**When adding to this document, please color-code your changes so we can see who changed what.**

**Derek (r 31, g 73, b 125)**

**Jordon (r 1, g 1, b 1)**

**Josh (r 155, g 187, b 89)**

**Mark (r 247, g 150, b 70)**

**Matt (r 192, g 80, b 77)**

**Vince (r 238, g 236, b 225)**

**Meetings:**

* Weekly Skype Meeting: Sunday 10:30
* Possible physical meetings. No set day or time

**Game**

* **Platform**
  + Android
* **Type**
  + Top Down RPG
  + Turned Based
    - Menu system
* **Features**
  + Stores
    - Blacksmith(Heavy armor/ Weapons/Shields)
    - Tanner(Medium armor)
    - Tailor(Light armor)
    - Artificer (Staves / Bows / Arrows)?
    - General store
      * Consumables
      * Craft materials
  + Inventory
    - The player will have a set starting inventory size.
    - The size can be increased by buying bags at the general store, **or by micro transaction?**
      * The more bag space we allow, the more memory is used to hold more items. This should be a micro-transaction.
        + Maybe allow 1 in-game method of increase, but lock the rest to micro-transactions.
  + Environments
    - Desert
    - Winter/Mountains
    - Forest
    - Tropics
    - Plains
    - Caves
  + Party System
    - Progression-based allies are found within the world
      * Ranger player
        + Knight ally
        + Cleric ally
      * Knight player
        + Ranger ally
        + Cleric ally
      * Cleric player
        + Knight ally
        + Ranger ally
      * Possible Misc. Characters to join your party.
    - Combat
      * Combat starts
        + Player turn

Go first

Swap to ally

Use any consumables before using abilities

Use ability/auto attack

* + - * + Enemy turn

Go second

Use ability/auto attack

* + - * + Flee

Have a chance to escape a fight

Enemy levels adding or subtracting a modifier from the chance to escape (ie: you have a higher chance to escape lower level enemies than higher level ones)

* + - * + Player/Ally dies

Small experience loss from that unit

* + - * Combat ends
        + Win

Large experience gain to participating party members

Screens showing both player and enemy inventory (enemy being randomized with level-appropriate loot tables) where players can drag and drop to and from each inventory acting as a “choose your loot” section depending on what they can carry. Enemies won’t always have loot but may always have the (I think Derek called them) Battle Rations – items that instantly restore health to one member of the party per ration (acts as a heal once combat is successful). Maybe adding some that give mana or energy to them as well.

* + - * + Loss (whole party dead)

Sent back to nearest major town

* + - * + Experience check

Level up

Attributes

Receive x new attribute points

* + Towns
    - Each environment/zone will have its own specific town
      * Ex. The Desert environment/zone will have a Bizarre type town
      * Ex. The Winter/Mountains environment/zone will have a town with cottages for buildings
  + Fast Travel
    - Allows travel between towns that you have already visited
    - Possible mount or movement speed increase to speed up walking between places
  + Professions (create your own equipment)
    - Blacksmithing
    - Leatherworking
    - Tailoring
  + Micro transactions
    - Diamonds
    - Allows instant access
      * Ex. You want the Blacksmith to make you the best sword, say it takes 24hrs to craft. You can spend X amount of Diamonds to not have to wait the 24hrs.
    - Bundles
      * Purchase bundles with include X amount of diamonds for Y cost.
    - Remove ads
* **Player (Red additions are my ideas for possible ability resources if we decide to include those)**
  + Classes
    - Ranger
      * Initiative / Stamina
    - Knight
      * Stamina / Rage
    - Cleric/Mage
      * Mana / Energy
  + Attributes
    - Dexterity
    - Strength
    - Stamina/Vitality
    - Intelligence
  + Abilities
    - Basic attack(Start with)
    - Class specific attacks(Gain through levels)
  + Armor Types
    - Heavy
      * Knight
    - Medium
      * Ranger
    - Light
      * Cleric/Mage
  + **Weapons**
    - **Knight**
      * **1h Swords**
      * **2h Swords**
      * **1h Axes**
      * **2h Axes**
      * **1h Maces**
      * **2h Maces**
      * **Shields**
    - **Ranger**
      * **Long bows**
      * **Short bows**
      * **Crossbows**
      * **Arrows**
    - **Cleric/Mage**
      * **Wands**
      * **Orbs(off hand)**
      * **Staffs**
  + Item Slots
    - Helmet
    - Upper Torso (Chest, gloves, shoulder (if the set has shoulder armor))
    - Lower Torso (Belt, pants, boots)
    - Main Hand
    - Off Hand
    - Accessories
* **Encounters**
  + You will see a wandering enemy. If you draw its attention by coming too close and colliding with it you enter combat with it.
  + There could be several enemies in the pack but it will only be represented by one enemy.
  + **How would we handle who goes first? Would it be random or determined by level of the lead party member?**
    - The player should go first so they can use any consumables at the beginning of combat if necessary (using a consumable should not spend a turn)
  + The first side to go, either player or enemy, will have one party member choose an attack first (the lead will always go first).
  + The encounter will continue with each side taking turns one party member attack at a time until the encounter is over.
  + Upon the end of the encounter a pop-up will appear showing the experience and battle rations (health/mana items that drop that are automatically used) gained.
  + Then once that pop-up is closed another two will appear. One being the loot that was dropped by the enemy, and the next being the player inventory. (I mentioned this earlier since I didn’t realize it was included down here).
  + You can then drag what items you want to keep from the encounter into your inventory.
  + Upon the loot pop-up being closed you will continue on your way.
  + If you lose the battle you will be placed back in the last town you were at.
    - **What should the player lose by dying in combat?**
      * Players should lose experience after a death in combat to make for longer gameplay
      * Maybe some of their money too acting as a service fee for someone finding them and bringing them back to the town? (gold sink for dying)
* **Controls**
  + On screen joystick
  + Since it’s 2D we may want an on-screen D-Pad. Either works for me – just a suggestion.
* **Story**
  + Dragons have awakened in each of the regions and the local hostile tribes now worship them as Gods. It’s the player’s job to defeat the dragons in each of the region (in turn shattering the hostile tribes that worship them) and eventually defeating the Elder Dragon to rid the world of dragons forever.
  + If anyone has any ideas of how to make that story sound better on paper, feel free to add to or edit that. I just figured I’d drop the basic premises here so we have a storyline foundation to build off of.