**WEAPON TYPES**  
SINGLE\_ACTION, SEMI\_AUTO, AUTOMATIC, SPRAY, PROJECTILE.

**BLENDER**  
Need to learn it.

**TALENTS**  
Passive talents? Maybe   
you can change for a price? Actually scratch that, change of talents means change of character.

**LEVEL SCALING**  
Should levels and waves scale to the player level? Yes I think so, also allow the player to reduce their level to farm materials but gain no xp? Boosting should be allowed, who gives a shit how people should play? The waves should automatically scale to the host, perhaps even allow to scale down for no xp for the scaled down player but allow for mats to be farmed.

**ITEMS**  
Items dropped should be relevant to the level, definitely have qualities and allow to upgrade if you like the weapon? People will want to use different weapons so random weapons are needed. "UNDEAD KILLING SHOTGUN OF FORTITUDE", adds additional undead damage and also increases health.

**QUALITIES**  
CRAP, NORMAL, GOOD, GREAT, BRILLIANT, MAGNIFICENT, UNIQUE.

**PREFIXES:**  
UNDEAD SLAYING, ABERRATION ANNIHILATION, BEAST BLASTING, MAN MURDERING, CRITTER CRUSHING, HEALING, etc.

**SUFFIXES**  
MANA REGENERATION, HEALTH REGENERATION, FORTITUDE, MANA CAPACITY, etc, PLUS VERY RARE ONES THAT ADD TWO OR MORE UP TO THE [MAX]-1

**OTHERS**  
SHOTGUN: SHORT (LARGE SPREAD), MEDIUM (MEDIUM SPREAD), LONG (SMALL SPREAD).

**STATS**  
Should health and/or mana be given per level or should health and mana be tied to stats and thus those be given?

**MATERIALS**  
- Money (probably just to buy heals, crafting and items)  
- Metals (for crafting)  
- Gems (to give specific pre/suffixes)  
- Reagents (for upgrades)

**POTIONS**  
I think potions should be on a cooldown and increase health regeneration and not give a set amount. A percentage health regeneration would work I think, 60% over 18 seconds would work. A percentage based potion would mean that there'd be no reason to buy them and I can add some stupid lore reason why they have this shit.

**NO GEAR/ABILITIES**  
I don't really want gear and shit, maybe just a gun, another gun and a relic to help your secondary attack? Maybe even two relic slots to give you a normal attack (0), weapon based epic attack (1), relic based attacks  (num1, num2). All these are based on cooldowns? I think we'll have mana too to allow for none cooldown attacks and even buffing abilities? I do not want official healers or tanks but if those want to get relics and such to be able to do that then sure. Attacks will do the same amount of dmg to every level appropriate player, will do damage at a higher rate to those under levelled but give much more xp, x+l\*[const]. I suppose health would become very helpful, perhaps abilities can be done to all characters if a modifier is pressed and costs xn+[level based constant], and does the same amount of healing but split amongst the players.

**COSMETICS**  
I think cosmetic items should be made, the ability to have hats and capes. The slots and locations should be made WAY into the development cycle, they should be added at either release or subsequent patches. \*\*AT NO POINT SHOULD DEVELOPMENT STOP TO FOCUS ON COSMETIC ITEMS\*\*.

**LEVELLING**  
I do want a constantly increasing difficulty level, levelling should be part of the game so no maximum level. Levels should not be given at a whim, xp should be given conservatively or lots of xp needed. This brings up the question, should the amount of xp needed increase per level or should it stay the same? And if it were to increase would mobs give more xp or would they stay the same thus make it longer? Boosting would become less of an issue really, but would work to get someone up to their level.