Player creation

# Player Customization

## Player classes

Fencer (rapier, for thrusting and light cuts)

Uses one sword and a dagger if chosen. Relies on high criticals, long range and fast disengagements. Dagger can be used to open for close range attacks and blocking light attacks.

Shieldbearer(Sword and shield)

Dish out close range damage as long as you manages to block attack and stay in the fight

Two handed sword

High damage that leaves you open. Disengage and dodge to stay in the fight.

True believer(unarmed)

Low damage and defense. All temporary boost are doubled.

## Stats

HP: How much damage you can survive

Strength: Physical damage

Intelligence: Magic damage

Affinity: Chance of critical damage.

Defense: Added by armor and some temporary buffs

Resistance: Added by magic items

**Equipment**

**Armour:**

**Body**

**Head**

**Arm**

**Leg**

## Religion

The player can chose a religion and get favour from their deity.

Domain Belief

Tier 1

Tier 2

Favoured

## Attacks

The player have two combos with 3 slots each. Attacks take up 1-3 slots. Player can customize the combos with attacks and spells they have learned.

### Melee

Physical attacks with weapon. Every type of attack are attributed with light, medium or heavy which are used the opponents block and a type of either cut, piercing or blunt that are used when calculating crits and defenses.

### Magic

Spells are more rare than physical attacks, but a single spell can not be used multiple times in the combo. Spells usually use multiple slots in a combo so there are risk of using them.

**Limb damage**

Players can lose limbs when hit with a critical damage, they don't regrow. If you lose an arm it's gone forever.

When you die, that character is dead, and you take over a new chracter.

Rougelike

# Controls

## Combat

A - Evade

B - Block

X – Combo 1

Y – Combo 2

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# Group members

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# Goal for project

Make a game!