Skill level up tier system.

Final game max level 60. Demo game max level 20. You get a skill point every 5 levels.

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| --- | --- | --- | --- | --- | --- |
| Basic attack | Skill1 | Skill 2 | Skill 3 | Skill 4 | Skill 5 |
|  | 1 | 10 | 10 | 20 | 20 |
|  | 5 | 15 | 15 | 40 | 40 |
|  | 25 | 30 | 30 | 60 | 60 |

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| --- | --- | --- |
| Level | Tier | Point |
| 1 | 1 | 1/3 |
| 5 | 1 | 2/3 |
| 10 | 2 | 1/6 |
| 15 | 2 | 2/6 |
| 20 | 3 | 1/4 |
| 25 | 1 | 3/3 |
| 30 | 2 | 3/6 |
| 35 | 2 | 4/6 |
| 40 | 3 | 2/4 |
| 45 | 2 | 5/6 |
| 50 | 3 | 3/4 |
| 55 | 2 | 6/6 |
| 60 | 3 | 4/4 |

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| Zone | Level Range |
| Plains | 1-10 |
| Mountains | 10-20 |
| Caves | 20-30 |
| Tropics | 30-40 |
| Desert | 40-50 |
| Forest | 50-60 |

**\*\*\*\*Add additional Enemies to the GDD\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

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| --- | --- | --- | --- |
| Plains |  |  |  |
| Enemy | Type | Skill | Battle Effects |
| Tribes People | Normal | Spear Toss |  |
| Maggots | Slow | Bite |  |
| Lions | Normal | Maul | Bleed |
| Cheetah | Fast | Pounce | Daze |
| Rhino | Slow | Charge | Stun |
| Wasps | Fast | Sting | Poison |
| Air Elementals | Fast | Gust | Daze |

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| --- | --- | --- | --- |
| Mountains |  |  |  |
| Enemy | Type | Skill | Battle Effects |
| Eskimos | Normal |  |  |
| Yetis | Slow | Snow Ball | Chill |
| Mammoths | Slow | Charge | Stun |
| Dire Wolf | Fast | Go for the Throat | Bleed |
| Dwarfs | Normal | Axe Toss |  |
| Rams | Fast | Head butt | Daze |
| Ice Elemental | Normal | Icicle | Chill |

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| --- | --- | --- | --- |
| Cave |  |  |  |
| Enemy | Type | Skill | Battle Effects |
| Dwarfs | Normal | Axe Toss |  |
| Bats | Fast | Vampric Bite | Bleed |
| Spiders | Fast | Venomous Bite | Poison |
| Goblins | Normal | Wrench Toss |  |
| Oozes | Slow | Engulf | Daze |
| Skeletons | Normal | Rend | Bleed |
| Earth Elemental | Slow | Boulder toss | Stun |

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| Tropics |  |  |  |
| Enemy | Type | Skill | Battle Effects |
| Land Sharks | Normal | Prey on the weak | Bleed |
| Crabs | Slow | Pinch |  |
| Turtles | Slow | Snap |  |
| Sea Gulls | Fast | Peck |  |
| Nagas | Normal | Trident Thrust | Poison |
| Snakes | Fast | Envenom | Poison |
| Water elemental | Fast | Geyser | Stun |

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| --- | --- | --- | --- |
| Desert |  |  |  |
| Enemy | Type | Skill | Battle Effects |
| Sand People | Normal | Turban Wrap | Stun |
| Cactus | Slow | Spine Shot |  |
| Scorpion | Fast | Inject Venom | Poison |
| Buzzard | Fast | Peck |  |
| Golems | Slow | Sand Surge | Blind |
| Lizard | Fast | Lick |  |
| Fire elemental | Fast | Fire Whirl | Burn |

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| --- | --- | --- | --- |
| Forest |  |  |  |
| Enemy | Type | Skill | Battle Effects |
| Elves | Fast | Arcane Blast |  |
| Dire Wolfs | Fast | Gouge | Bleed |
| Fae | Fast | Sparkle | Blind |
| Treants | Slow | Entangle | Stun |
| Bears | Normal | Maul | Bleed |
| Oozes | Slow | Engulf | Daze |
| Battle Frogs | Normal | Tongue Lash | Poison |

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| Bosses |  |  |  |  |
| Zone | Level | Type | Skills | Battle Effects |
| Plains | 13 | Air | Tornado(aoe),Air Blast(SingleTarget), Air Armor(Buff) | Daze |
| Mountains | 23 | Frost | Blizzard(aoe), Ice Blast(SingleTarget), Frost Armor(Buff) | Chill |
| Caves | 33 | Stone | MudSlide(aoe),Rock Shards(SingleTarget), Rock Armor(Buff) | Stun – Rock Shards |
| Tropics | 43 | Water | Hurricane(aoe), Water Torrent(SingleTarget),  Water Shield(Buff) | Daze |
| Desert | 53 | Fire | Fire Breath(aoe), Lava Surge(SingleTarget), Fire Armor(Buff) | Burn |
| Forest | 63 | Elder | Arcane Storm(aoe), Tail Lash(SingleTarget), Arcane Barrage(aoe),Chromatic Scales(Def Buff), Elder Wisdom(Increase Attack) | Stun – Tail Lash |

Notes:

Resources: 100 base resources and the skills will take a percentage of the resource on use. Regen 10% of your resource per turn.

Things to add to project plan task list: Inventory item info popup, Inventory Close Button, Inventory Currency, Inventory Character weapon/armor capabilities, Character class needs total armor and total damage.