

Currency System

- Economy system
- Currency - Soul Fragments
- Obtain Soul Fragments from defeated enemies
 - Chance to double via Luck stat
- Drops increase over time with progression

Shop System

- Special merchants found in specific locations through the dungeon
- Merchants can only sell a very limited amount of items
 - Encourages the player to keep exploring & finding new shops instead of going back to the same
- Items Sold:
 - Select Stat upgrades
 - Range
 - Luck
 - Basic Equipment
 - Upgrade Materials

Equipment

- Select armor pieces to equip
- There are three different tiers to armor:
 - Basic
 - Each piece gives a stat bonus
 - Can be found/crafted easily
 - Unique

- Upgraded version of common equipment
- Comes with extra/better stats
- Obtainable from upgrading normal pieces
- Special
 - Comes with more stats along with special attributes
 - Very rare equipment which **cannot** be upgraded into

Ultimate Equipment

- Four pieces of osiris
 - When Osiris was killed, his body parts were turned into armor
 - Goal is to get the whole armor set to have the power to defeat Set
 - Osiris Helmet:
 - Passive - passive 1
 - Ability - ability 1
 - Osiris Bodypiece
 - Passive - passive 1
 - Ability - ability 1
 - Osiris Legs
 - Passive - passive 1
 - Ability - ability 1
 - Osiris Boots
 - Passive - passive 1
 - Ability - ability 1