blackwood design notes

# Gameplay overview

Blackwood is an action-rpg sort of game in 3d in Megazeux. In it, the player wanders around fake-3d environments and murders the shit out of people, talks to people, and solves puzzles to complete the game. They’re assisted in this by a small array of weaponry, supernatural abilities, armor, and other consumable items.

Main character’s name is Bradley.

# Weapon types and weapons

1. Swords: Melee weapons that must be used up close to enemies, quiet but somewhat deadly.
   1. Rusty Arming Sword
   2. Iron Sword
   3. War (Bradley’s Sword)
   4. Black Pommel Sword / Ruin
2. Bows: Limited range, quiet.
   1. Recurve Bow
   2. Crossbow
3. Handguns: Loud weapons, but incredibly deadly.
   1. Inquisition Pistol
   2. Sacrilege
4. Carbine: Really really fucking loud weapons, but can mow down insane enemies.
   1. Weyland’s Experiment
   2. Litany of Carnage

# Equipment

1. Potions: Restore yourself
2. Grenades: Unrestore others
3. Ammo: Shoot more things

# Spell types and spells