**RPG notes**

**UP**

1. **Inception:**

Brainstorm, requirements use case 1.

1.1 **Brainstorm.**

RPG spil, middle aged themed. Text based with UI. Pictures of world/dungeon “possibilities”.   
coins/currency. Items with rarity. Mana/Hp potions. Mage/Warrior classes. Save/load menu.   
**Character**: xp, hp, energy, strength, armor. Inventory.   
**Items:**   
**NPC**:   
- Vendor: Sell and buy items. Quests.   
- Quest givers: Give and accept quests.   
- Dungeon Boss: Drop items/coins. Give quests. Give and receive damage.  
- Enemies: Drop items/coins. Give and receive damage.   
Dungeon: Levels. NPC’s.   
**Interact with NPC.**- new Map UI- turn based.   
- Attack, dodge, run.   
- When NPC is hit. Screen effect. (Red flashes)  
- NPC and player is shown on map.   
- Highest AS starts the fight.   
- Max. 3 encounters at once.

**Combat scenario:**

**Map**:   
**Quest** **log**:   
**Talent** **tree**:

**UI:**

**ADDONS:** Hardcore mode – game difficulty.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  | Map | Inventory | Quests |  |  |  |  |  |  |
|  | Billedresultat for map   |  | | --- | |  | |  |  |  |  |  | |  | | --- | |  | |  |  |
|  |  |  |  |  |  |  |  | Relateret billede |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  | Hello, and welcome to the World! | | | |  |  | Strenght | 10 |  |
|  | Enter your name to continue your journey. | | | |  |  | HP | 150 |  |
|  | ……… |  |  |  |  |  | Energy | 5 |  |
|  |  |  |  |  |  |  | Snack | Des100 |  |
|  |  |  |  |  |  |  |  |  |  |
|  | Monken Holy | | | | |  | Enter | |  |
|  |  |  |
|  |  |  |  |  |  |  |  |  |  |