**WEAPONS AND WEAPON SWAPPING:**

*Thought, what if the player could gather all the weapons he finds and chose which weapons to use between levels.*

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 three 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.

**SYSTEMS:**

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.

Backstabbing could be done strictly using the enemy’s flip orientation (left / right), if the enemy is looking left and the player is standing on the right side of the enemy when he attacks the hit will count as a backstab. The backstab angle could be narrower than the full side of 180 degrees which would leave dead zones on the top and bottom of the enemy where the player could never score a backstabbing hit.

Enemy Dead Body Physics, every enemy would need a dead body or several body parts that would fly away when killed. The direction and strength would be stored in the player’s weapons or most probably each attack.

**WEAPON IDEAS:** Make weapons funkier, some with push back, some that leave explosives on the ground each attack, etc. Simple weapons are good for more RPG type-ish games or the first weapons you have in a game.

Nimble Spear: Short to mid-range, straight and narrow attacks, a good amount of character motion in the attacks.

1st: Short piercing lunge forward

2nd: 120 degree slash and jump backwards

3rd: Charged mid ranged strong piercing attack

**Biome idea:** Acidic goo and plants created by the last of a shamanistic, druidic and nature worshiping tribe whose people were destroyed by a "insert man-made evil type, necromancy, technological, etc.", visually part civilized part tribal, all being overrun by goo that melts everything and carnivorous plants, tribal people were being genocide by the more advanced people, the last of the tribal folk summoned part of their god to come and cleanse the land, so it spawned a plant or monster that indiscriminately melts and destroys all signs of humanity, tribal or advanced. The summoner could be a hidden boss, if you enter he does not readily attacks you but wait for you to attack first or at least get really close, this would be the only boss room where the player can exit out of without killing the enemies, if the player leaves without attacking the old man, maybe plants come to the player's aid to kill the advanced people's boss, if the player succeeds, unlocks a new plant/swamp thing character.

**Character selection screen:** characters in the dark, hovering over them highlights a small area around them in a thematic similar to the characters selecting them turns them green and beams them up into the start area of the level and a faint deep evil laugh is heard, the player's mouse cursor is a hand when in the menu. Knight could be sitting in a castle throne room, Amazon in the jungle, Thief in a jail, etc. On a high level the player 'is' the evil that throws an unsuspecting hero in another realm, on an island already wrecked possibly by the evil's influence and watches them fight to survive. Once the player defeats the last boss their only choice is death or to enter a portal that puts them back to the beginning in another version of the island. With more effort the island after entering the portal could be in the future and the hero is doomed to save it every time it fails.

**Story tie in:** The different randomness patterns all equate to different outcomes of a broken future, the randomness would be determined by what potentially happened in this reality, let’s say two tribes are at war, in one reality tribe a wins over b, this results in different enemies occupying a biome and access to different secrets but the randomness of the first outcome can affect what comes next in the level like a simple branching system that tells a simple story, if you get tribe a you can only get city B or C but not A. Just a series of questions, at a high level; who wins, what are the effects on the world, at a low level; if 1 = A > 2 = B or C if 1 = B > 2 = A or B.

**Upgrade Ideas:** Speed boost after using a movement skill; static movement speed boost for x seconds or speed boost based on the amount of 'stamina' used or movement skill charges used to make is scale with movement skills with lower to higher cooldown times