**Map**

**System**

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| --- | --- |
| * Thirsty | * Poison (abnormal status) |
| * Weather | * Physics |
| * Stamina | * Hit point/magic point |
| * Day light (sun/night) | * Skill |
| * Inventory | * Dressing |
| * Mixing ingredient | * Action (walking/jumping/running/…) |
| * Durability |

**Game play design**

* Players use walking system for playing game in each zone map
* Players have to accomplish the event to improve player skills
* If player doesn’t accomplish the event he/she can’t enter the new map zone which relate
* Player have her/him specification magic skill to use in the event
* When player keep the item that they found, the event will occur or they can keep in the inventory
* Each event that occur we will have a guide book(magic book) to hint the action in event
* Before the game is begin we have a tutorial to learning to survive in forest
* To finish point they have to accomplish all events