Dev Graph:

[essentially a large web of nodes, players can earn points to spend on nodes; players receive the benefits associated with nodes they have purchased; players get a certain starting point on the web depending on their class and can only purchase nodes connected to ones they have already purchased]

Code

[Write out the actual web, including the individual nodes and their effects, and the mechanics for implementing player interactions with the web and receiving the benefits/effects from the nodes, and anything else about the dev graph and its effect on gameplay]