Gameplay

* Fantasy Life style of classes
  + Choose 1 class in the beginning
    - Fighting class makes money by doing mercenary work and requests to kill certain monsters
      * Mage (mana user with staffs and magic)
        + Mages take damage when out of mana
        + No normal attacks, completely based around spells and managing your mana
        + Horizon Flare – Endgame fire spell
      * Warlock (draws on life force and mana at all times to use spells)
        + You figure out that by wielding your life-force along with your mana creates much more powerful spells.
      * Barbarian (2 handed sword)
      * Warrior (sword and shield)
      * Rogue (dual blades/daggers)
        + Assassination – Press random keys to kill a small monster instantly, bosses 1/20th HP
      * Fighter (fists)
      * Bowman (bow/crossbow)
        + Doesn’t use ammo
        + Charges up shot to do damage
        + Shot pierce through enemies
        + Once arrow is shot, press the shoot button again to bring the arrow back to you hitting enemies on the way back
        + Tumble – Tumble backwards.
      * Gunslinger (guns)
        + Uses ammo

Ammo is craftable or buyable

* + - * + Based off of kiting and shooting a ton
        + Catapult Shot – Fling yourself over the enemy.
      * Paladin (mana user 1 handed sword and healing abilities)
      * Priest (mana user with healing abilities and damaging hymns)
      * Monk (spirit user (quickly regenerating mana pool) with staffs)
      * Character Skills
        + Headbutt Roll – Roll does a small amount of damage
    - Crafting class makes money by selling items crafted
      * Blacksmith (hammers and create metallic items such as swords and guns)
      * Carpenter (saws and create wooden items such as furniture and bows)
      * Witch (cauldron and makes potions)
      * Enchanter (enchants equipment to do different things)
    - Gathering class
      * Miner (pickaxe and goes well with the blacksmith)
        + Minigame is like fossil fighters
        + Main source of ore is in the mines, but you can find other ores around the world
      * Woodsmen (axe and goes well with the carpenter)
        + Minigame is like osu minus the sliders and spinners, so you just have to click on different areas
        + Main source of wood is in the woods, but you can find other trees worth cutting down around the worlds
      * Fisherman (fishing poles and goes well with the chef)
        + Like animal crossing
      * Gatherer (gathers food items and goes well with cooks)
  + Character Skills (skills you have in all classes)
    - Quick Reflexes – Dodge your opponents next attack.
    - Feather Feet - Channel your strength to your feet. You move faster, but cannot use any other abilities.
  + Picking multiple classes benefits others, for example if you wanted to expand your farm you would have to pay, but if you were already a woodcutter and miner you could expand it for free
* Monster taming system
  + Method of taming
    - Giving favorite item
      * Can find out what favorite item is by buying encyclopedias of an area containing all monster stats drops and taming items
    - Hitting it to show strength
      * Must be 5x stronger then the monster
        + 5x the level
        + Deal 5x its HP without using any skills
  + Can also enter tournaments to fight monsters against each other for money/rewards for monster/monster stat increases
* Post-game dungeons contain relics that buff you slightly
  + Relics are also available during the main game but there are many more after
  + Different modes of dungeons
    - No rolls
    - Extreme movement
* Something like Battle Frontier from Emerald
* Armor crafting system using different parts/cube world style
* Friendship level with different clans, but certain clans are at war so you can’t befriend them all
  + For example, if you wanted to befriend the Templars and the Scavengers, you couldn’t because if you were to befriend the Templars enough then you would have to kill Scavengers, lowering your friendship with them
  + Friendship can be checked in a menu screen
  + If you kill a lot of a certain clan, you will become mortal enemies
    - This has a bar too, but instead of making them alliance with you the higher mortal enemy you are the more likely they will run from you
* Quest Ideas
  + Kids want you to put a “Kick me” sign on the bully
  + Save a guy from his own bad luck
  + Go to kill a monster, find a family and get a choice to kill or not kill them
* Unique Items
  + Swagger Dagger
    - I’VE GOT SWAGGER YES I DO, I’VE GOT SWAGGER HOW ABOUT YOU. I’VE GOT SWAGGER YES I DO. I HAVE MORE SWAGGER THAN YOU!
* Boss Ideas
  + Shoot/hit projectiles out of the way
  + Blueberry peashooter
    - Huge monologue about how he is op with his items, kill him during his monologue in one hit
* Area names
  + Trileaf Forest
  + Steltsfield
* Story
  + Start out as a kid and the story unravels so you know everything that happened
    - When born, input name and gender
    - First night at hospital, nothing happens
    - Parents carry you home and talk, revealing some of their background
      * Dad is warrior
      * Mom is mage
    - First night at home you start to fall out of crib, but if you move to the right side, you can stop it
    - First event is learning how to walk
    - After that, explore around house to up base stats slightly
      * Building blocks in one area
    - Mom teaches you Teleport spell
      * Let’s you teleport to previously located towns
  + Names
    - Harseltia (human girl)
    - Holly
    - Megan
    - Zorinna (fish girl)
  + Base stats are created by decisions early game
    - Vitality (HP, defense, magic defense) – Falling out of crib
    - Strength (attack, crafting) – Getting the building blocks yourself
    - Intelligence (mana, magic attack, vital spots on monsters) – Spell out your name with building blocks
    - Endurance – Try to walk more than 5 times when first trying to stand
    - Dexterity (attack speed, longer dodge time, crafting) – Balance the crib from tipping by moving to the other side
  + Different scenes where if you have someone at a high enough friendship level they’ll help you
    - You’re getting bullied and someone stands up for you
  + A town gets invaded and if people die, they die forever but you can save them if you’re strong enough
  + Quotes
    - IT’S A DISASTROPHE!
* Multiplayer
  + Multiplayer is like cube world and you go out get gear fight a boss and the world changes to a new biome type like cube world desert to snow place or whatever and the world gets harder so you get more gear and fight a new harder boss
* Miscellaneous Things
  + Auto save whenever you enter a town
  + Get a horse when your little
    - Horse is nameable
    - Call the horse by pressing a certain hotkey
    - Horse is equip able
    - Get horse equipment by buying it from a store
  + Horse has stats of its own
    - Speed
      * Speed is increased by winning races around the world
    - Endurance
      * Endurance is increased by sprinting with your horse
  + 2 different types of level, your character level and your class level
    - When you become a class, you change to that class level
      * Class EXP is earned by doing what the class does, for example you would get class EXP for killing monsters as a fighting class and you would gain class EXP for making a new sword as a blacksmith
      * Normal EXP is earned by doing anything (killing monsters, crafting items, anything)
      * Class levels allow you to learn new abilities and buff the main stats of the class you are playing as
      * Getting any class level to a multiple of 10 will slightly buff your stats permanently
  + Any skill can be equipped but without being the class, the damage is reduced by 20%
    - Buff skills have a 50% reduced time limit
  + Upgrading items allows them to become more powerful, and you can assimilate items together, taking all the upgrades from one item, and putting them onto another
  + Dying loses EXP and money on easy and all of your stuff except your equipment but you can go pick it up and your place of death is marked on the map
  + You respawn at the last town you entered in the hospital
  + Banks will let you store money and items
  + To-do list in journal
    - Set due dates
    - Can set pictures with camera obtained in game
    - Posting board in different factions
      * List of members, rankings, stats
      * Power ranking of different factions
  + People with quests don’t have icons above their heads, which makes the player want to talk to everyone
  + In cut scenes, you can use different abilities and move around in many
    - For example, if you eavesdrop on someone and use an ability that makes you invisible, you won’t get caught
    - Subtle hints will let the player know what they can do
  + Characters have prejudice against what you look like
    - For example, if you look preppy, preppy people will start with a higher friendship level than others
  + Zenotoria