Quest/Progression:

* Start:
  + You start lying on ground, you get up and walk to find a village
  + Village takes you to hospital where you learn that you are in the middle of nowhere
  + You go around village talking to different people
    - Village parts:
      * Hospital - you are healed to full hp here, after that point onwards you can heal to full here after paying (price proportional to how much health you need to heal)
      * House where you get either the starting gun or sword for free
        + Guy giving you weapon tells you that stronger weapons can be acquired
      * House where guy does one of two things (we need to decide which)
        + Gives you a map with unlockable areas

After exiting this house a cutscene gets played where a guy goes running around yelling “The conquerors are coming!”

* + - * Shop - Has 4 items
        + Items

+25 Health pot

+5% speed rune

Villagers clothing armor set

10% discount on items bought at villages

Dynamite (needed for quest #2), can also be used as weapon

* + - * + Certain items can also be sold to shopkeeper
      * Crafting + rune house
        + Has area to fuse runes and craft stuff
      * Quest house #1
        + Guy wants you to retrieve his diamond from northern caves, he gives you a key to access red wolf’s dungeon where diamond is kept

In return he gives you part of the diamond which can be sold to shopkeeper for some immediate cash OR you can keep it to make some strong weapons in the future

* + - * Quest house #2
        + In the northern caves is another section where a kid was captured by red wolves, you need to retrieve him

Accessing this part of the caves requires dynamite(Interacting with the wall will prompt a message saying “an explosive is needed”)

You get coins in return

* + - * Add some general decor
        + Foliage
        + Animated NPCs that don’t do anything in terms of progression

Enemies:

Earth Wolf:

* Paces back and forth randomly when not attacking
* Runs towards player when detecting player
* Relatively easy mob to kill
  + Drops $1 coins, and a small chance to drop wolf hide, super small chance to drop a +1% damage rune

Cave Slime:

* Bounces up and down in one place when not attacking
* Jumps towards player dealing lots of knockback
* When killed splits into multiple smaller slimes
  + Drops $1 coins, small chance of $2 coins, small chance of dropping slime

Bat:

* Remain in a curled up state but are triggered by sound(aka gun shots or footsteps)
* Dash at the player and bite them(Life steal)
  + While not attacking fly around in circles
* Drops $2 coins, small chance of dropping %1 lifesteal rune

Red Wolf (Miniboss):

* Paces up and down in its cave
  + Spawns earth wolfs to fight for it
  + Every so often, charges towards player dealing tons of damage
    - If player dodges the attack and the wolf hits a wall, it gets stunned temporarily

Armor: