**Online Multiplayer Rougelike Roleplaying Game (wip)**

**Game Fundamentals**

* Role Playing Game **First and Foremost**.
* Real-Time combat.
* Crafting.
* Building.

**Game World**

* Previously painted world in Dream Maker.
* Island.
* 250x250.
  + Randomly placed PoIs (Points of Interest) around the world.
  + PoIs have finite resources!
  + PoIs are pre-mapped. *Design more than one kind of PoI for variety?*
  + Before a wipe, they are placed by hand around the map and modified to look seamless and pretty!
    - Forest
    - Cave
    - Mine
    - River
    - Sea
    - Desert
    - Abandoned settlement
    - Clearing
    - Ancient structure
    - Plain

***Players want these PoIs! They're the main source of materials and supplies!***

**Player Movement**

* Movement in 8 directions. *Tile-based? Free movement?*
* Mouse to look around.

**Marco's notes for later (don't try and understand this too much he knows what he's doing)**

* Seamless integration of RP and game play
* real time combat
* sandbox game, do whatever the fuck u want
* rouge like elements. crafting, freedom of what to do and shit. think ss13
* probably jobs instead of classes? helps with lore maybe
  + people crash-land into mysterious island mysteriously. they keep whatever they have on them based on their current profession. can develop skills after that.
* building! will stem off crafting. let's try and make this simple and not very convoluted.
* CLEAN CODE, CONCISE ENGINE. easy to manage and to add onto. as much as DM can manage at least
* magic? having thoughts on this. will need to be pulled off very well
* you can loot things off players and monsters after you kill them. as a result, combat will have to be intense; high risk high reward.
* Role play consists of three stages
  + 1. Settling Stage
    - Gathering, building, establishing alliances, simply trying to survive in an alien world. Make friends? Make enemies? go alone, form a band? Up to the player!
  + 2. Eternia Casul Stage
    - Assuming nobody did anything stupid, villages are established and people are living off the land. People can do their casul, fight each other, sustain their village, go on adventures, go to wars with other villages or whatever.
  + 3. Doomsday/Wipe stage
    - Resources are finite, they're gonna run out. Villages panic, everything goes to shit. Fun! admins think of a cool way to end the wipe with complete and utter destruction or something. go out with a bang.
* FLEXIBLE LORE: we want to set the basic fundamentals of things. Players can explore the world, and find shit out. HOWEVER. we also want people to make up their own stories in this mysterious land. It's like Christopher Columbus crash-landed in America instead and just fucking manly manned his way through it. y'dig?