

### **Player Character Attributes:**

Health Points (HP): The player's health, indicating how much damage they can take.

Attack Power: The strength of the player's attacks during combat.

Defense: The player's ability to reduce incoming damage.

### **Character Equipment:**

Equipped Items: Keep track of the items equipped by the player, limited to a maximum of 10.

Equipped Abilities: List of abilities granted by equipped items.

### **Planets (Dungeons):**

Planet Types: Different types of planets, each with unique challenges, enemies, and loot.

Planet Progression: Keep track of the planets the player has invaded and their progress.

### **Combat Mechanics:**

Ability Usage: Mechanism to trigger abilities during combat.

Enemy Encounters: Different enemies with varying health and attack patterns.

Combat Outcome: Determine the outcome of battles (win, lose), affecting player progression.

### **Items and Loot:**

Loot Choices: Choices presented to the player at the end of a planet, affecting their strategy.

Item Abilities: Abilities granted by items, such as special attacks or defensive maneuvers.

Stat Boosts: Temporary or permanent enhancements to player attributes.

### **Player Progression:**

Experience Points (XP): Accumulated by defeating enemies and invading planets.

Leveling Up: Mechanism to improve player attributes after gaining enough XP.

Difficulty Scaling: Adjusting enemy strength based on player progression.

### **User Interface:**

UI Elements: Display player health, equipped items, planet progress, and available abilities.

Item Management: Interface to equip, unequip, and manage items.

### **Decision Points:**

Item Discard: Mechanism for the player to choose an item to discard when they reach the item limit.

Loot Choice: Implementing the player's choice of loot at the end of a planet.

### **Game Flow and Logic:**

Planet Generation: Creating diverse planets with different challenges and rewards.

Win Conditions: Determining the criteria for successfully invading a planet.