Global Game Jam 2016

Theme:

Group: Ryan Oldfield, Joey Andrews, Rebecca Randell

# Ryan:

* Battle System
  + UI
    - Attack
      * Attacks the enemy
    - Defend
      * Doubles the players Defense for this turn
    - Magic
      * Gets magic that that user has on the character and shows it here then preforms the magic.
    - Items
      * Gets the usable items that the user has and displays it here
    - Run
      * Has a chance to escape the battle
* Enemy AI
  + Most enemies just attack
  + Some enemies use magic
  + Some enemies have healing potions
    - The boss AI will inherit from the enemies AI and modified so that the boss has options like more health potions and is more strategical.
* Battle Map for different areas (once everything else is functional)
  + Forrest has a greater chance to fight slimes and wolves
  + Cave has a greater chance to fight Skeletons and Zombies ect.

# Joey:

* Stats for Player and Enemy
  + Level
  + Health
  + Magic
  + Strength
  + Defense
  + Speed
  + EXP
  + Money
* Enemy only stats
  + Random drops
    - Slime has a 35% chance to drop goo and a 10% chance to drop a health potion ect.
* Stores
  + Weapon Shop
  + Amour Shop
  + Item Shop
  + White Magic Shop
  + Black Magic Shop

# Optional:

* Job Board (once everything else is functional)
  + Generates Random Jobs (ie. Kill 5 slimes or Collect 10 Bones) and the player gets awarded (50 gold for killing 5 slimes or Bone Sword for collecting 10 bones ect.)