# Design Document

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- Game Title: Fate of Fateslandia
- Backstory: In the magical land of Fateslandia, the evil wizard Voldedorf threatens the land! A brave hero sets out to stop him!
- Characters:
  - Playable character: Yorec the brave, warrior who fights with a sword and bow for ranged attacks. Start with 50 HP and do 10 damage with your sword and 5 with arrows. These numbers will increase as you level (1 atk and 10 HP per level). Start off needing 100 EXP to gain a level, the required value increases by 25 for every level (so 1 -> 2 needs 100, 2 -> 3 needs 125, etc.)
  - Enemy NPCs (values may differ in final product):
    - Slime: 30 HP, 5 damage, 10 EXP, 2 gold.

    - Goblin: 45 HP, 7 damage, 12 EXP, 3 gold.
    - Orc: 60 HP: 10 damage. 15 EXP, 5 gold.
    - Skeleton: 50 HP, 7 damage, ranged 15 EXP, 5 gold.
    - Zombie: 100 HP, 5 damage 15 EXP, 5 gold.
    - Mage: 60 HP, 12 damage, ranged 20 EXP, 7 gold.
  - Bosses:
    - Big slime: 150 HP, 10 damage 100 EXP
    - Orc chief: 250 HP, 12 damage 150 EXP
    - Necromancer, 250 HP, 12 damage, has minions (Zombies and Skeletons). 200 EXP
    - Black Knight: 300 HP, 15 damage 200 EXP
    - Voldedorf: 350 HP, 20 damage, ranged. 250 EXP.
- Gameplay:
  - Top-down perspective with enemies roaming the world. Players can defeat enemies to gain experience to grow stronger and money to buy items like better weapons and other useful items. Gameplay is similar to 2D Zelda games with light RPG elements.
  - Items:
    - Potion: Restores 20 HP, 25 gold.
    - Super potion: Restores 50 HP, 50 gold.
    - Ultra potion: Restores all HP, 75 gold.
    - Arrows: Bundles of 5, 10 gold.

- o Controls: Arrow/WASD keys to move around, E key to use sword, R key to use arrows, Q key to use potion, F to use super potion and X to use ultra potion.
- o Flow: Characters will progress through areas and defeat enemies. Each area will have a boss they need to defeat to be able to progress to the next one. Along the way they will find shops with useful items.
- o Rules: Characters have set amount of health, take damage from enemies. Run out of health and game over. Players can also find items for sale in the world, they can simply walk on them to buy them if they have enough money.
- o Victory conditions: Defeat the boss of an area to be able to progress to the next area. Defeat Voldedorf in the final area to beat the game.
- Sample level
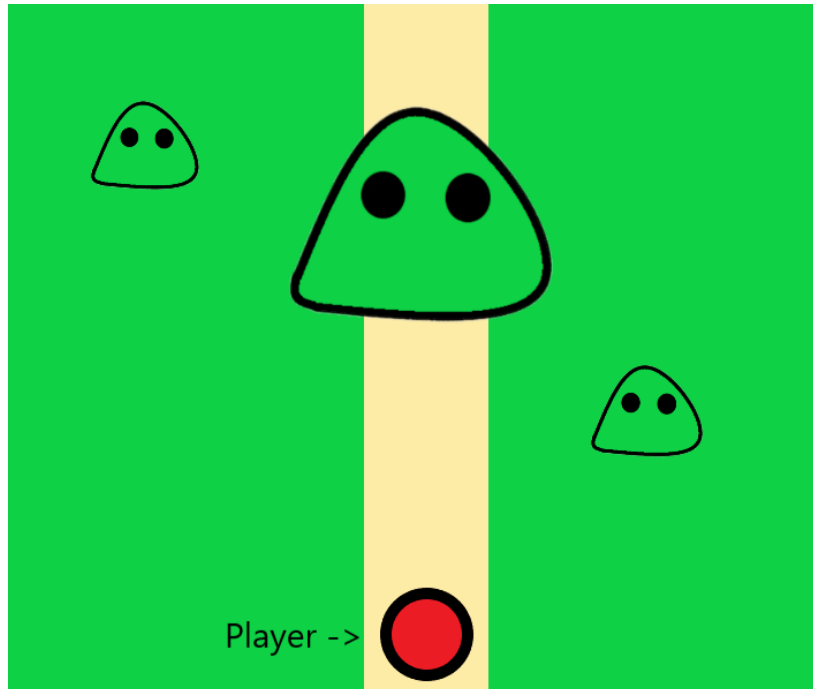
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- Game world: Medieval fantasy world with magic and monsters.
- Areas:
  - o Grassy plains: Slimes and goblins, Big Slime boss
  - o Dusty Dessert: Goblins and Zombies, Orc Chief boss.
  - o Graveyard: Zombies and Skeletons, Necromancer boss
  - o Orc base: Castle like fort. Goblins and Orcs, Dark Knight boss.
  - o Dark castle: Mages and Orcs, Voldedorf as final boss.
- Bonus material: Enemies would be randomized in a given area, adding variety to each playthrough. Difficulty modes that affect enemy health (Hard doubles health and 1.5 times damage, Very Hard does the same but disables level ups, Insane does that and sets player health to 1).