Serendipity v0.1.0 to-do list:

* Bossfights for current mission:
  + Woodgathering:
    - Ent/forest guardian (special: will call for allies)
  + Slime hunting:
    - Elemental slime (special: Divides on death, 3 or maybe 4 “layers”)
* New mission:
  + Treasure hunter:
    - Enemies: Bats, ghosts, fake chests.
    - Loot:
      * Gear (25%)
        + Level > 1: iron gear
        + Level > 15: steel gear
        + Level > 30: Serendite gear
      * Gold(30%)
      * Nothing (35%)
      * Fake chest encounter (10%)
    - Boss: Cave golem (special: mineral recomposition (hp regen))
* Reworking the mine/prison area
* Character model selection
* Remove character naming to prevent story conflicts?
* Adding level up skills:
  + Mage:
    - Lvl 7: Fireball
    - Lvl 10: Rejuvinata minoris
    - Lvl 15: Tremor
  + Warrior:
    - Lvl 8: Bleeding edge
    - Lvl 10: Defensive stance
    - Lvl 14: Gutting strike
  + Archer:
    - Lvl 3: Volley
    - Lvl 7: Poison tipped arrows
    - Lvl 10: Paralytic arrows
    - Lvl 14: Eyeball shot
  + Fighter:
    - Lvl 5: Fist jab
    - Lvl 8: Sucker punch
    - Lvl 13: Knock-out blow
  + Nekomata:
    - Lvl 5: Fist jab
    - Lvl 8: Spirit ball
    - Lvl 12: Spirit blow.
  + Neko warrior:
    - Lvl 7: Knock-out (non-lethal)
    - Lvl 10: Smash
    - Lvl 14: Infused blow
* New class: Trap
  + Skills:
    - Lvl 1: Charm
    - Lvl 5: Backstab
    - Lvl 7: Poison tipped blade
    - Lvl 12: Bleeding edge
  + Usable gear:
    - Knives
    - Armour
    - Rings
* New class: Loli
  + Skills:
    - Lvl 7: Ignis Aeternum
    - Lvl 12: Light blast
    - Lvl 15: Elder strength
  + Usable gear:
    - Staff
    - Robe
    - Rings
* Changing reputation triggers:
  + Event 1: 7 rep 🡪 >= 5 rep (Illya event)
  + Event 2: 11+ rep (secret event :3)
  + Event 3: 16+ rep (secret event :3)

# Detailed mechanics

Ent boss:

HP 3500

Attack 175

Abilities: Rock toss PWR 175, ACC 85, Aff 60 str 40 dex, Eff: Stun

Ingrain: Eff: Sap leach (350 hp/t) for 5 turns

When HP <= 50%:

RNG roll 0 ~ 4

# supporting monsters = floor(RNG)

Set mob\_nr = floor(RNG)

While mob\_nr > 0:

RNG roll 0 ~ 3:

If RNG > 2:

Spawn minor ent (HP: 2000, Att: 135)

If 1 < RNG < 2:

Spawn Earth Spirit (HP: 1750, Att: 150, Element:Earth)

If RNG < 1: Spawn Rooted wolf (HP: 1875, Att: 165)

Mob\_nr -= 1

TBT

Boss: Elemental slime

HP: 4000

Att: 180

Abilities: Acidic slime (armor shred -50%) for 4 turns

Roll RNG 0 ~ 3

|  |  |
| --- | --- |
| RNG<1 | Earth |
| 1<RNG<2 | Fire |
| RNG>2 | Water |

Earth: +water -fire

Fire: +earth -water

Water:+fire -earth

When SlimeKing.HP = 0%

Remove Slimeking

Add 2x slimeprince

When slimeprince.hp = 0%

Remove slimeprince

Add 2x slime

Treasure hunt loot system:

RNG 0 ~100

|  |  |
| --- | --- |
| RNG < 25 | Gear |
| 25< RNG <55 | Gold |
| 55 < RNG < 90bs | Nothing |
| RNG > 90 | Fake chest |

Gear:

Var lvl = character lvl

RNG 0 ~ 11

If lvl > 1 🡪 iron gear

If lvl > 15 🡪 Steel gear

If lvl > 30 🡪 Serendite gear

|  |  |
| --- | --- |
| RNG | Class |
| 1 | Helmet |
| 2 | Armour |
| 3 | Hat |
| 4 | Helmet |
| 5 | Shield |
| 6 | Sword |
| 7 | Bow |
| 8 | Hammer |
| 9 | Staff |
| 10 | Knuckles |
| 11 | Knife |
|  |  |

Gold:

Add Gold = RNG 50 ~ 100

Nothing:

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Fake chest:

Trigger fake chest encounter

Fake chest (HP: 1500, Att: 100, Exp: 30, Gold = 200)