

Game Idea

- Roguelite
- Merge abilities/spells/items? (ie combining bow with fireball spell gives bow that shoots magic fire arrows, allow weird combos like bow with shield gen item traps hit enemy in shield bubble) the more combos the better
- RPG style leveling
- Different combat options (ranged, mid, close, spells, bows, swords, daggers, hand-to-hand)
- Armor and items
- Top-down
- character builder with stat points before game and ability selection

Character Builder

- Create Save Slot (Can save multiple characters. Each save slot will be unique so players can start fresh without losing their old character)
- Choose species (human, elf, dwarf, orc, etc) {Maybe add option to create custom species?} (each species has different stat bonuses and abilities)
 - Stat point effect is multiplied by species bonus (ie. orcs get 1.25x strength bonus, but -0.5x intelligence bonus)
 - Species can be evolved into a new species after certain conditions are met (ie. orc can evolve into ogre after killing a certain number of enemies or something)
- Can opt to choose a class (This affects what abilities you have available to start and the gear you start with)
 - highlight suggested stats and abilities based on class choice
 - Can choose to ignore class and set stats and abilities as desired (ie. warrior with high intelligence and wisdom)
 - Class gives starting gear and starting ability options
 - new starting abilities are unlocked during gameplay and can be swapped out after game over, gear is lost on death and each new game starts with new gear
- Choose ability (Max based on species)
- Choose stats (10 points to distribute)
- Choose name
- Save Character as template, can be used and adjusted in future games

Classes

- Warrior (Melee, Strength/Vitality)
- Archer (Ranged, Agility/Dexterity)
- Mage (Spells, Intelligence/Wisdom)
- Rogue (Melee/Ranged, Agility/Dexterity)
- Priest (Healer, Wisdom/Intelligence)

Stats

- Stats start at 1, players get 10 points to distribute at start of game.
- Some weapons or abilities may require a certain amount of a stat to use.
- Some items will use different stats to determine effectiveness. (ie. sword damage scales with strength, bow damage scales with agility, small blade damage scales with agility)

Strength (Melee Damage Modifier, Carry Weight, Health (less than vitality))

Agility (Ranged Attack Range and Damage Modifier, Movement Speed, Dodge Chance (less than Dexterity))

Dexterity (Attack Speed, Accuracy, Movement Speed (less than agility))

Intelligence (Spell Damage Modifier, Spell Cooldown, Mana (less than Wisdom))

Wisdom (Mana, Mana Regen, Spell Cooldown (less than Intelligence))

Constitution (Health, Health Regen, Defense, Poison Resistance)

Luck (Critical Hit Chance, Item Drop Rate, Gold Drop Rate,)

Abilities

- Players start with 1 passive ability
- Abilities have powerful effects, but can only have a few at a time.
- Can either find more in game (with trainers or consumables) or combine abilities to make new ones.
 - New abilities are saved and can be used in future games.
- Max of 3 for human characters, other species would have different limits.
- Can be upgraded with rare items or by combining with other abilities.

Passive Examples

Mana Circuitry (Rare) - Decrease spell Cooldown by percentage, increase mana regen

Dense Musculature (Rare) - Each point in strength is worth 1.5 points

Eagle Eye (Uncommon) - Increase ranged attack range, increase accuracy

Quick Reflexes (Common) - Increase dodge chance

Healing Aura (Uncommon) - Constant low grade self-healing, increase active healing

Magic Resistance (Common) - Decrease magic damage taken (Weaker than specific

resistances)

Poison Resistance (Uncommon) - Decrease poison damage taken

Adaptive Resistance (Legendary) - As player takes damage, resistance to that type of damage increases permanently for that playthrough

Spells

- Exactly what they sound like, use mana to cast.
- Can be combined with other spells or with abilities or items.
- If combined with item, will generally make a new item.
- If combined with another spell, will make a new spell.

Spell Examples

Fireball - Shoots a fireball

Ice Shard - Shoots an ice shard

Shadow Step – Teleport forward a certain range

Chain Lightning – Lightning attack that bounces between targets

Drink Water – Activating spell allows caster to summon drinkable water and heal over time

Rock Shard – Shoots a rock shard at target

Items

- Can be combined with abilities or spells to make new items.
- Can be combined with other items to make new items.

Item rarities

- Common - White
- Uncommon - Green
- Rare - Blue
- Epic - Purple
- Legendary - Orange
- Mythic - Red
- Godly - Gold

Item Attributes

General Attributes

- Magic
- Arcane
- *Elemental*
 - Earth

- Air
- Water
- Fire
- Poison
- Ice
- Lightning
- Holy
- Shadow
- Sharp
- Heavy
- Medium
- Light
- Fragile
- Cursed
- Blessed

Combining Attributes

- Combining things with the same attribute will increase the attribute's power (ie. Fireball + Fireball = Fireball+ - Shoots a fireball that explodes into more fireballs)
- Combining things with different attributes will create a new attribute (ie. Fireball + Ice Shard = Frostfireball - Shoots a ball of blue fire that does both fire and ice damage)
- Some combinations create attributes that are more powerful than the sum of their parts (ie. Fire and Shadow combine to create Infernal, which does more damage of both types than normal or does a special effect of some kind)

Weapon Attributes

- Magic - Does generic magic damage in addition to whatever else it does
- Arcane - Like magic, but more powerful
- *Elemental*
 - Earth - Does earth damage in addition to whatever else it does
 - Air - Does air damage in addition to whatever else it does
 - Water - Does water damage in addition to whatever else it does
 - Poison - Does poison damage in addition to whatever else it does

- Fire - Does fire damage in addition to whatever else it does
- Ice - Does ice damage in addition to whatever else it does
- Lightning - Does lightning damage in addition to whatever else it does
- Holy - Does holy damage in addition to whatever else it does
- Shadow - Does shadow damage in addition to whatever else it does
- Sharp - Increases critical hit chance
- Heavy - Heavier than normal, increases damage, decreases attack speed
- Light - Lighter than normal, increases attack speed, decreases damage
- Fragile - Does increased damage, but has a chance to break on hit
- Cursed - Increases damage, has medium chance to drain health or mana or something on hit
- Blessed - Increases damage, has medium chance to heal player on hit

Armor Attributes

- Magic - Decrease generic magic damage taken
- Arcane - Like magic, but more powerful
- *Elemental*
 - Earth - Decrease earth damage taken
 - Air - Decrease air damage taken
 - Water - Decrease water damage taken
 - Poison - Decrease poison damage taken
 - Fire - Decrease fire damage taken
 - Ice - Decrease ice damage taken
 - Lightning - Decrease lightning damage taken
 - Holy - Decrease holy damage taken
 - Shadow - Decrease shadow damage taken
- Heavy - Increases defense, decreases movement speed
- Medium - Average defense, average movement speed
- Light - Increases movement speed, decreases defense
- Fragile - Increases defense, but has a chance to break on hit

- Cursed - Increases defense, has medium chance to drain health or mana or something on hit
- Blessed - Increases defense, has medium chance to heal player on hit

Item Examples

Bow - Shoots arrows Staff - Depending on staff, can decrease cooldown, decrease mana cost, increase spell damage, etc. Shield Generator - Creates a shield that absorbs damage Sword - Melee weapon (strength based) Dagger - Melee weapon (dexterity based) Holy Symbol - May increase healing done, decrease cooldown on healing spells, or something similar

Combining

- For spells and items, can be done in crafting menu
- For abilities, must find a place to combine them in game (ie. a shrine, a special room, etc) as these are saved and can be used in future games.

Combining Examples

Bow + Fireball = Fire Bow - Shoots fire arrows

Bow + Shield Generator = Bubble Bow - Shoots arrows that create a shield bubble on hit, trapping enemies inside until bubble is destroyed

Fireball + Ice Shard = Frostfireball - Shoots a blue ball that deals ice and fire damage

Fireball + Dense Musculature = Fire Fist - Ability - Melee attacks deal fire damage

Fireball + Mana Circuitry = Fire Affinity - Passive - Fire spells deal more damage and cost less mana

Fire Affinity + Healing Aura = Holy Flame - Passive - Fire spells heal player for a percentage of damage dealt

Magic Resistance + Armor = Magic Armor - Item - Decrease magic damage taken, increase defense

Long Sword + Dagger = Rapier - Melee weapon (dexterity based, longer reach than dagger, faster than long sword)

Eagle Eye + Quick Reflexes = Sniper - Passive - Increase ranged attack range, increase accuracy, increase critical hit chance

Gameplay

- Top-down view
- Large Open World
- Omni-directional movement and aiming
- Defeating floor boss will unlock next floor via portal
- Start with basic gear and abilities
- Find new gear and abilities in chests, from enemies, or from trainers
- Set number of floors, can continue with procedurally generated floors after final floor

- Each level increases difficulty by increasing enemy health and damage, item rarity increases based on floor number
- NPCs appear less frequently as floor number increases and in smaller and smaller towns or villages