**Setting:**

You are a caveman in the early ages of mankind, the game is set in the fictional world named by the player. Magic and other abnormalities are also present, there is much to explore and many things to do.

**Plot:**

The game begins with you in your cave when all of a sudden a giant black rectangular shaped object crashes into the ground outside. You cautiously walk up to the object and touch it. The object shatters and the fragments disappear, where the object stood now stands a woman. The woman speaks in caveman (barely distinguishable English, with few words). You follow her instructions to pick up a ***“sharp rock”*** and start bashing a small tree and picking up the branches that break off. After you collect some branches she then tells you to pick up yet a ***“flat rock”***. With the twigs you craft a ***“pile of sticks”*** and with the rocks you craft ***“clapping rocks”*** you then use these to create a spark and ignite the fire. Following this you enter Evolution Tier 1, you are no longer a simple caveman. Later when you are evolved enough, the woman will explain that she is a relic from a superior civilisation who wish to accelerate evolution, since you were the first to touch the relic, your species has been chosen for this honour. She will tell you what to do in order to evolve to the next tier and provide hints, her name is ***“Mon Lith” or “Lith”*** for short(a play on the word Monolith from the film space odyssey).

**Bosses:**

There will be various bosses in different stages of the game, defeating these powerful foes will earn/unlock you powerful weapons, armour and various other useful materials (some of which may help you to evolve to the next era)

* Greek mythology style bosses in the early era of game play
  + Hades
    - craft screech owl statue (made from gold and feathers)
    - must be summoned in the underworld
    - drops the helm of darkness
    - attacks using his dog Cerberus
  + Poseidon
    - craft horse and dolphin statue (made from gold)
    - must be summoned in the ocean
    - drops powerful trident weapon and manipulate water spell
    - attacks with waves, whirlpools and his trident
  + Medusa
    - craft stone snake statue (requires snake eyes and stone)
    - must be summoned in the stone layer
    - drops cast stone spell which has a chance to turn the enemy to stone
    - attacks by spawning snakes, eyes shoot beams which turn you to stone temporarily
  + Zeus
    - craft eagle and bull statues (made from gold)
    - must be summoned in the cloud layer
    - drops cast lighting spell
    - Allows entry into the Sky Temple, where you find the items needed to advance to the modern era (ie. Normal mode)
    - When normal mode is activated, half of the non-mystical surface biomes will mechanise (as well as some underground biomes).
      * Volcanic areas will have open-air foundries (used to spawn the Fire Ifrit boss)
      * Oceans will have oil rigs
      * Villages become cities
      * Mine shafts appear in Jungles
  + Ares
    - craft vulture, snake, alligator, dog and boar statues
    - must be summoned on land
    - drops full armour set plus a weapon
  + Apollo
    - craft deer, swan, hawk, raven and fox statues
    - must be summoned in the jungle
    - drops a powerful bow and summon pet raven spell
* Others
  + Satan
  + Splice (a mutated beast with many different animal traits)
  + Godzilla
  + Faerie (evil messed up fairy)
  + King Croc
  + Zombie Prince
  + Zombie Princess
  + Possessed Skull
  + Dire Wolf
  + The Seven Deadly Sins (Pride, Gluttony, Greed, Passion, Sloth, Wrath, Envy)
  + Bigfoot (Snow)
  + Loch Ness (“Nessy”)
  + Kraken (Water)
  + Leviathan
  + Cyclops
  + Titan
  + Grim Reaper
  + Dragon
  + Loki
  + Mothership
  + Swamp thing (Jungle) (Collect Rot bits from Undeadlands, to summon)
    - Summoning Item: Rot essence thrown into jungle water (water becomes toxic and corrupting)
      * Materials: Rotten chunks, cursed seeds
    - Area: Jungle only
  + Odin/Thor

**Standard Enemies**

* Drop Bear (Standard)
* Snake (Standard, tameable with snake flute, can randomly drop snake eyes)
* Wolf (Standard, tameable)
* Dog (Standard, tameable)
* Bunyip (Water?)
* Shark (Water)
* Fish (Water)
* Piranha
* Vampire (Night)
* Mermaid (Water)
* Siren (Water)(Mystic)
* Cherub (Mystic) (Air)
* Golem (Underground)
* Wasp/Bee (Standard) (Air)
* Vulture (Desert, Air)
* Minotaur (Mystic)
* Centaur (Mystic)
* Echidna (Standard)
* Dryad (Mystic) (Forest)
* Banshee (Undead)
* Troll
* Dwarf
* Elf
* Giant
* Valkyrie
* Zombie (Undead)
* Ghost (Undead, weak to silver or better)
* Ghoul (Undead)
* Mummy (Undead)
* Skeleton (Undead)
* Baby Dragon (Air)
* Atlantean (Water)
* Octopus (Water)
* Eagle (Air, Rare)
* Bull (Ground, Rare)
* Bat
* Robot (non easymode, mechanised biomes at all hours and unlit cities at night)

**Evolution Items/Actions:**

These special items enable to progress to the next level of evolution, when you evolve there is no going back. Evolving grants you access to new crafting options, new materials and new, more challenging enemies. Some evolution tiers can be skipped entirely if you discover the right things.

* Fire
* Creating basic home
* Creating weapons
* Creating Tools
* Taming animals
* Defeating difficult Bosses
* Recruiting others to live in your camp
* Discovering particular items/materials
* Discovering new biomes
* Creating a car (you must construct roads between homes to fast travel)
* Creating a spaceship

**Biomes/Planets/Areas of Interest**

* Standard
* Jungle
* Forest
* Hell
* Atlantis
* Ocean
* Volcanic
* Valhalla
* Mystical

**Other concepts**

* When advancing to Modern era (after defeating the ultimate easy mode boss), mechanise certain parts of each biome?
* After advancing to future era, allow space travel.
* Defeat the ultimate mode boss to advance to the next mode and era.
* Hardmode Items
  + Muons
    - Only collectable via radiation collector item
    - Can only be collected from aurora clouds in the space layer. Number of muons is quite sparse within aurora clouds (at most 3 muons in a large aurora)
    - Used to create ionic weaponry, the ionic jetpack and the dimensional warp
    - Top-tier material
    - Powerful ammunition for space guns (OR) can be consumed to restore full mana (but also prevents health regeneration for 30 seconds after consumption, irradiated debuff)
* Mechanised Fire Ifrit as a boss (subtype of Jinn)?
  + Summoning Item: Mechanical Lamp
    - Crafting Items: 10 Copper Bars, 10 obsidian, 10 Jinn essence.
    - Crafted at: Diamond anvil
  + Battle Area: Only mechanised volcanic area.
* Ultimate easymode boss: Zeus?
  + Summoning item: As mentioned earlier
  + Area: Clouds
* Ultimate normalmode boss: Leviathan?
  + Summoning Item: The Holy Grail
    - Crafting Items: 20 wood, 3 Snake Eyes, 3 Hellstone
    - Crafted at: Diamond anvil
  + Area: Ocean only.
* Ultimate hardmode boss: Titan?
  + Summoning Item: Dimensional Warp?
    - Crafting items: 5 meteorite bars, 5 muons, 5 titanium bars, 5 uranium bars,
    - Crafted at: Particle accelerator
  + Width of the entire map when summoned.
  + Final boss
  + Drops 1-5 Titan armor fragments, and shows the credits at least once (these will be skippable).
  + Area: Space/sky (or possibly separate dimension with only one moderate-length platform that you teleport to after using item?)
* Debuffs
  + Cursed
    - Cannot use any inventory items
  + Irradiated
    - Cannot regenerate health. Attack power is halved.
    - Only inflicted when standing on uranium without a radiation suit or after using a muon to reclaim mana.
  + Poison
    - Lose 1 health per update cycle
* Mineable Materials/Ores (by tier)
  + Easymode
    - Wood
    - Stone
    - Copper
    - Tin
    - Bronze
    - Iron
    - Silver
    - Gold
  + Normalmode
    - Steel
    - Obsidian
    - Hellstone (fiction)
    - Meteorite
    - Sulphur (item, mined from sulphur block)
    - Potassium (purely for gunpowder, used to make bullets)
    - Cinnabar? (mercury ore)
  + Hardmode
    - Uranium
    - Muon (item)
    - Cobalt
    - Titanium (named after the Titans, so will be part of the dimensional warp ;) )