**Soulchemy Game Design**

Mechanic Ideas:

Dialogue Trees - Done

AI-controlled Companion

Shops

NPCs

Randomly generated levels

Melee vs Ranged attacks – Done

Elemental Visual Effects – Implemented, not finished

Elemental Strengths & Weaknesses

Tile-Based Status Effects

Status effect timing (beginning of turn, end of turn) - Done

Characters:

Player: Idle - done,

Walk - done,

throw,

drink,

stab,

hurt,

dead

Slime: Idle – done,

Walk,

Attack - Done,

Slime – Implemented, not finished,

Hurt,

Dead

Goklurk:

Arborgard Golem:

Grimrose Vine:

Wolf

Handwraith

Status Effect Ideas:

Fire – Burning - Ablaze

Lightning - Zapped – Shocked

Heal – Regen – Regen Aura

Stonefoot – Ironskin

Blindness

Force Blast - Force Shove

Bugs:

Clicking repeatedly on items fucks them up

Moving while attacking disables attack - Fixed