Termina

Description

Termina is a Terminal-based RPG. In it, you play as an adventurer exploring the world of Termina.

Map

The Player character will be able to travel around Termina using a map node system. Nodes are connected, and travel is allowed between nodes. Map is not one-to-one; a square pattern does not have to be connected.

Specific map nodes will either be safe or dangerous. Safe nodes will likely offer services to the player, from shops, quest hubs, health recovery spots, etc. Dangerous nodes will feature a list of encounterable enemies the player can choose to fight to gain experience and items. Upon entering a node specified in a quest, the quest will automatically follow through.

Upon completion of certain quests, the map will begin to open to the player, allowing them to explore later, tougher areas. Upon completion of key main story quests, map nodes may also change to reflect the state of the world.

Combat

When choosing to explore a dangerous node, the player will encounter a random enemy from a designated list for the node. In battle, the goal is to reduce the enemy’s health before they deplete yours.

There are 5 relevant combat stats: Health, Technique, Attack, Defense, and Speed.

* Health: Determines who wins and loses the battle. Player must reduce enemy’s without losing their own. Can be increased upon level up.
* Technique: Points gained through attacking or item usage and consumed upon using skills. Can be increased upon level up. Enemies do not have Technique.
* Attack: Determines how much damage you do. Can be increased through equipment or level up.
* Defense: Determines how much damage you block upon defending. Can be increased through equipment or level up.
* Speed: Determines how fast you act in combat. Can be increased through equipment or level up.

Combat occurs in ticks. When a tick occurs, the speed stat will be added to a turn counter. Once a counter reaches 1000, then a turn will occur. It is possible for one combatant to have multiple turns before the opponent has theirs. Turn-lasting effects (such as Burn) will be dependent on the recipient’s turns.

During the player turn, the player will be able to use four options:

* Attack: A basic attack based on your attack stat. Will generate Technique.
* Skill: Access list of skills the player has earned. Skills have various effects and may or may not be damaging. Will use up Technique.
* Item: Access inventory of items player has acquired. Items will be used up.
* Run: Escape from the encounter. Not possible against Boss enemies.

Enemy turns will usually involve either buffing themselves, debuffing the player, or dealing damage. They will not use skills or items but can use special attacks unique the monster type.

Combat will require the use and abuse of skills and status effects. While the player will have a level cap of 10, the strongest enemies will have stats equivalent to level 20.

Upon completion of a battle, the player will gain experience and items. If enough experience is acquired, the player will level up. Items may be consumable or keys for certain quests.

Player

The Player will assume the role of ~~~

The Player will be able to equip weapons, which will change the description of attacks and may have unique skills and properties, and equipment, which will have unique properties on defense.

Upon level up, the Player will gain stat points they may allocate to each of their five stats. The level cap of the player will be 10.

The Player will also have a list of skills they may be able to use. This list may come from weapons, skills acquired leveling up, and quest rewards. Skills may upgrade if they acquire a skill they already have.

Quests

Quests are missions the player will encounter in their journey. They can be simple, such as simple item gathering, to big storylines that take place over multiple quests. Multiple quest storylines will be named similarly but have two or more actual ‘quests.’