**Story**

~~Start off as a goblin that is going to attack a village by walking out of its cave. During its way out, it will bump into different enemies, and it will interact with them. He will be able to talk with them, collect different items, fight them and move freely through the map (cave).~~

Update: Start off as a goblin that is confused and wakes up inside a cave with just one way out. The goblin grabs the weapon he has the closest to him at waking up and starts making its way out having weird encounters.

**Mechanics**

Movement in map displayed on the console.

~~Picking objects from the ground that are in certain spaces in the map or dropped by enemies.~~  Update: There are item rooms that will give the player the option of picking them up. They have randomly generated stats.

Check information of enemies, object~~s~~ and player.

NEW MECHANICS

There is over heal in the game in the form of using healing wells.

There is dodging in fights.

The player rolls for results.

**Classes**

*Stats:*

General stats shared by enemies and player. Possibly add new class for a class (rogue, warrior…).

Update: Classes were not added.

~~All classes inside one class? Or individually? Individually because they will have one special function.~~

**~~Rogue:~~**

**~~Change their default stats, they have stat grows focused in DEX.~~**

**~~Warrior:~~**

**~~Change their default stats, then~~**

**~~Lore Master:~~**

**~~Bard:~~**

*Player:*

This class stores the player specific variables like EXP. It also has functions with no restrictions. In the case of enemies, it would be player stats/rolls dependent to discover.

Update: The discover was taken out.

*Enemies:*

It has the enemies’ specific variables and functions. This can be the EXP they give when killed and more.

*Objects:*

The attributes of objects declaring which stats they add and declare if they are consumables or not. (Will possibly add a class specific to consumables)

Update: Consumables did not make it to the final version.

*Game Functions:*

Contains all the objects and classes to display the game in the main with just this object. It has general functions.

~~Dialogue(STRING) - to display the text In the console and just having to change what will be inside of the dialogue line~~

Update: Dialogues did not make it into the game.

*Map\_FreeMovement (Testing) – Not used*

*~~It will store all the map information that will be changing, this will possibly store the functions necessary to change or update the map~~*

*Map\_RoomMovement* – Final Movement of the game

In this case I’ll test moving in between rooms instead of free movement. This one would be similar to Darkest Dungeon. It would Have-A Room. Maybe make randomly generated number of Rooms.

Update: The randomly generated rooms were not added to the game as wall check was never finished.

*Room:*

This would be each room in the Map\_RoomMovement class. They contain what is inside the room. It decides if the room has enemies inside, has an item, a hidden item, empty room, trap room or boss room.

Update: The rooms did not store what would happen inside of them as this was done inside a different class

*Trap:*

May add a class for traps. It would be a Room Is-A Trap. This trap will do damage

Update: This changed to be just an encounter in the encounter class.

NEW CLASSES:

*Encounter:*

This class has all the possible encounters in the game. They are chosen depending on the room type.

*Display:*

This class oversees doing all the display updates.

**To do**

* Create the classes class.
* Create my Map\_RoomMovement map for the game.
* Create the Room class.
* Create the Trap class.
* Test the two types of maps possible and decide which one I prefer.

**A final quick update was done on this document to show some of the changes in design that happened during the creation of the game. Everything from the initial idea is kept.**