Stone Crawler 2.0 Update Doc

Earth has been paved over by a web of cities each sectioned into different layers, you appear to exist suddenly one day in the bottom city layer known as the Scilo where you hear rumors of the upper layers offering eternal peace to those who are strong enough.

Systems

* Layers
  + Act as an overworld to access buildings
  + Contain specific characters/demons/narrative
  + The number of layers and their layout are randomized
* Dungeons/Buildings
  + Contain resources or the exit to the next layer above
  + Randomized also with their layout
  + Dungeons in the first game
  + Enemies walk around now in real time
* Narrative
  + Side-quests
    - A way to earn money, materials, weapons, or demons
    - Types
      * Find person
      * Defeat a demon
      * Retrieve materials
      * Retrieve weapons
  + Dreams
    - On certain days the player will have a dream when they sleep revealing their origins and the nature of the planet itself
* Player
  + DNA
    - Growth of the character is based on what demons you have fused with specifically
  + Stamina
    - A resource used when walking around and battling
  + Personality
    - The reputation your character has that determines how they talk with demons and humans
  + Humanity
    - Fusing with demons can make you strong enough to fight back on your own but you will be distant from more humans and require resting
    - Certain characters will be interested in someone who’s more demon than human or vice versa
  + Demon Transformation
    - If you’ve fused with enough demons you can transform into one for a brief period which uses up a lot of stamina
* Demons
  + Personality
    - There’s a certain range of personalities demons can have when they are encountered
  + Stats
    - There’s a specific range stat can be at but demons cannot level up
  + Materials
    - Dropped from demons, used for weapons and developing items
* Weapons
  + Efficiency
    - How effective the weapon is, this is used up over time but can be repaired through materials
  + Upgrade
    - Materials can be used to upgrade a weapon
* Battles
  + Will be relatively the same as they were in the base game besides stamina being used
  + Multiple enemies can appear now
* Stamina
  + Starting stamina is based on the camping materials you have when you sleep
  + When it’s used up you will pass out
  + Can be regained through eating at restaurants

Dungeon Design

* Darkness
  + Certain areas will only have a specific illumination path but torches can be used to light the way and clear up space
* Keys
  + Locked doors that require a specific key to open
* Switches
  + Move around mechanics in the dungeon, can be shot at with a bullet/arrow or physically switched
* Alters
  + Statues that hold weapons in order to activate a mechanism