# Divers

Top-Down

Open world or goal based?

win or explore?

multiplayer? pvp or pve?

Spells

collect Items

make potions

broomsticks (power-up?)

Hogwarts Map

fight Death Eaters and Dementors

Special Power abilities with cooldown/cost

change Strengths/Weaknesses yourself (7te See like)

Character Customization?

friendly NPCs

Creatures? : spiders, phoenix, hippogreif, elves, owls

destructable walls?

power bar for spells

Minimap top left

querschnitt top right (height)

apparieren?

Obj: «find all 7 horkruxes and destroy them» vs. «Kill Harry before the horkruxes are gone (harry as player or npc?)”

“Classic defense and attack with objective capture (and time limit)”

In Menu : custom character (traits, buffs, house, wand, patronus), chosable theme (dark, light) with according music

Class buffs to spell slot 1 ? Class buff to certain types of spells (support, light, heavy) ? Extra lvl for certain spells (exceeding max lvl ?)

Bonus for “real” wand, house and patronus?   
 Wand: spell bonus  
 House: Teamplay bonus / trait bonus  
 Patronus: Ability?

# Class Traits

Students (Base Class Good, login via Pottermore?):

* Griffindor:
  + more health
  + increased attack power when injured
* Slytherin:
  + more base energy
  + regeneration when taking revenge
* Ravenclaw:
  + faster movement speed
  + faster objective capturing, door unlocking, other support roles
  + more accurate, range?
* Hufflepuff:
  + energy regeneration when near other students/hufflepuffs?
  + xp buff to allies?

# Classes and Heroes

Hogwarts Heroes:

* Minerva McGonagall: Buff for Gryffindors, mobilize statues, mark objectives, leadership bonus to everyone
* Filius Flittwick: Buff to Ravenclaw ("Master of Charms": talented wizard but not a fighter) perfected every non-fight spell: opens doors immediately, lumos for entire chunk, aguamenti, leviosa, speeds up capturing a lot, high speed and rpm
* Sprout: Buff to Hufflepuff, can grow defensive and offensive plants
* Horace Slughorn: Buff to Slytherin, throwing potions (gas, smoke)
* Kingsley Shacklebolt: Powerful, slow, fast charge-up of spells, giant shield
* Hagrid: Tank with a lot of hp, immune to shock spells, melee and ranged umbrella (rather weak spell casting), can chose a "pet" when spawning (Aragog, Seidenschnabel, Fluffy, Norbert), maybe can't hurt monsters?
* Neville Longbottom: Meele sword (strong vs spiders, giants etc), Buff to students, plants?
* Trelawny: throws cristal balls, "sees" enemy positions and reveals them to allies
* Remus Lupin: Strong Patronus,
* Nymphedora Tonks: can change her appereance (either DE or anything)
* Hermione Granger: all spells maxed except patronus but not as powerful as Kingsley, additional spells and infinite items
* Ron Weasley:
* Ginny Weasley: fast movement speed, [her special spell], extremely strong 'reducto'
* Fred and George for premates: Only strong when playing together.
* Luna Lovegood: can see additional information with her glasses

Hogwarts Basic Classes:

* Gryffindor Student: Energy buff when low on health, more base health, can find sword if Neville is not in the game but Nagini is
* Slytherin Student (according to lore not available): more base energy?, faster chargeup
* Ravenclaw Student: speeds up objective capturing, additional spell?
* Hufflepuff Student: health (and energy?) buff when near other students/hufflepuffs

Basic DE Classes:

* Fighter: normal DE, strong, rather slow
* Werewolf: melee, long respawn for enemy
* Dementor: smi ranged, long respawn for enemy, immune to spells except patronus

DE Heroes:

* Elite DE: more base energy and hp, even slower, unforgivable curses
* Bellatrix Lestrange: Killstreak bonus, more base energy, high rmp, low accuracy
* Lord Voldemort: most base energy in the game, 2nd most health after Hagrid, slow movement but flying ability (recharge time), buff to DE around him
* (Nagini: melee attack, can only die through sword of Gryffindor or Basilisk Teeth (Items on Map))

# Spells

Loadout with max 9 spells (out of hopefully ~90)  
Upgrade via xp, coins, lvl, achievement?

Protego:

* Shield
* consumes Energy over time
* maybe custom size?
* Maxima for Teachers?

Stupefy:

* medium dmg
* slight knockback
* short time shocked
* useless against magical creatures

Expelliarmus:

* low dmg
* destroys Protego
* loses Wand? otherwise medium time shocked

Petrificus Totalus:

* no dmg
* long shock (not vulnrable)

Confringo:

* destroys objects
* high blast dmg
* energy consuming

Incendio:

* sets wood on fire
* medium dmg over time

Aguamenti

* cancels Incendio completely
* knockback

Carpe Retractum:

* Produces a supernatural rope from the caster's wand, which will pull a target toward the caster.

Alohomora?

* opens doors (of course)
* takes time depending on the security lvl and size of the gate

Colloportus:

* locks doors

Crucio:

* Evil Side only
* high dmg over time: maybe have to focus target

Expecto Patronum:

* no explanation needed

Expulso:

* Explosion through pressure instead of heat.
* lighter, faster, cheaper than confringo
* medium dmg, high firerate?

Avada Kedavra:

* only evil side
* very, very Energy consuming
* cannot be blocked by protego
* maybe require certain lvl?

Incarcerous:

* Ties someone up with ropes

Lumos:

* no expl. needed
* evtl Maxima? (as lvl up?)
* "Nox" when in use?

Reducto:

* simply destroys
* lethal in combination with Petrificus Totalus (maybe not equipable as 1 Wizard?)

Accio:

* except wands

------- only maybe -------

Arresto Momentum?

* slows down velocity
* maybe catch apparating person or broomstick?

Diffindo:

* shreds, tears objects. Ex.: free from chains

Finite:

* Terminates Spells

Imperio

Legilimens:

* mindreading
* maybe enemy position?

Periculum:

* asking for help/marking objective?

Pietotum Locomotor:

* sends statues into battle (MUSIC!)
* power ability of McGonagall

Reparo:

* repair doors, walls, statues?, whatever

Sectumsempra:

* like magical sword (dark)

Serpensortia:

* casts snake (evil and slytherin only?)

Vipera Evanesca:

* counters snake

Ventus:

* casts wind
* strong knockback