Crystal Caverns Design Document

# Gems & Combat:

Gems will be a main concept in the game, they will be usable during the turn-based combat and also out of combat to traverse the terrain. During combat the player will select the gem and the target they want to use it on. Gems can heal, damage, de-buff and create all sorts of effects. They will have rarity, colour groups, level and cost. Some gems may also have a cooldown (TBD)

Colour groups will be used to determine what family the gem belongs to. Common gems will be named the colour group name and will be the main flavour of that gem.

For example, a Pink Gem would be part of the pink colour family and could heal the target for X health.

(This means the pink gem family has the flavour of restoring health)

Then a (uncommon?) Lilac Gem would be part of the pink colour family and could apply regeneration X to a target for X turns.

Colour families will be:

Black, Gray, White, Red, Orange, Yellow, Green, Blue, Purple, Pink, Brown

The gem rarity tiers would be Common -> Uncommon -> Rare -> Epic -> Legendary

Naturally, every tier up would be less common and the player would only be able to equip one legendary gem at a time (TBD)

The player can have a maximum of 8(?) gems equipped and must have at least 5 equipped at any given time. The player can swap gems out in their inventory when out of combat.

The player starts the game with 3 light grey gems which deal flat damage and 2 random common gems.

At the start of combat, each gem will shuffle 3 copies of itself into the draw pile. Each turn the player will draw 4 gems and has gains 3 energy for playing gems. Gems can cost 1, 2, 3, 4, 5 or X energy. Energy is conserved between turns up to a maximum of 10 energy

Gems can have energy-cheat effects and draw effects.

When a gem is played, it will be put in the discard pile unless it’s single-use which then it will be put in the exile pile.

At the end of the player’s turn, all gems in hand are also put in the discard pile unless otherwise stated.

When the draw pile is empty, the discard pile is shuffled into the draw pile.

When the player’s turn is over, the enemies will take their turn.

There will be mini-bosses and bosses with unique and challenging effects that would be too powerful on basic encounters.

There can be up to 3 enemies in an encounter.

# Items:

Items will be rare rewards for defeating mini-bosses and bosses or found rarely around the caverns.

Items will follow the same rarity tiers as gems (1)

Items will have synergistic effects with specific gem colour families and also have universal effects.

An example could be:

Your regeneration effects trigger twice

Or:

You gain +1 energy each turn but draw one less gem.

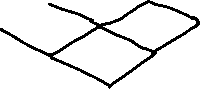
The player can have as many items as they find equipped. The player cannot unequip items but can sell them (TBD) or re-roll them to one of the same rarity at specific stations

# Out of Combat:

When the player is out of combat, they move around the grid by clicking on the space they want to go to, or moving with the arrow keys. The player cannot move over gaps unless they are flying (TBD)



The grid will be diamond shaped as shown below



Every time the player moves across a square, enemies on the floor also move. If they have detected the player, they move towards the player, otherwise they move to a random adjacent diamond (TBD)

They player can use the gems’ out of combat effects (if they have them) an example could be:

Create a stone wall at the chosen location within 5 spaces.

Or:

Teleport to a chosen location within 5 spaces.

Or:

Become invisible for 5 turns. (A turn would be moving a square or using a gem)

When using a gem, the enemies will move equal to the out of combat ability’s cost.

When an enemy moves to the same space as the player, combat triggers. If any other enemies are within range when this happens. They will be called to join combat. Enemies could be in groups already e.g. a swarm of rats which will take up one grid space and move together. (TBD)

If there are more than 3 total enemies, they will be queued and will join combat when there is space.

This gives some strategy when using the gems out of combat in order to try and pick off enemies instead of just running in.

# Stations:

Across the out of combat terrain there will be stations which the player can interact with.

This could be:

* recycling a gem into one of the same rarity
* restoring health
* levelling up gems
* combining gems in different ways
  + Gem fusion -> Combine two gems into one that combines both their effects
  + Gem tinting -> Combine two gems to give a gem an additional colour family

-This would give more synergy options with items or other gems

* Obtaining a gem from a choice

# Out of Combat World:

The place the player starts the game in will be a constant area separate from cavern runs.

There will be places to spend the permanent currency and ways to upgrade your character with this currency.

Examples of an upgrade would be:

* You start the game with +10 maximum health
* You start the game with 3 common gems instead of 2
* Your rare gems shuffle an extra copy into your draw pile
* Choose from one more option when discovering a gem

The dungeon will be a series of small, randomly generated from set restraints rooms with enemies, stations and secrets in them. After defeating all the enemies in the room, the doorways to the next room will open, the doorway will show an indication of what type of room the player is about to enter, what difficulty and what reward the player will get upon room completion.

These rewards could be:

* Currency:
  + Currency unique to that run
  + Currency to be spent in the out-of-run world
* A gem of a specified colour family
* Health upgrades
* Healing

The room types could be:

* Default Encounter
* Shop