1. Story
   1. High Level Summary

The setting is Amber Falls, a small town in a small country(?) that has gained it’s indpenece from a tryranical government. Bable’s Curisosites is a meusuem type place in town dedicated to housing and reclaiming all cultural and magical artifacts from the opression times.

There’s some rival private company that is trying to out do Bable’s Curiosities. They’re bad bc capitalism is bad.

* 1. Major Locations
     1. Amber Falls – Town where this all takes place
     2. Babel’s Books – Second hand bookstore and pawn shop kind of thing
     3. Amber Falls High School
        1. Bulk of our slice of life stuff happens in this setting?
     4. The Twilight Baazar
        1. A place to trade items from other cultures for reputation
        2. Higher reputation allows for different tiers of items to be purchased?
           1. We don’t really have mechanism for this execpt maybe events idk
     5. Spooky Woods
  2. Story Outline
     1. Act 1
     2. Act 2
        1. Curiosities-A-Million steals the Umbra Procailmation
        2. Entreat the Dusk Princess to control the antiquities market basically?
     3. Act 3
     4. Endings
        1. Eternal Night
        2. Defeat the Dusk Princess
        3. Just study for the test and let everyone else figure shit out
  3. Factions
     1. The Student Council – Elected every year. Responsible for different tasks, positions have a sacred item that are entrusted to the elected representive. Half symbolic, half actually powerful
        1. President -
        2. Vice President - Astroglobe
        3. Secretary -
        4. Treasure – Tomer’s Abaceus
        5. Events – Gastronomicon
        6. Health and Safety
        7. Techonology
     2. The Boys and Girls Association of Amber Falls
        1. A cult that worships The Void of space -millienial angst?
     3. The Celestial Court (temp name)
        1. Is this even needed really?
     4. The Night Court (temp name)
        1. The Dusk Princess
           1. The Lady’s Herald
     5. Students
        1. Issac
           1. Summary – Vice president, astronomy nerd, Celestial Bolt type, well connected family
           2. Celestial Bolt archetype

Solar Bolt – basic direct damage skill

Celestial Bolt – aoe damage

Singularity Bolt – aoe, changes all affected tiles

Quantum Bolt – teleport then bolt? Random teleport? Damange an enemy, then teleport them somewhere else?

* + 1. School faculty
    2. Townsfolk
  1. Characters – Roughly sorted by faction
     1. List of characters that are playable
        1. Ashley
     2. Student Council
     3. Students
        1. Ashely – New girl in town
  2. Character Relationship Scenes
     1. Stoner guy as smart girl to help him cheat on the test. If they agree,you party with im that night and you get a special mushroom that unlocks the psychotrouper class?

1. Job Breakdown

I think we should stick to 6 to 8 talents total.

* 1. Basic Jobs
     1. Fighter

        2. Skills
           1. Firm Kick - knock back one space and deal some damage
           2. Shield bash – Stun the target, deal some damage, requires shield to be equiped
     2. Acolyte
        1. Magical dps, base magic user
        2. Skills
           1. Fireball – traditional AoE, sets flammable things on fire, can inflict a debuff „Burn“
           2. Cold Snap – single targe, high damage, inflicts slow
           3. Lightning bolt – linearing piercing dmage, can’t pass through walls
           4. Magical Sigil
           5. Mana burst – high mana cost, highish damage, unaspected damage
           6. Transform: Archon – Switch Primary job to Archon, secondary to mage
     3. Rogue (Gutter Punk/rascal/Thief)
        1. Melee dps
        2. Skills
           1. Smokebomb – smoke screen tile effect
           2. Steal items?
           3. Steal credits?
     4. Gunner/Ranger/Something else – ammo as a buff, bows/gun require ammo to use?
        1. Ranged Physical dps
        2. Skills
           1. Double Shot – attack twice, Scale down the damage
           2. Take aim – boosts dmaange of next attack, can’t move in the same turn used
           3. Stay strapped –

* + 1. Herbologist
       1. Healer class
          1. Brew potions or something?
       2. Skills
          1. Brew potion – give a potion to a unit
          2. Apply salve – debuff remover
          3. Standard healing spell
          4. Change a tile to a flower bed that heals units on it over time
    2. Enginner
       1. Turrent – one turet at a time
       2. Mortor – long range thing
       3. Drone
       4. What else
    3. Scriviner
       1. General basic buffer class/light heals and offensive capabilities?

* 1. Advance Jobs
     1. Plague Slinger
        1. Focused on preparing and applying to posions to enemies
        2. Requirements
           1. Rogue skills
        3. Skills
           1. Prepare posion - a family skill ie, Prepare Toxin, Prepare Neuropoison, etc, applies poison to enemies when a wepon attacks, used as a cost for other skills
           2. Bottle Poison – use the prepare poison buff to generate a flask of posion based on that can be throw on to a target to apply the effect
           3. Profane blood – immune to poison effect
           4. Summon Rat King

Neurotoxic fang – random poison may be applied on attack

When attack, has chance to summon regular rat

* + 1. Priest – is there a reason for this class to exist?
       1. F
       2. Requirements
          1. Acolyte or Scriviner
          2. Herbologist or Scriviner?
       3. Skills
          1. Smite – small holy dmg spell
    2. Spectre
       1. Hard debuffs, dmg increasing based on the debuffs? What does that look like programatically? A passive trait that boost dmg on attack? Skills that scale with conditions? Idk
       2. Skills – a few purely offensive skills plus a few debuffs
          1. The offensive skills get bonus effects based on the applied debuffs
          2. Should this be rolled into our debuffer class instead?
       3. Requirements
          1. Gunner
          2. Rogue
       4. Skills
          1. Hamstring – no movement
          2. Attack the throat – no skill
          3. Grout -
    3. Druid
       1. This could be our animist class, bringing mountain, stone, etc to life
       2. Requirements
          1. Acolyte
          2. Herbologist
       3. Skills
          1. Transform buffalo
          2. Transform panther
          3. Tranform goat – magic
          4. Basic salve – small heal, debuff removal
          5. Ivy whip – short range attack with poison component
          6. One with nature – increase health regen trait on forest tiles?
    4. Piolt
       1. All about using exoskeletons to change stances
       2. Requirements
          1. Fighter
          2. Engineer
       3. Skills
    5. Psychotrouper
       1. Requirrements
          1. Herbologists
          2. Fighter
       2. Skills
          1. Random Effects
          2. Ability to randomly make clones?
          3. Possibly teleport target or user
          4. Bad trip – generate movement map for target, move randomly remove a movement point
          5. Grow mushrooms – add interation to tile or tileeffect?
          6. Party Foul
    6. Arcane Blade
       1. Self buff focused, abilities reserve bits of your mana pool while active
       2. Requirements
       3. Skills
          1. Elemental tag buffs
          2. Elemental Resistences
          3. Mix of physical/magic attacks – shocky hands, frost breath, fire kick
    7. Inquistor – combine with paladin?
       1. Requirements
          1. Arcane blade
          2. Priest
       2. Skills
          1. Holy Seal – holy damage, immozile unholy units
          2. Arch Angel’s Gift – grants flight and small speed buff
    8. Chef
       1. Requirements
          1. Herbologist
          2. Skills

Prepare feast – place an interaction on the tile that allow user to heal or get a buff or something

Prep food – similar to plague slinger ‚prepare posion‘ skills

Knife work – lots of stabs with a knife? Bonus to knife damage?

* + 1. Warden –
       1. Requirments
          1. Starts the fight with an animal companion
          2. Skills

Moves that buff companion

Bonus dmage against monsters?

Axe and gun skills

Pokemon type capture system (probably out of scope ☹ )

* + 1. Paladin
       1. Requirements
          1. Fighter
          2. Priest
       2. Skills
          1. Reightous chains pin self and target to the tile?
    2. Reaver
       1. Requirements
          1. Fighter
          2. Occultist
       2. Skills
          1. Increase dmange based on health missing
          2. Skills also damage user
    3. Quatermaster
       1. Requirements
          1. Fighter
          2. Gunner
       2. Skill
    4. Stargazer
       1. Requirements
          1. Acolyte
          2. Scrivener
       2. Skills
          1. Mostly mapenchantment based?
    5. Chaos Magi
       1. Our conjuration job
       2. Requirments
          1. Scrivenner
          2. Acolyte
       3. Skills
          1. Conjure weapon
          2. Conjure armor
          3. Self Determination – some kind of buff
    6. Street Shanobi
       1. Requirments
          1. Rogue
          2. Acolyte
       2. Skills
          1. Short range magic, combat and items based
    7. Oracle
       1. Requriements
          1. Add events to the map to activate in the future

This is where we’ll scope out what we’ll need to do to for the events

* + 1. Huntmaster
       1. Requirements
          1. Hunker down – raise defense/evasion, increase range, or attack?
          2. Build sniper’s nest – tile effect that gives buff to occupant
          3. Power shot

Ammo system

Ammo buff

Reload skill

All skills remove a charge from the buff

* + 1. Summoner
       1. Summone elemnets?
       2. Magical stances? Like a Vassel
    2. Ritualists
       1. Requiremtns
          1. Occultist
       2. Skills
          1. Prepare ritual
          2. Perform ritual
    3. Void Zealot
       1. Basically an evil paladin?
       2. Requirment
          1. Ritualist
          2. Reaver
       3. Skill
          1. Dark magics and physical stuff?
  1. „Secretc Jobs“
     1. Archon
        1. Obtainable through the Transform Archon Skill
        2. Skills
           1. Inferno – Larger AoE (maybe even force it to hit the caster), inflict hellfire on tile(slow spread, never times out?)
           2. Hail Storm
           3. Tempest – Damage aura adn that also boosts lightning tagged skills
           4. Mana veins – passive talent, larger mana pool, more mana regen
           5. Revert – remove the transformation
     2. Icon
        1. Reuqirements
        2. Skills
           1. Mesmerize – AoE stun, cost a movement point
           2. Cheer on – health regene and speed buff? Give extra move? Give extra attack?
     3. Vampire – race?
     4. Necromance
     5. Lich
        1. Requirements
           1. Necronomicon quest line
     6. Vampire
        1. Maybe a species or something?
     7. Occultist
        1. Requiremnets
           1. Questchain
        2. Skills
           1. Bloodmagic trait

1. Buffs
   1. Burned
      1. Damange over time
   2. Prepared Poison
   3. Archon
   4. Tempest
   5. Slow
2. Tile Effects
   1. Burning
   2. Smoke Screen
   3. Heal on start of turn
3. Tile Types
   1. Grass
   2. Woods
   3. Walls
   4. Road
4. Items
5. Quests
   1. Side Quest
      1. Vampire Quest Chain
         1. Vampire coven has infested a neighboring town
         2. Rumors are that they have some old like medical equipment that’s suppose to have magic powers?
         3. This could be were we find out that the Corp has hired vamps to steal stuff for them to sell on teh blackmarket or something
      2. 3 vampires, 2 bats, 1 vampire duke
         1. Vampires –
         2. Bats – flying, bite (chance to infect), echo – chance to inflict confusion
         3. Duke – Dazzle – switch sides of a turn, turn bat, transformation spell that increases speed and stuff.
      3. Slay all vampires – main objective
         1. Scaple of subblication - idk
      4. Revive a knocked out unit – side objective
         1. Reward – that unit
      5. Cinematic at the start
      6. Cinematic at the end talking about the fucked up stuff the big corp is doing
6. Brainstorm Space
   1. Class that „invokes“ elements/deities or something
   2. Class that adds events that deal damage, heal, whatever
   3. Technomancer
   4. Cyrptoshaman
   5. BloodMage
   6. Performer
   7. Chornicoler
   8. Mech Pilot
   9. Herald – maybe our invoker type class
   10. Skill that adds event that cast a skill that does damage and readds an event
   11. Races
       1. Human
       2. Robot
          1. Assault Bot
       3. Vampire
       4. Beast
       5. Spectre
       6. ??
7. Demo Day Design
   1. Classes –
      1. Plagueslinger and rogue
      2. Fighter
      3. Mage and acolyte
   2. Quest
      1. „Main Quest“
         1. 3 Vampire Peasant
         2. 1 Vampire Bat
         3. 1 Vampire Baron
            1. Faction change skill
      2. Side Quest
         1. Necromancer quest
      3. Reoccuring Quest
         1. Training dummy