## Main Character Design Documentation

**Such Life**

# **[Main character Info]**

The main character is what the player controls. The MC’s stats will increase linearly until reaching the level cap. The current level cap is level 100 (subject to change)

***Stats overview***

* Main Stats: Can be increase by leveling up and equipping armor.
  + Health
  + Defense
    - Physical Resist
    - Magic Resist
  + Attack
  + Mana
  + Crit chance
  + Crit damage
* Sub-stats: Can only be increase by doing activities. Provide small addition to the main stats.
  + Agility
  + Dexterity
  + Charm
  + Vigor (Strength)
  + Fortitude (Endurance)
  + Accuracy

***Main Stats Explain***

MC’s Stats is subject to change for game balancing. All the stats here are before applying any equipment, armor, and buff/debuff (Base stats)

* Health:
  + It’s your hit point. Once it reaches 0, you died.
  + Level 1: 350
  + Max Level: 9,000
* Defense
  + Provide damage reduction for the player. There are 3 types of damage: Physical, Magic, and Hybrid (physical and magic—Magic infused melee or ranged weapon).
    - Physical Resist
      * Provide the MC with physical damage reduction.
        + Physical damage includes any ranged and melee weapons.
    - Magic Resist
      * Provide the MC with magic damage reduction.
        + Magic damage includes spells that deal damage or damage enhancements spells that can be apply to weapons.
  + (More details in Gameplay Mechanics document)
  + Level 1:
    - Armor: 45
    - Magic resist: 45
  + Max level: 900
    - Armor: 450
    - Magic resist: 450
* Attack
  + MC’s base damage
  + Damage formula: Base attack + physical/magic + Crit Damage + Other debuffs/buffs
  + Level 1: 100
  + Max level: 1500
* Mana
  + MC’s mana pool. Reduce every time the MC cast a spell. Regen after 2.5 seconds of not casting a spell. Regen rates can be upgrade when spending more points into the Mage skill tree.
  + Level 1 mana: 50
    - Regen rate: 20MP/sec
  + Max level mana: 500
    - Regen rate: 250MP/sec
* Crit chance
  + Level 1: 15%
  + Max level: 15%
* Crit damage
  + Level 1: 100%
  + Max level: 100%

***Sub-stats (Attribute) Explain***

MC’s Sub stats is subject to change for game balancing. All stats here cannot be increase by any mean except for just simply leveling up by doing activities.

* Agility
  + Dictates the chance of you to dodge attacks.
    - Dodge attack = takes reduce damage (only take 50% of the damage dealt)
    - (More details in Gameplay Mechanics document)
  + Level 1 dodge chance: 5%
  + Max level dodge chance: 5%
  + Increase Agility by fighting mobs or use “the gym” (the gym might be a future building, but for now, you can only increase agility by killing mobs)
* Dexterity
  + Dictates how fast you research your technology.
  + Level 1: 0% tech research speed boost
  + Max level: 10% tech research speed boost
  + Req. university to start researching tech and increase dexterity stats.
  + Can only be increase by researching tech and spending time in the university.
* Charm
  + Dictates how successful you are in bargaining and persuading people.
  + The higher the level, the higher success chance.
  + Level 1: 10% success rate
  + Max Level: 90% success rate
  + (More details in Gameplay Mechanics document)
  + Can be increase by successfully bargaining/persuading.
* Vigor
  + Dictates the type of weapon you can carry.
  + Also give additional attack and defend.
    - +10 attack and defense every time leveling up.
  + Can only be increase by fighting monsters (boss included).
* Fortitude
  + Dictates how many time the player can use movement abilities before having to recharge their stamina bar.
  + Level 1: 10
    - Regen: 20/sec
  + Max level: 100
    - Regen: 100/sec
  + Can increase through fighting and leveling up.
* Accuracy
  + Dictates the hit chance of the player.
  + Level 1: 0% additional hit chance
  + Max level: 50% additional hit chance
  + (More details in Gameplay Mechanics document)
  + Can only be increase by fighting monsters (boss included).

# [Skill tree]

***Overview***

General Skill Tree

* Logging
* Fishing
* Farming
* Mining
* Fighting
* Bargaining
* Trickery

Class Skill Tree (Later on)

* Tank
* Bruiser
* Magic
* Sniper

***Explain***

You will level up as you do activities. The current max cap for skill tree is level 20. As you level up a skill tree, you will unlock perks. All perks are subject to change.

General: All tools cannot be repaired until level 13, you must craft once they break. When you reach level 13, and if an item’s durability reaches 0, the item won’t break (simply disappear), but you can’t use it either. When the tools you gave the NPC breaks/ran out of durability, you can give them the resources so they can automatically repair. The NPC will have the same leveling system (and effects that come with it) as you. This means that as the NPC is doing their job, they will gain EXP and level up, except the NPC does not really have a stamina bar.

* Logging: Consume stamina when use
  + Level 3: You chop wood 20% faster.
  + Level 13: You can start building a logger camp.
    - Allow you to automate logging.
    - You can repair your axe’s durability by sharpening it (need item)
  + Level 21: Unlock chainsaw (researchable)
    - Allow you to chop wood even faster (+100%)
    - More durable than an axe, but costs materials to craft the chain once it’s broken and re-fuel.
  + Level 30: You gain 20% more resources.
* Fishing
  + Level 3: You reel in fish with the fishing rod 20% faster.
  + Level 13: Unlock fishing net. (researchable)
    - Allow the player to catch more fish in one throw.
    - Requires more material to craft but more durable than fishing rod.
    - You can repair the net by using a fishing workshop using materials (TBD)
  + Level 21: You can start building a fishing hut.
    - Allow you to automate logging.
  + Level 30: You gain 20% more resources.
* Farming
  + Level 3: You harvest 20% faster.
  + Level 13: You can start building farmer hut.
    - Allow you to automate farming.
  + Level 21: Unlock Sickle and Scythe (researchable)
    - Allow players to harvest crops in chunks.
    - Sickle:
      * More durable than Scythe but harvest area (2x2) is less than Scythe.
    - Scythe:
      * Less durable than Sickle but harvest is (4x2) is more than Sickle.
    - Require materials and items to sharpen and repair the items.
  + Level 30: You gain 20% more resources.
* Mining
  + Level 3: You mine minerals 20% faster.
  + Level 13: You can start building mining hut.
    - Allow you to automate mining.
  + Level 21: Unlock TNT
    - Allows you to break rocks/minerals in chunks.
    - You must craft it.
    - You can damage yourself (and others)
    - Yield less material when you blow up the rocks but quicker mining time.
  + Level 30: You gain 20% more resources
  + Level 40: (wayyyy later on, just an idea): Unlock C4
    - Allows you to chuck this thing
* Fighting
  + Melee
    - Level 3: You unlock the ability to repair melee weapon
    - Level 13: You swing 5% faster
    - Level 21: Reduce the repair cost (gold and material) by 10%
    - Level 30: You swing 10% faster
  + Ranged
    - Level 3: you unlock the ability to repair your ranged weapon.
    - Level 13: You reload 5% faster.
    - Level 21: Reduce the repair cost (gold and material) by 10%.
    - Level 30: you reload 10% faster.
* Bargaining
  + Level 3: You unlock the ability to send and offer of bargaining.
  + Level 13: Your chance of success bargaining increase by 5%
  + Level 21: Reduce the time it takes to for a sent offer to be accept by 15%
  + Level 30: Your chance of success bargaining increase by 10%
  + Level 40: You unlock the ability to set up Shops and supply chain.
* Trickery
  + Level 3: Your chance of persuading increase by 5%
  + Level 13: You unlock the ability to Threat people (50% chance)
  + Level 21: Your chance of persuading increase by 10%
  + Level 30: Increase your chance of threating people by an additional 50%
  + Level 40: You unlock the ability to hire “bad NPC” (Thief, pirates, bandits, …)

***Overview***

***Overview***

# [HUD]

Health

Stamina

Mana