**Adventurer of All Worlds - Game Design and Development Plan**

**Global Mechanisms (All Maps)**

Health System:

- Player has a Health Bar (HP).

- Healing Potions:

- Red Potion = Partial heal (max 2 carried).

- Green Potion = Full heal (auto-used when picked).

Combat System:

- Default Weapon = Spear (melee).

- Switch to Gun (ranged attack).

- Auto-switch to Spear when out of munitions.

- Max 30 munitions.

Boost System:

- Boost potion increases damage for 5 seconds.

- Normal enemies: 1-hit kill during boost.

- Bosses: Boost deals massive damage but not instant kill.

Enemy System:

- Each enemy has an HP bar.

- Drops items (coins, munitions, potions, keys).

Inventory and HUD:

- Track munitions, coins, potions, keys.

- Display HP bar, munition count, coins, current level.

Victory:

- Kill all enemies + Collect the Key -> Open Portal to next level.

**Adventurer of All Worlds - Game Design and Development Plan**

**Level Guidelines**

Tutorial Level:

- Teach spear, gun, potion, boost, portal mechanics.

Forest Level:

- Kill 15 enemies + Boss -> Get key -> Portal.

Labyrinth Level:

- 4 maze sections with teleporters and enemies.

Dungeon Level:

- Kill 15 enemies + Boss.

- Choose correct portal: victory, restart, or death.

End Level:

- Bonus treasure room.

**NPC Narrator**

Two Dialogue Types:

- Instruction (pauses game - tutorial only)

- Advice/Hint (floats, no pause)

Triggers:

- Enemy appearances, boss battles, portals, secret hints.

**Development Task Summary**

**Adventurer of All Worlds - Game Design and Development Plan**

Features to build:

- HUD, Inventory, Weapon Switch, Boost System

- Enemy System, Boss System, Portal System

- Dialogue System, Y-sorting & Collisions

- Special Secret Levels

**Recommended Build Order**

1. Core HUD and Inventory

2. Player Combat (Spear & Gun)

3. Enemy System and Drops

4. Boss Mechanic and Rewards

5. Portal Transitions

6. Dialogue System

7. Map Building with Y-sort

8. Special Levels: Labyrinth, Dungeon

9. Polishing: Feedbacks, Animations, Music