米亞RPG大冒險

Player Load Logic:

* When command starts, load the player data from LiteDB and pass to other services

Player Move Logic:

* Walk: left, right, up, down:- check 3x3 on map according to user location, if user can move. (Only 1 can stand, or if user have specific item)
* Set current Player Coordinate

Enemy Spawn Logic:

* After walk, random enemy will spawn or not, and spawn according to 3x3 user current location, but check if enemy quota still has enemy to be spawned

Enemy Battle Logic:

* After trigger Enemy Spawn, will directly enter enemy battle logic, need calculate player equipment first
* You one hit, I one hit calculates
* Use items if equipped

Enemy Rewards Logic:

* Calculate again player 3x3 location, then randomize number and check if in drop rate number range, gain user current weapon rank + 1 and same element type
* Confirm give specific amount of gold to player

Boss Spawn Logic:

* If checked enemy spawn quota finished, will trigger Boss Spawn
* Boss will be spawned on map centre (if allowed, or else calculate where allowed to be spawn, need more settings on here)

Boss Battle Logic:

* Boss fight will use back enemy battle logic, but harder version

Boss Rewards Logic:

* Since Boss will able to fight by whole fucking server members, all players should able to gain the reward on defeating boss, given amount of gold
* Player attacked boss will gain more amount of gold, by each time attacked the Boss and damage deal
* Go next stage logic

Player End Command Logic:

* After done all above logic, save data to LiteDB

Next Stage Logic:

* Load another map into DB or RAM for next time usage
* Send story to the channel
* Reset all player coordinate (Or maybe better we add player current stage for define so we can only run this reset if player current stage is not same with current stage)

Shop Logic:

* Load items on command launch
* Basic check shop purchase check price and player coin
* Can get pets (? Maybe? Or nope?
* Save to LiteDB as well after complete whatever changes is done or not