**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
* **Story**
  + ?