# Coop RPG

## Level design document

### 10 Levels

* Game would feature 10 different levels (settings / worlds), that each could have modifiers (from world 2 further)
* Such effects could be
  + + enemy DMG
  + + hero DMG
  + – hero DMG
  + + enemy movement speed
  + – hero movement speed
  + Higher probability of loots
  + Fog (effect tampering with visibility of the world)
  + Any combination of the mentioned above
* Each world would end with “stronghold” / castle with boss fights
* After completing world, player should have ability to repeat whole world (but not from the middle), meaning there would be map with 40 encounters and a tavern / tavern system, but unless players are in the middle of “world” they can only “restart” those worlds from the start
* Example of the world map idea. Fully purple = Tavern, Red = active path, Grey = already finished path, Purple with yellow = start of the line again
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### Tavern

* Main hub of the game, players can return after each encounter or after finishing of world path
* Players have ability to sell loot or buy new stuff
* Players also could have ability to upgrade themselves if there are stats implemented
* Save in tavern / autosave after finishing of stronghold battle

### Stronghold design

* Interior levels that might contain limited visibility (darkness)
  + Coop element of one player having to move torch and be not able to attack while holding it, but also ability to drop it whenever they don´t want to move it anymore
* Higher loot rewards
* Wave of enemies, might be slightly stronger than usually
* Boss fight at the end, requiring cooperation (if we implement different abilities, like for example boss needs to be stunned first and only then attacks do any damage)