***Gameplay introduction***

***Game genre***

"The Dark Lady awakens" is a 3D single player third person role playing game based on the Harry Potter's world. It is a story driven game set on a open world map with a strong puzzle oriented component.

***Game mode***

All the game is based on the D&D (5e) rules. The modes are: exploration mode, dialogue mode and combat mode. In each of these modes the player is free to decide what to do, where to move, how to face a fight and what to say in a conversation.

***Exploration mode***

In exploration mode the player can move freely in real time in the game world. The game world is divided into areas that will be unlocked sequentially as the main story progresses. Inside a single area the player can explore the whole location, find NPCs to talk with, fight enemies and interact with object. While all other modes in the game are based on a turn-based system, exploration is in real time.

***Animagus***

Minerva has the special ability to turn herself into a cat. During the exploration mode, the player can use this form for reaching some hidden places, mainly through platform paths.



***Combat mode***

After interacting with enemies, the combat mode starts. Combat mode is turn-based according to D&D's rules. Each fighter has one turn available with two action slots. The sequence of these turns is determined by the initiative of the various fighters (d20 + mod initiative). The two actions are movement and skill's usage. A fighter can try to get out of the fight by giving extra action to the enemy fighter. When all enemies have been defeated or withdrawn, or if the player successfully withdraws, the fight ends.

***Dialogue mode***

After interacting with not hostile NPCs, the dialogue mode starts. Depending on the situation, one of the characters included in the conversation will start talking. The dialogue is based on in turn-based bang and response system. Some dialogue options are determined by the "build statistics" of the characters. A dialogue could give the player both critical both extra Information, could unlock side quests, could start a fight. The dialogue has a status, which ensures that the player does not have to repeat all the dialogue once interrupted, but starts from where he stopped.

***Puzzles***

Puzzles are one of the main elements of the game. Interaction with puzzles works just like dialogues. Minerva (usually) will make the first interaction with the puzzle, so this will have a response action. "build statistics" could help in solving the puzzle. After performing the right sequence of actions, the puzzle will be completed.

***Player rewards***

The game offers multiple kind of rewards for the player. The main reward is relative to the main story. As a story driven videogame, "The Dark Lady awakens" tries to emotionally engage the player. Another important type of rewards are the large number of spells that Minerva can learn and use.

***Level progression***

During the game, all kinds of new actions such as fights, dialogue with new characters, discovery of new areas or hidden objects give the player experience points. Reached a certain number of experience points the player will level up, thus increasing his build statistics and unlocking the learning of higher level spells.

***Spells achievement***

During the whole game Minerva uses her spell book to learn and collect new spells. After completing a level, the player earns skill points which he can spend on learning spells between Harry Potter's various magic classes. Each class contains spells arranged in the shape of a tree. This causes the player to follow a specific branch to learn certain spells. More skill points can be spent on the same spell to improve its effectiveness.

***Gold system***

Inside the game there is a gold system to manage the items the player can get. Within a level Minerva can find ancient coins scattered around the map. These coins are of no value except to the shopkeeper at the Hogsmeade general store who collects them. This NPC will accept coins in exchange for consumables, magical items, clothing, collectibles, and other stuff.

***Collectibles objects***

 There are collectibles in the various areas of the game that form various sets of objects. Some of these sets such as the Chocolate Frog Cards have no practical function, just aesthetic. Other sets such as Salazar Slytherin's diary pages, once completed, provide the player with extra skills that can only be learned in this way.