**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 (Training Ground)**

**Objectives:**

* Teach all basic game mechanics step-by-step with in-game events.
* Introduce basic enemies and resource collection.

**Scenarios:**

1. **First Scenario** (Melee Combat)
   * Kill weak enemy with spear.
   * Drop: Munition + Healing Potion (red).
2. **Second Scenario** (Gun Combat)
   * Kill stronger enemy using gun.
   * Player must manage munition (ammo reduced with each shot).
   * Drop: Munitions + Coins + Boost Potion.
3. **Third Scenario** (Boost and Key)
   * Use Boost Potion to overkill a powerful enemy.
   * Drop: Coins + Green Potion + Special Key.
   * Portal appears → use Key to progress to next level.

**🌲 Forest Level**

* Kill 15 enemies → Boss appears.
* Defeat Boss → Collect Key + Portal opens to next level.

**Drops:**

* Enemies: Coins and sometimes Munitions.
* Boss: Large amount of Coins, Key, Munitions, Green Potion.

**🧩 Labyrinth Level (Secret Map)**

* Divided into 4 different sections (different labyrinth structures).
* Each section:
  + Kill all enemies → Portal to next section opens.
  + Random teleporters teleport you to other labyrinth areas.
* Goal: Find the right teleport path through enemies to reach the portal.

**🏰 Dungeon Level**

* Kill 15 enemies → Boss appears.
* Defeat Boss → Collect Key.

**Special Twist:**

* 3 portals at end:
  + 1 portal restarts the level.
  + 1 portal instantly kills the player.
  + 1 portal leads to victory.

**🎁 End Level (Optional Secret Level)**

* Treasure room filled with rewards.

**🧙‍♂️ NPC Narrator (Guide Mechanism)**

* A character acts as narrator/guide during the adventure.
* Two types of dialogues:
  1. **Instruction Dialogue** (Only in Tutorial Level):
     + Appears when enemies or important mechanics/events occur.
     + Example: "A mountain wolf appears! Press [key] to use your spear and attack!"
     + *Pauses* the game (freeze), player can skip the dialogue manually or it disappears automatically after a few seconds.
  2. **Advice/Hint Dialogue** (In All Levels):
     + No pause; dialogue floats while gameplay continues.
     + Example: "Haha… I hid a secret where the wind meets the desert sands..."

**Dialogue Events Trigger:**

* Enemy encounter
* Boss appearance
* Level completed
* Portal appearance
* Secret hints or discoveries

**Development Task Summary**

| **Feature** | **Needed?** | **Details** |
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| **HUD (health, ammo, coins)** | **✅** | **Labels, Inventory display** |

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| **Inventory system** | **✅** | **Track potions, coins, munitions, keys** |

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| **Switch weapon system** | **✅** | **Spear ↔ Gun** |

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| **Boost system** | **✅** | **Temporary damage boost** |

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| **Enemies system** | **✅** | **HP, Drops (coins, ammo, potions, key)** |
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| **Boss system** | **✅** | **Special drops and portal triggers** |

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| **Portal/Teleport system** | **✅** | **Travel between sections and levels** |

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| **Level design** | **✅** | **Map enemies, bosses, portals placement** |

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| **Dialogue system** | **✅** | **Instruction popups + Advice hints** |

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| **Y-sorting & collisions** | **✅** | **Proper movement and layering** |

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| **Secret Level** | **Optional** | **Treasure reward** |
|  |  |  |

**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