**Theme**: High-fantasy, generic knights, swords and shields with the potential for more original enemies and biomes, ex: the [Silithid](https://wow.gamepedia.com/Silithid) from WoW which are insect looking enemies of initially unknown origin which gives interesting avenues to explore, they could’ve come from a meteor ([Starship trooper bugs](https://starshiptroopers.fandom.com/wiki/Arachnid)), created by the fallout of a massive magical accident (nuclear bomb, magical radiation), an old god sleeping deep underground could be producing them as meaninglessly as skin flakes, etc.

**Biome**: A more general term for the different areas the player will encounter, they differ in thematic, generic ex: snow, lava, forest, etc. Most of the enemies encountered should be specific to the **biome**, but a generic type for ex: skeleton may exist in a forest and dungeon biome.

**Level design:** Separated into “**rooms**” which don’t necessarily mean interior, rectangular, standard rooms. The rooms would be semi-procedurally put together; enemies are spawned together in predetermined groups to make sure a balance is struck, ex: two shield skeletons and a mage, three wolfs and a rune master, etc. the enemy groups vary in difficulty based on monster combination, room layout, individual monster strength, etc. The rooms themselves will vary in size, larger outside areas to tight dungeon corridors.

**Enemies:** A balance of simpler more tradition RPG enemies which require little in the way of tactical thinking to beat to enemies with strong strength–weakness relation. Meaning simpler enemies can be taken on in many ways with little impact; deal damage to them, avoid their attacks. Enemies with stronger strength-weakness relation or “**tactical**” enemies will require the player to adjust his gameplay and combat approach in order to kill the enemies without sustaining too much damage, these enemies can have varying degrees complexity; skeleton with a large shield, while its shield is raised it walks slowly but takes greatly reduced damage (potentially from specific directions) once he attacks he has a slow backswing animation giving the player time to deal significant damage to it before it raises its shield again, an animated armor variant of the large shield enemy could also push back the player stunning him very briefly if he gets too close adding a layer of complexity largely based on the room space; harder in a corridor specially if ranged enemies are behind it. A more tactical enemy; a mage spawns spires which gradually build up charges in the mage until he releases it into a powerful attack, the player can chose to destroy the spire stopping the charge at the cost of sustaining attacks from other enemies, attempt to kill the mage before the charge is complete, kill other enemies and attempt to avoid the powerful attack, the room could also greatly affect the difficulty based on its size, openness, cover.

**Map:** Covered by fog, level selection is nodal (nodes on the map) the possible paths between levels are represented by lines. Graphically you can see the biomes; the node location determines the level’s biome. Hovering on the nodes shows the level’s length, difficulty, biome name, rewards, if it’s a boss, etc. Fog can be discovered by playing levels, “scouting” the map using the encampment or finding maps in levels. The final destination (the final boss) will be hidden from the player at first either until he reaches the final boss’s biome, gets a certain amount of paths away, if he finds a map showing the location of the final boss, hears a rumor in town, etc. The tools or random chances to reveal the final boss’s location could start being available later in the game in order let the player focus on shorter goals, but it is still good to establish the final destination then let scope draw back in to short term objectives ex: biome bosses, random bosses, good rewards, quests, following rumors, etc.

**Goal:** Find and kill the final boss of the game “map”.

**Consequences of death:** This can be traditional rogue like, die once, restart everything. There are varying degrees to this; one is by adding a semi progression where you keep something from the previous run giving you an incremental advantage. This switches the player progression from being purely skill driven to grinding until they are able to achieve what they want. Another which retains the difficulty is to unlock different ways to play, it could mean unlocking new characters with different but equally useful abilities adding to the replayability of the game.

**Skill Points:**

1. **Random vs Choice:**

i) Random:  
Pros:   
**Replayability**, takes away some of the player’s ability to choose making each run more unique and forcing them improvise builds with the limited options they are given, from skill points and other random factors.   
   
Cons & Pitfalls:  
**Constriction**, the random choices will sometimes push the player towards a certain playstyle, build or choices they did not want, do not enjoy or think are inferior.  
**Pure** **Luck,** the player will be annoyed if they get bad random choices and feel like the success of their run can be outside of their control.

ii) Choice:  
Pros:  
**Planning,** the player can look at the skill tree and plan out the type of build he will want to play or try in advance.  
**Trial and error,** the player will get better at making builds. Will know what combinations to take for the playstyles he wants, which combinations work better. This offers the potential for replayability but less as it falls in the player’s hands to try something else.  
 Cons & Pitfalls:  
**Replayability,** achieving replayability without a skill system with randomization means having the random aspects be in another system, be it loot, positive encounters, etc.   
**Skills needed,** in order to achieve replayability through choice’s trial and error the skill tree needs a lot of paths and branches.   
**Pacing,** having a large skill tree can slow down the pace of the game significantly if the player doesn’t know or forgets where they are going in the tree. This could be a pro in certain games.

2. **Skill tree vs Pool vs stats:** If the player is given choice what shape should it take?  
  
i) Skill tree, offers a sense of progression and the potential to make a bigger tree by mixing in travel nodes therefore giving the potential for more levels.

ii) Pool, because the skills in the pool are all available they have to be of similar usefulness levels. The pool doesn’t have to include all the skills; they can be separated by level, based on what the player is choosing, etc.

iii) Stats are similar to the passive nodes of a tree. They can also be mixed with modifier and active skills by using a threshold system based on how much of a certain stat you have, which would unlock modifier and active skills. Stats can influence more than one aspect of your character ex: each point in Constitution gives +5 health and +5% status resistance.

3. **Two Sources vs Sequential:**

i) Having two sources for skill points, one could be experience from combat the other bought with gold, or acquired by praying at shrines, etc. If they are both acquired in similar ways this could be confusing ex: in small increments over time by killing monsters which would be both experience and gold, tracking two incremental values might add to the confusion as well. But having one experience from monsters and the other instant would solve that. The instant could be found in levels and linked to a risk and reward situation.

ii) Sequential is a simpler version, each X number of skills you get an alternative way of choosing your skill or a different type of skill to choose from, the less frequent could be a modifier or an active skill.

4. **Skill types: Passive, Modifier and Active:**

i) Passive increases to stats ex: +5% damage.

ii) Modifier will change how a certain action is done ex: you are invincible during dodge.

iii) Active which provides a new active skill ex: activate to block the next source of damage.  
  
**Ideas:**

**Collision Check pool;** pool objects for detection hits, storing hit colliders, executing custom functions based on tag hit. Could try to have the custom functions on the collision requester(ex: enemy attacking) and feed that into the collision check request; tag list, custom function list (for what to do on tag collision), etc.

Evil green orb floats and lands near or on a noble monster and corrupts it, makes it evil.

Blue Oyster Cult signs, cultists with the robes from the Fire of Unknow Origin album?

Frame delayed setup, in order to avoid losing frames during gameplay a queue system should be made allowing setups to be spread across several frames.

Reuse setup lists, a queue system would also allow the same lists to be reused for each room, enemy, etc, setups.

Monster spawn points, decide what monsters / combinations fits in the room.

Monster custom interactive behavior checks, ex: shield skeleton looking for ranged skeleton to defend.

Monster reference setup, ex: player reference to all the monsters

Thought, what if the player could gather all the weapons he finds and chose which 2 weapons to use between levels. (Press "e" to switch take floor weapon and put current weapon on floor, hold e to send weapon on floor to stash)

Thought, what if some attack chains gave a short duration buff, it could give value to switching back and forth during a combo. Ex: Second chain attack on SimpleSpear gives a short buff to debuff duration (stun, slow, root, etc.) Third chain attack on HeavyHammer smashes the ground and leaves a tremor, slowing enemies. Doing the second chain attack on a SimpleSpear before hitting the third chain attack tremor from the HeavyHammer could increase its duration, which leads to an easier time dealing with the enemies affected.

^Thought, what if the player can have 3 weapons. It could enable the use of 2 weapons for control and 1 for pure damage dealing. After the previous SimplerSpear/HeavyHammer combo example the player could switch it his third weapon and deal damage safely.

^Thought, instead of swapping weapon what if the player held a key to enable his secondary and thirciary weapons.

^Thought, what if the player can customize his chain attacks by chosing between the chain attacks of X different weapons.

^Thought, what if weapon right clicks were a different chain attacks (maybe jsut some weapons), maybe a heavier version, and a different key could be the weapons special. The player could left / right click to combo his chain attacks + swap weapon for further comboing essentialy giving them a choice between 4 attacks for each chain, letting more commited players establish their own combo by chosing which chain attacks work well together of what weapon, the weapons special abilities could also come into play.

This would give players a great level of customization on how they approach fights and how they theory craft weapon combos. the downside of this could be the complexity, it could appear too complicated leading players to just use one weapon.. A decent advantage should be given for swapping weapons during combos, damage boost? Should weapons have their own Swap Bonuses? Swapping to the heavy hammer during a combo makes its next attack a guaranteed stun for example.