Survival RPG Game

**Universe Possibilities:**

* Post-apocalypse: similar to Fallout
* High-tech Sci-fi Exploratory: exploring a new planet for an advanced civilization
* Low-tech Sci-fi Exploratory: crash landed on a planet and must survive with basics
* Fantasy: classic magic and monsters type
* Historical Pioneer: Oregon Trail style!

**Required Components:**

* Player Character
* Should be a subclass of an overarching character class, with methods/private variables to contain or have relations to: equipped items, carried items, combat statistics, biological systems, and description.
* Equipment: head, neck, shoulders, wrists, hands(armor), hands(weapons), chest, waist, legs, feet
* World
* Should be organized into “squares” or “segments” in which there are characteristics/events unique to that part.
* These characteristics should include, but are not limited to: climate, terrain, inhabitance, approachable items, and interactive objects.
* Item Database
* This should be a dictionary-type structure that contains all the items in the game and a reference to each, which will be used by mechanics which interact with the items.
* Non-player Characters
* These should be a subclass of an overarching character class.
* Biological Systems (probably part of the character class)
* Health: an integer that measures how healthy the character is. Once it reaches 0, the character will die.
* Hunger: this should be simply be an integer that decreases over time (measured by movements through world areas) and is only increases through the use of edible food on the player character. If it reaches 0, the player will start losing health until the hunger level is raised above 0.
* Weariness: similar to hunger, except this affects the character’s combat statistics as it slowly increases and greatly reduces the character’s effectiveness in anything once it reaches maximum level. This can be countered by sleeping.
* Illnesses: these will have multiple causes and various negative effects on the character. They will each have a certain way of being obtained.
* Combat Mechanics
* This will be an interaction between two characters, usually the player character and a non-player character. It will be turn-based, possibly with timers, and decisions will be made by each of the characters to either aid themselves or hurt the other combatant.