Project Andromeda

Concepts

Camera Rotation Aspect

Hunger

Sleep

Stamina

Realistic Carry Weights

Adrenaline (if below certain health percentage in battle(disables crippling) with double stamina regen and stronger damage)(limited time “defeat boss or become crippled”)

Passive Level Up System

Camera Rotate on Boss Finisher and Crits.

No Magic

Realistic Potions

No Instant Health Regen

Knapsacks(Backpacks) increase carry weight but not too significantly (if wearing one disables use of heavy armor)

Sneaking(the heavier the armor the louder and less sneaky)

Boss Battles

Can’t run past enemies (have to roll around or jump over)

Realistic Jump Heights

Fall damage

Crippling (if below certain health percentage)(slower move speed & stamina regen is half of normal)

Save when sleep (or if you use a sleep potion)

Start out with nothing

6 hotkey slots(corresponding to your weapon placement(2 on legs, 2 on side of lower thighs 2 on back) (bigger weapons take up more slots)

Dynamic Lighting