JRPG2016

Stage 1 – Playground

Dungeon map mit einem Gegner-Typ „Hystrix“, Chests und Lootables (Broken Floor Tiles). Bossgegner „Hystrix Queen“ mit Teleport/Charge und MinionSpawn.

Level-up möglich.

KEIN Skill-Tree (nur normal und special attack).

Items:

* Small Sword (magic)
* Short Bow (magic)
* Shield
* Quiver (nur magic)
* Chest Armor
* Helm
* Boots

UI:

* MiniMap
* XP/Mana/Health
* Skill slots (2 active, 4 locked)
* Inventory
* Menu

Itemization

Normal Items

* Salvage (mats)
* Sell
* Rune Words
* Base item for recipies

Magic Items

* Salvage (mats)
* Sell
* Extract Affix

Rare Items

* Use
* Salvage
* Sell
* Extract Affix

Legendaries

* Use
* Salvage
* Sell
* Extract (legendary) Affix

Sets

* Use
* Salvage
* Sell

Uniques [Account Bound]

* Use
* Sell

Mythics

* Use
* Salvage
* Sell

Bestimmte Legendaries droppen nur in bestimmten Gebieten von bestimmten Bossen.

Manche Sets droppen nur in passenden Gebieten.

Mythic/Unique/Set-Kombo > Full Set/6-pc + Legendary > Legendary/Set-Kombo

Wizard:

Kirke’s Helm (Mythic) > Unique > Set/Legendary

Cloak of Oz (Mythic)

Melisandre’s Grasp

Multi-element 2-hand etheral wizard staff “Theios Aner”

OR

Arcane: Oculus + Imhotep’s Will (Mythic Source)

OR

Fire: Pyroclasm (Legendary 2-hand sword)

OR

Cold: Frost Blade (Legendary 1-hand sword) + Orb of Winter (Mythic Source)

OR

Lightning: …

How to create a unique item (no jewelry, no tokens):

1 white item (base armor/base dmg)

+ gold/mats/etc.

+ name token (very rare)

= 1 unique mit 5 affixen

+ gold/mats/etc.

= 1 unique mit 6 affixen

+ gold/mats/etc.

= 1 unique mit 6 affixen + extra str/int/dex

+ socket gift

= 1 unique mit 6 affixen + extra str/int/dex

Affix-Slots können jeweils einmalig aus einem anderen Item gesetzt werden (die anderen Items werden dabei zerstört)

Ein legendärer Affix kann aus dem Buch (vgl. Kanais Cube) bezogen werden (der Affix verschwindet damit aus dem Buch und muss neu extrahiert werden)

1 affix kann immer wieder neu gerollt werden, wie bei jedem item

Vorteil: Beliebige Affix-Kombinationen möglich, bei bestimmten Affixen höhere Werte durch die Verwendung von Magic-Affixen möglichen.

Ein Unique kann immer besser als ein Legendary/Set-Item der gleichen Klasse sein.

Ein Unique kann besser als ein Mythic sein, wenn der Mythic-Affix keine Rolle spielt.

Voraussetzung für Uniques ist das Freispielen der „Forge“ (nicht zu verwechseln mit dem Blacksmith)

Inventory:

Wie Diablo

+ mehr tabs möglich (Freispielen)

+ Set-Tabs (1x2): beinhalten ein komplettes Set (2-8 Teile)

Editor

* Save/Load map
* Create/Edit Map (Tiles)
* Define “chunks” (provide alternatives/event stuff)
* Place/Configure map objects (lootables, chests, doors, etc.)
* Place NPCs
* Define/Configure spawn points/town portal targets etc.
* “Paint” functionality
* Layers (Ground + Ceiling [= hidden if character stands beneath])
* Drag = Scroll

Mapview with minimap (red rect = visible area, click/move to change)

Toolbar:

Tiles + “Brushes” (= tile cluster = objects)

Theme-PKG:

All tile-types

* Ground
* Wall\_NE
* Wall\_SE
* Wall\_NW
* Wall\_SW
* Stair\_NE
* Stair\_SE
* …

Kampagne/Levelling vs Endgame

Levelling

* Play campaign/Endless Dungeon/Challenges
* Learn skills (level up until max level)

Endgame Features:

* Endless Dungeon (no time limit, only difficulty)
* Challenges (non-random areas, time limit)
* Set Dungeons (Up to 6 levels, each level yield improved version of one set piece)
* Arenas (Endless spawn of increasing amount of ever more difficult enemies)
* Upgrade Legendary Gems
* Complete rune words
* Find Legendaries/Mythics
* Craft Uniques
* Upgrade Skills (runes, skill stones)
* Zen/Paragon leveling
* Masteries
* Achievements
* Grind mats

Alpha:

* Difficulties: Normal, Hard
* Level until 10/50
* Then paragon leveling (unlimited) (Level 1 paragon = Level 51 xp)
* Endless dungeon until Level Floor 5 to 6 (= area level 12)
  + Surface (ALvl 1, Hystrix, “Camp”, “Find Entrance to Southern Caves”)
  + Southern Caves (ALvl 2/3/4, “Kill Hystrix Queen” -> Access to “Underground Passage”)
  + Underground Passage (ALvl 5/6, “Reach Chthonian Forest”)
  + Chthonian Forest (ALvl 7, “Woodcutter Event”, “Locate Shadow Temple”, “Sematary”)
  + Shadow Temple (ALvel 8/9/10/11, “Defeat the Shadow Council” -> Access to “Gemstone Caverns”
  + Gemstone Caverns (ALevel 12/13/14, “Samada – Diamond Dragon” – nearly unbeatable)
* Challenge 1 until Level 12
* Set dungeon “Woodcutter’s Garments” (Area: Chthonian Forest)

Surface:

Grassland, some Trees, few loose rocks, few logs, Hystrix, Side-dungeon: Sally’s Cave (more Hystrix, better chest)

1 run yields:

* Approx. 10 coppers (1000 coppers = 1 silver, 1000 silver = 1 gold)
* Sometimes a chipped gem
* Some beast spikes
* Maybe an item (small sword, leather cap or small bow) (from better chest)
* 100 xp

After 100 runs:

* Approx. 1 silver
* Some 10 chipped gems (rubies and emeralds)
* 250 beast spikes
* Around 30 small swords (probably 1 good socketed (1) small sword)
* Around 30 small bows (probably 1 good socketed (1) small bow)
* Around 20 leather caps (probably 5 socketed (1) ones)
* 1000 xp (= 3 levels)

The 80 items can be sold for 5 coppers each on average (= 400 additional coppers)

The beast spikes can be sold for 1 copper each (= 250 additional coppers) or used for the “thorns” recipe: 200 copper + 100 beast spikes = 1 thorns affix shard (1%) (2% = 200 beast spikes, 3% = 400 beast spikes, 4% = 800 beast spikes etc.)

Cap socket thorns affix shard = attackers are dealt 10% of their damage as physical

Masteries (per Weapon Super-Type):

* Bows
* Crossbows
* Swords
* Polearms
* Staffs

Each step increases crit damage and attack speed with the respective weapon equipped.

Skills

* Skill-Points
* 6 skill slots, no restrictions on skill types
* Skill-Trees w/ pre-requisites

How to improve skills (e.g. damage):

* Skill Points (some skills have maxima)
* +1/+2 to all skills (on item, token)
* +1/+2/+3 to a single skill tree (on item, token)
* +1/+2/+3/+4/+5… to a single skill (on item, token)
* Skill modifiers (unique affixes)
* Skill runes (socket into items)

Example (Subzero Frost Wizard build):

* Generator: Ice Bolt
* Main damage dealer: Frozen Orb
* Area damage/Crowd Control: Blizzard
* Melee range: Frost Nova
* Neverending Winter
* Defense: Ice Armor
* Passives:
  + Cold mastery (cold spells damage increase)
  + Subzero (converts Slow to Freeze) (or something else with passive amulet)
  + Damage mitigation: Iron Skin
  + Cheat death: Unstable Anomaly

Advantages:

* Great crowd controls (slow/freeze)
* Frozen enemies vanish on death -> No Corpses!

Disadvantages:

* Single Element: weak against cold enchanted/cold tolerant

Frozen Orb deals 50% weapon damage to everything in its path and explodes for 250% weapon damage.

Cold Mastery: The damage of your cold spells is increased by 10%.

Improve Damage Dealer Frozen Orb:

* Skill points (max 30)
* +2 all skills (harlequins)
* +2 all skills (Enigma armor)
* +3 cold skills (Orb of Winter)
* +3 cold skills (Frost Blade)
* +5 to Frozen Orb (Iceblink Token)
* +5 to Cold Mastery (Frostlord’s Necklace)
* +1 to cold skills (Ravenfrost)
* +2 to all skills (Rock of Aisles)
* +20% cold damage (bracers)
* +20% cold damage (Frost Blade)
* +25% cold damage (Innuit Token)
* Increase Frost Orbs Explosion Size by 50% (FrostOrbShard1 socketed into item)
* Increase Frozen Orb Damage by 100% (Unique belt from Plate of the Orbwielder \*Xrare\*)
* Increase Frozen Orb Damage by 100% (Unique gloves from Plate of the Orbwielder \*Xrare\*)
* Increase Frozen Orb Damage by 100% (Unique shoulders from Plate of the Orbwielder \*Xrare\*)
* Increase Frozen Orb Damage by 100% (Unique pants from Plate of the Orbwielder \*Xrare\*)
* Increase Frozen Orb Damage by 100% (Unique boots from Plate of the Orbwielder \*Xrare\*)
* +1 to all skills (Chimikura Token)
* +10% cold damage (Royal Sapphire in Helm)
* +10% cold damage (Sap rune in source \*rare\*)
* +20% cold damage (2x Sap rune in pant \*rare\*)
* +3 to Frozen Orb, +15% cold damage (Glaciating Jewel of Frozen Orb in Ring1)
* +3 to Frozen Orb, +15% cold damage (Glaciating Jewel of Frozen Orb in Ring2)
* Subzero/ColdMastery on “The Fifth Sense” amulet (additional passive)
* 10% cold damage/150% crit damage (Royal Prismatic Jewel of Emerald [3]/Sapphire [3])

Learnings from Grim Dawn:

* Complexity yes but with easier access
* No limit to use of class trees
* Merge “Devotion” into skill tree

Affinity:

* Skills and Items can have an Affinity and are subject to buffs granted by spending “Devotion points” into the corresponding Affinity. Devotion points are granted by quests or can be obtained from Relics throughout the world.
* Affinities:
  + Elements
    - Elemental Damage
    - Casting speed
  + Physique
    - Physical Damage
    - Attack speed
  + Spirits
  + Beasts
  + Natural Forces
  + Intelligence

How to improve Skills:

* Choose skill and invest skill points (from level ups and quests)
* Equip + All Skills, + Skill Tree, + Skill items
* Augment Skills with skill runes
* Level synergetic skills
* Use complementary passives

Blizzard:

* Slows/Freezes enemies in an 20yds area and deals 100% weapon damage as cold
  + Each level increases damage, level 10: 22yds, level: 20: 25yds
* “Everlasting Storm” Rune: Duration of Blizzard is increased to 8 seconds
* OR “Deep Freeze” Rune: Blizzard always freezes enemies
* OR “Mistral” Rune: Blizzard focus cost is reduced to 20
* “Glass Cannon” Passive: Damage is increased by 10%
* “Cold Mastery”
  + Each level increases damage of cold skills

Builds:

* Wizard
  + Fire-Mage (Highest DPS, mainly DoT, deferred spells, extremely squishy)
  + Lightning-Mage (Very high direct dps, extremely squishy, great against bosses)
  + Cold-Mage (Great crowd control)
  + Multi-Elemental (Sorcerer) (Crowd Control from Cold, Damage from Fire/Lightning)
* Priest
  + Healer (Support only)
  + Monk (Aura, Buffs)

Gamera:

Ice-enchanted, Fireballs

Sprint 1:

* Editor 1.0
  + Load/Save map
  + Choose and place tiles
  + Place/Rotate objects
* Map “Cellar”
  + Tiles
    - Wall
    - Column
    - Floor
  + Objects
    - Chest
    - Barrel/Box (Destructible)
    - Broken Floor Tile (Lootable)
  + Creatures
    - Hystrix
  + Items
    - Sword
    - Bow
  + Other graphics
    - Pile of Gold

The sprint is finished when I can load the game (character spawns on defined spawn point on the cellar map) and I can loot the lootables and open the chest and destroy destructibles and kill hystrix.

To clarify:

Killing Hystrix with Sword is fun ☺ Killing Hystrix with Bow is fun ☺ Killing Hystrix with Sword AND Bow is maximum fun ☺

Opening the chest should give a rewarding feeling (sound, animation of loot). Destroying destructibles should be really fun.

After the “run” I’ll have found a few pieces of copper and maybe a quill\* and maybe a sword or bow (normal; damaged/normal/good/~~great/exceptional/etheral~~; socketed (1-3))

Hystrix may also drop health globe (5% chance)

When reloading I want to have kept my stuff.

Inventory

Environment should look “nice”:

This should work:

* XP bar
* Health/Mana bar
* Normal attack/special attack
  + Sword
    - Normal: Cleave
    - Special/Charge: longer animation time, Character dugs in and impales the enemy
    - On level 1 it should be Charge/Normal per Hystrix
  + Bow
    - Normal: normal
    - Special/Headshot: longer animation time, Arrow should end in head of enemy. Crit chance 100%
    - On level 1 it should be Normal/Normal or Headshot per Hystrix

Enemies should wear marks of the hero’s attacks:

* Arrows should stick in the enemy
* Cleaves and Headshots should send a spray of blood

Differences to 2014 version:

* Performance (aim at 60fps)
* Everything implemented has to work a 100%, if not remove it

\*Quills are components and materials

* Quill = Thorns Damage (Thorns 1 = 1% weapon damage as thorns) = Damages melee attackers on attack
* Merge Quills together increases thorns damage
* 100 Quills = Thorns Damage 100
* Normal Hystrix has a 20% chance to drop a quill
* Champion Hystrix always drops quill and has a 15% chance to drop a Quill (2)
* Rare Hystrix drops always drops quill and has a 75% chance to drop a Quill (2) and a 15% chance to drop a Quill (3)
* Quills are used in crafting recipies for thorns items, legendaries (most notably: Hys-Trixador)
* Thorns is subject to diminishing returns (1 = 1% weapon damage, 100 = 72% weapon damage, 1000 = 200% weapon damage, 10000 = 244% weapon damage; o similar)

Domain/Factions Layer

* Humans
  + Good People
  + Bandits
  + Church of Doom
  + Silver Cloaks (Guard of King Richard)
* Each NPC has a minLoyaltyRequirement before talking to the hero and another one for each quest he or she gives. If you complete a few quests for the “Good People” (which turn out to be the bad people btw) you get access to more quests from them. During those quests you gain aggro points by e.g. “The Bandits” which means that the bandits become hostile towards you: More frequent spawns of Bandit heroes trying to kill you. Factions are interlinked which means that your loyalty to bandits can raise if you do quests against the “Silver Cloaks”.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Good People | Bandits | Church of Doom | Silver Cloaks |
| Good People |  | Hostile | Neutral | Neutral |
| Bandits | Hostile |  | Hostile | Hostile |
| Church of Doom | Neutral | Hostile |  | Neutral |
| Silver Cloaks | Neutral | Hostile | Neutral |  |

Story Layer

* The Story is bound to the areas the hero explores and is told through the quests and dialogs.

Quest Layer

* Campaigns (= Acts)
  + Chapters (Primary and Secondary Quests)
  + Side Quests (e.g. Chtonian Forest/Family Legacy)

Style:

* Sin City
* Mostly monochromatic
* Blood/Gore in full colors