

Project Vera Game Systems Overview

Systems	Minimum Viable Product	Desired	Stretch
Combat	Turn-based	~	~
Players	Single player	~	~
Playable entities	1 controllable character	~	2 controllable characters
Battles and Enemies	1 battle (1 enemy-Boss)	Route 1: 2 battles (2-4 enemies each)(unlocks route 2)(small gold earned) Route 2: 3 battles (2-4 enemies each)(unlocks route 3)(large gold earned) Route 3: Final battle: Boss Fight (1 enemy)	Experience reward Additional routes with more specific rewards.
Stats	Health, Damage, Agility(acc,dodge)	+ Defense, Elemental Advantage, Buffs, Debuffs	Distributable stat points earned by leveling up.
Skills	2 at will per character -Skill 1 is weapon based -Skill 2 is magic based Guard skill	+ 1 on meter/turn build up per character. Skills 1 and 2 create a drop down list of various skills to use.	More skills added to both lists and different weapon types for Skill 1
Player Consumables	5 Health Potions	+ 2 Cleanse Potions, 2 Dispel Potions	+ Various types of Bombs
Enemy Consumables	None		+ Various types of Bombs
Equipment	None	Weapon, Armor, Accessory	Different Weapon types
Loot	None	Gold	+ Weapons, Armors and Accessories
Retreat	None	Yes, allows for equipment	~

Project Vera Game Systems Overview

		management, shop purchases, consumable replenishment.	
--	--	---	--