Bosses

* Total of 12 bosses and 1 final boss
* Bosses may/may not carry special rare change they do
* Most bosses are huge eg. Dragons, dinosaurs, Cyclops
* Boss list

1. Saber tooth tiger
2. Cyclops
3. Dinosaur
4. Titan
5. Masked man
6. Swamp monster
7. Lightning man
8. Hade’s beast
9. Wizard
10. King
11. Fused beast
12. Final boss: God Nova

Areas

* Swamp
* Snow peak
* Cave
* Forest
* Sky (clouds)
* Underground
* Entrance to underworld
* Space (final battle)
* Marketplace
* Villages
* Towns
* Farms
* Solo houses (Uncommon)
* Library

Other

* Max level = 50
* Java or python
* Extra activities
* Mini games
* Races
* Gambling
* Multiplayer   
  team + tasks

New Game Concepts

Genre: RPG, Action, Adventure, Story-Based

Element Ideas

* You can have a max of 5 abilities
* You can purchase abilities at market
* Special boss items let you transform into boss
* 4 main elements water earth electricity wind
* Max party = 5
* Change up meters during battle which you can use special attacks once you maximize
* Special attacks vary based on element
* Rare: creatures may carry special moves
* You actually fight like and mmorpg, but have moves you can use/ or a regular starting move
* Once you use a move in battle you have to wait a few turns before using it again

(disregarding special)

The stronger the move, the more turns you wait

2 main types “Physical” and “range”

* Zelda a link to the past like
* When battle: enter an area and fight using abilities
* Clothes stores and appearance shops: customize
* Marketplace includes multiple stores like a mall
* Food restores health
* Start such as a health, speed, attack, defence, and stamina increase during battles and or with start boosters (rare)