Dungeon/overgrown toward clean stages.

Art style = Semi-realistisch

3rd person melee / hack and slash

Exp krijgen (on kill? End level?)

Monsters organisch > cyber = level progress.

Weak = organic

Medium = cyborg

Strong = cyber

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Lvl 1 | Lvl 2 | Lvl 3 | Lvl 4 | Lvl 5 | Lvl 6 | Lvl 7 | Lvl 8 | Lvl 9 | Levels |
| Weak | Weak | Weak | Medium | Medium | Medium | Strong | Strong | Strong | Diffeculty |
| prison | Extra skillpoint | boss | Ruins | Extra skillpoint | boss | LAB | Extra skillpoint | boss | Haba? |

**Level swapping**Lift gaat dicht scene laden.

Items? (optional) like gold(muntjes)

Health potions(a way to get hp back)

Mana?

Stamina?



Programming

* Skilltree
* Monster pathing
* Attacks(melee, ranged, spells)
* Health
* Scene swapping
* Health regen(pots)

animaties

* Walking
* Attacks
* Death
* Sprint
* Jump
* Lift

geluid

* Attacks
* Walking
* Sprint
* Getting hit
* Shooting(bow)
* Spells
* Death
* Lift

User Experience

1. UI

* Life
* Getting hit
* Sprint
* Sound
* Guide