The beginning

There are 3 locations (maybe more If I have the time)

Each location gives the player 1 sub location to fight monsters

If players want to find more locations then they have to find clues to the whereabouts of the locations.

The game will have levelling systems and damage systems

Levelling will probably go to 5 (or 10) but if I have time then the levelling will probably go higher.

Each location will have level requirements to go there, if the level is not the same or higher than the recommended then the player will not be able to travel there.

Each major location has a blacksmith each with different items they sell,

Armour may or may not be added,

The higher the level, the more health and harder the enemy to defeat. Likewise levelling up gear like a sword will increase damage.

The method of travelling between locations will be fast travel, you have a chance of running into bandits or a monster that you have to fight. The monster scales it health and damage based on the region you are in

Names for the locations:

* Bexley
* Aerilon
* Walden

Names for the sub locations:

* Black Hallows
* Myrefall
* Cullfield
* Butterpond
* Snowbush
* Goldenleaf
* Wolfpine
* Hogsfeet
* Murkwell