Fight 1 to 3 Enemy
* IA Enemy
* Can:
* Attack
* Spell
* Defense
* Flee

**Traps:**

* In Run
* Launch Only One Time
* Can be Malus or Fix Damage or Random

**Chests:**

* In Run
* Add Random Success Opening
* Add Random Trap
* Can Give:
* Resources
* Quests
* Loots
* Weapons
* Consumable
* Gold

**Doors:**

* In Run
* Between Room
* Need Key to Unlock
* Block Player

**Mini Map:**

* In Run
* Show the Dungeon Unexplored with Tilemap Visual
* Explore the Current Room
* Case with different Visual:
* Chest
* End
* Start
* Boss
* Doors
* Always Show: Settings for On or Off
* Show Door Locked or Unlocked
* Show Chest Locked or Unlocked

**Work:**

* Can give Gold
* Pass Time: 8h
* Limit: 1 Time per Day

**Time:**

* Real Time but Pass Faster: Max 8 Times
* Day System
* Time:
* Morning, 06h-12h
* Day, 12h-20h
* Night, 20h-00h
* Midnight, 00h-06h
* Enemy More Difficult at Night & Midnight

**Quests:**

* Can See:
* Name Quest
* PNJ Location
* Descriptions
* Objectives
* Rewards
* Only PNJ in Safe Zone Give Quest
* Can be Items or Kill Enemy
* Quest Not Repeatable

**Details:**

**Zones:**

* Safe Zone 1: Level 1-10
* Inn: Save, Work, Rest
* Shops: Buy & Sell
* Forge: Crafts
* Adventurer Guild: Quests
* Go Dungeon
* Run 1: Level 1-10
* 8-12 Rooms Easy
* 13-17 Rooms Normal
* 18-22 Rooms Hard

**UI:**

* Main Menu:
* Start
* Load
* Achievements
* Settings
* Credits
* Quit
* Info:
* Name
* Life
* Mana
* Level
* Exp
* Golds
* Time
* Button Menu
* Menu:
* Continue
* Character
* Inventory
* Quests
* Main Menu
* Quit
* Choices Menu: List of Actions
* Dialogue: Text Dialogues & Art Characters
* Background: Image with characters
* Crafts:
* Weapons Name
* Rarity
* Stats
* Materials Req
* Golds Req
* Inventory
* Save:
* Save
* Delete
* Load:
* Load
* Delete
* Settings:
* Languages
* Window
* Sounds
* Credits: Simple Window
* Fight:
* Attack
* Spells
* Defence
* Flee

**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:**

* 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, …
* Rework Achievements & Save