***Project Bebis***

* Summary
  + Action Role Playing Game
  + Mixed Martial Arts Theme (East Asia setting?)
* Gameplay Loop
  + Player will undertake quests that promise certain rewards
  + Player will assign certain skills that best suit their quest and playstyle
  + Player will explore the world with a 3rd person avatar
  + Player will encounter various enemies on their travels which they will have to fight
  + Combat is in fast paced, real time
  + Emphasis on careful blocking, dodging, and whiff punishing. As well as figuring out combos
  + Emphasis on learning the strengths and weaknesses of each enemy
  + Player completes the assigned quest and returns to quest giver
  + Player receives rewards that they use to prepare for the next quest and get stronger
    - Money, Items, Equipment, New Skills, etc.
* Characters
  + Final Stats
    - Core Stats
      * HP
      * Stamina
      * Mana
    - Combat Stats
      * Physical Damage
      * Physical Resistance
      * Knockback Power
      * Knockback Resistance
      * Magic Damage
      * Magic Resistance
      * Elemental Resistances
    - Travel Stats
      * Speed
      * Air Speed
      * Jumping Power
    - Percentile Stats
      * Critical Chance
      * Critical Damage Bonus
      * Critical Knockback Bonus
  + Base Stats
    - HP
    - Stamina
    - Mana
    - Strength (STR) -> Physical Damage from STR weapons, Knockback Damage
    - Agility (AGI) -> Speed, Air Speed, Physical DMG from AGI, Jump
    - Constitution (CON) -> Physical Resistance, Knockback Resistance
    - Spirit (SPI) -> Magic Damage, Magic Resistance
    - Mind (MIN) -> Critical Chance, Critical Damage, Critical Knockback
  + Actions/Skills
* Progression
  + Player earns stat points on level up
  + Player earns skill points on level up
    - Some skills can be purchased via skill points
  + Certain skills are obtained from defeating a Dojo Master
    - Dojo Masters will teach the skill if you challenge them and win
* Weapon Types
  + Unarmed/Fisticuffs
    - Fast, Blunt Damage
  + Daggers
  + One-Handed Swords
  + Pole arms/staff
  + Two Handed
  + Ranged
* Stretch Ideas
  + Nunchuks
  + Razor Wire
  + Whips
* Damage Types
  + Slashing
  + Bludge
  + Force
  + Fire
  + Ice
  + Thunder
  + Light
  + Dark
  + Poison
* Status Effects
  + Stunned
  + Fire
  + Frozen
  + Poison
  + Shock
  + Cursed
* Skills
  + Normals
    - Normal jabs
    - Jump
    - Dodge
    - Secondary attack
    - Interact
    - Block
  + Unarmed
    - Sweep Kick
    - Bicycle Kick
    - Stunning Punch
    - Combo Cancel Strike
    - Counter Strike
    - Paralyzing Strike
    - Rapid Strike
    - Judo Throw
    - Judo Pin -> Follow up attacks possible
  + Daggers
    - Dash Slash
  + One-Handed Swords
  + Pole Arms/Staff
  + Two Handed
  + Ranged
  + Other (magic/spells)
    - Spirit of the Mouse: Convert 50% of Physical Resist and Knockback Resist to Agility
    - Spirit of the Bull: Convert 50% of Physical Resistance to Knockback Resistance
    - Spirit of the Tiger: Convert 50% of Physical Resistance to Physical Damage
    - Spirit of the Rabbit: Buff speed and airspeed by 25%
    - Spirit of the Dragon: Convert 50% of Magic Resistance to Magic Damage
    - Spirit of the Snake: Increase critical chance by 10%
    - Spirit of the Horse: Double speed, Mind staff reduced by 50%
    - Spirit of the Goat: Increase Max/Current Stamina by 25%
    - Spirit of the Monkey: Convert 50% of Magic Damage to Magic Resist
    - Spirit of the Rooster: Increase Max/Current Mana by 25%
    - Spirit of the Wolf: Increase Max/Current HP by 25%
    - Spirit of the Boar: Convert 50% of Knockback Resistance to Knockback Power
    - Elemental enchantments: Apply a certain element to currently equipped weapons (dmg bonus calculated from Magic Damage)
    - Elemental resist: (resist bonus calculated from Magic damage)
    - Fire breath: Constant narrow cone of fire
    - Flame burst: Short cone of fire
    - Firebolt: long range fireball with very small AoE, moderate speed/frequency
    - Fireball: long range fireball with medium AoE, fast speed, long charge and end lag
    - Flaming Kick: Wide kick wreathed in flames. Fire effect is good for stopping many projectiles
    - Pheonix Rush: Burst forward with fire effect (can damage). Solid hit at the end with decent knockback
    - Volcano Burst: Cause a pillar of fire to burst from the ground. High knockback
    - Ice Shard: Quick shard of ice. High frequency
    - Frost breath: Constant narrow cone of ice
    - Blizzard: AoE centered around user
    - Water Wave: Ride a magical wave quickly around the field. Wave knocks enemies prone
    - Lake of Drowning: Create a small lake in front of user which drags in any creature in range. Creatures suffer constant ice damage while inside. All creatures are spit out at the end of the effect prone.
    - Ice wall: create a solid wall of ice. Creatures are knocked into the air upon the wall’s creation
    - Icy Step: create lingering ice patches that have a chance of knocking prone
    - Electric breath
    - Thunder strike
    - Thunderstorm
    - Lightning Step
    - Robes of Thunder