**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)
    - General store
      * Consumables
  + 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?**
  + Environments
    - Desert
    - Winter/Mountains
    - Forest
    - Tropics
    - Plains
  + Party System
    - If you select a Ranger as your class you will pick up the Knight and Cleric throughout your travels.
    - Possible Misc. Characters to join your party.
    - Each Member of your party gains experience along with you if they are involved in the fight. Upon leveling up they gain attribute points that can be allocated by the player.
  + 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
  + 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**
  + Classes
    - Ranger
    - Knight
    - Cleric/Mage
  + 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**
    - **Ranger**
      * **Long bows**
      * **Short bows**
      * **Crossbows**
      * **Arrows**
    - **Cleric/Mage**
      * **Wands**
      * **Orbs(off hand)**
      * **Staffs**
  + Item Slots
    - Helmet
    - Upper Torso
    - Lower Torso
    - 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 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.
  + 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?**
* **Controls**
  + On screen joystick
* **Story**
  + ?