Games with interesting aspects:
- Risk of rain - Shooting/Difficulty/Progression/Short-Playthroughs
- Deep Rock Galactic - World Generation/Short-to-Medium-Playthroughs/Progression
- Mindustry - Tower-Defense/Resource-Collection/Progression/Short-to-Medium-Playthroughs (blanding af TD og Factorio)
- Beat Hazard - Music/Short-Playthroughs/Endless-Gameplay
- Recettear - Shop-Dungeon-Manage-Game (medieval shopkeeper)
- Infinityfactory - puzzle

Strengths:
- Programming
- Problem Solving

Weaknesses(How to solve):
- Modelling (når det er komplekst)
- Texture (Unity asserts, begrænset udfoldelse)
- Sound
- AI (kør det 2d)

What do we want to make?
- Short-to-medium-Playthrough
    - Long (procedural generation /

2d or d3?

Themes:
- Space trading/rts
- Dungeon crawler (2d/3d)
    - Procedural generation over all (items, levels)

Space Game
- Hard to get the feeling of flying in space.

We want to make a dungeon crawler
- Questions
    - Fast pace or more strategy
        - Fast pace - monster need to be less interesting
        - Slow pace - Monster need to have a bigger skill set and possible more interesting bosses.
- What the first objectives?

- Determine how to control player
  - ~~turn-based (rogue-like)~~
  - ~~click-to-move (diablo / poe)~~
  - wasd to move, mouse to aim (nuclear throne
- Determine how to attack
  - Mouse click to shoot
  - ~~keyboard (gives more possibilities)~~
- Determine perspective (top-down / ~~isometric~~ / (45-degree top down LATER))
- 1-2 playerclasses
- Monster
  - Spawning Monster
    - Create an factory class to spawn enemy objects
      - needs to handle: hp, damage, loot drop
  - Monster Pathfinding
    - A*
- Player
  - Inventory
  - Stat Screen
  - Level up
- Weapons
  - Magic
  - Melee
  - Range
  - properties
    - speed, damage, accuracy, special modifier (extra projectile etc.)
- steps
  1. Create town
  2. create empty area with one monter no ai (kill it, and return to town)
  3. one now gain ai
  4.
- What can wait until a prototype is ready?
  - Different Acts
  - Lore
  - Story
  - Extra classes
  - Talents / skill-tree
  - Improve / upgrade / expand town

Github repository
Unity Proejct