Dungeon-Cards

Genre: Platformer / Rouge-Like / Dungeon

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# Movement

## Basic Platformer

### Player Movement

#### Move

#### Doublejump

#### Walljumps

#### Dash

### Enemy Movement

#### Move

#### Patrol

#### Chase

#### Attack

### States

#### Player States

#### Enemy States

## Combat

### Skills

#### Magic

### Ranged

#### Magic

#### Weapons

##### Swords

##### Dagger

##### Shields

##### Mace

##### Axes

##### Hammer

### Meele

#### Weapon Move Set

#### 2 Button Horizontal / Vertical

##### Combos

# Cards

## Loot

## Buy

## Rewards

## Rarity

## Weapons

## Skills

## Magic

## Potions

## Gamemodifier

### Difficulty

### Loot

### Stats

### Ingame Encounters

## Dungeon Related Cards

### Boss Cards

### Special Rooms

### Key Cards

# Levels

## Story Mode

### Lore

### Scripted Stages

### Enemies

## Endless Mode

### Endgame

### Quests

### RNG Levels

# Headquartes (HQ)

## Upgrades

### Buildings

### Card Vendors

### EQ Vendors

## Unlockable

### Dungeons

### Characters

### Tier-Sets

# Player

## Progression

## Stats

## Permadeath

## Skills

## Multiple Characters

### Warrior

#### Primary Stats

#### Weapon / Skill Limitations

### Rouge

#### Primary Stats

#### Weapon / Skill Limitations

### Mage

#### Primary Stats

#### Weapon / Skill Limitations

# Progression System

## Character Lvl-Up System

## HQ Lvl-Up System

## Talent Tree’s

# Interface

## Character HUD

## Skills

## Map System

# Inventory

## Inventory System

## Inventory HUD

# Implementation

## Priorities

## Tasks Finished List

# Design Concept

## Sprites

## Rooms

# Test Scenario’s