Design doc

Player

* Abilities
* Movement abilities
* Attributes
* Base attributes (never reset, summed to attributes – start at 0 for all)
* Spells
* Level
* True level (current vocation level + for each vocation (v -> v.level))
* Weapon
  + Attack set (affected by attunement)
* Weapon attunements
* Equipment (weight – used in collaboration with attributes)
* Inventory
  + Crafting materials
  + Money
  + Enemy Drops
* Skills (skill tree)
* Usable weapon types
* Mana
* Energy
* Health
* Vocation
  + Keep track of progress and status in each vocation separately

Movement Abilities

* Sprint (costs energy – weighted by how heavy equipment is and strength attribute)
* Jump
* Double Jump (must be earned at a certain level – resets on each re-vocation)
* Wall jump (one wall jump period until hitting ground, until earned at max vocation blessing)

Attributes

* Base attributes (before “the event”)
  + Strength (str) – how much equipment you can equip + minor damage to all heavy weapons, increases energy
  + Wisdom (wzd) – effectiveness of spells
  + Agility (agl) – chance to avoid damage, speed, jump height
  + Dexterity (dex) – attack speed, chance to avoid damage (minor), increases energy, minor damage to all light weapons, crit chance
  + Luck (luc) – crit chance, bonus drops/xp, random events
  + Defense (def) – damage reduction, defensive attunement, protection abilities
  + Magic resistance (mre) – reduces damage from enemy spells
* Advanced attributes
  + Power (pow) – raw damage up for all weapon attacks
  + Arcane (arc) – mana up, spell/ability damage up
  + Temperment (tem) – increases max attunement on all weapons, crit damage up

Vocation

* Skill tree
* Main attribute
  + Damage of regular weapons scale to this attribute
* Weapons allowed
* Spells
* Abilities endowed
* Attribute set
* Permanent attribute bonus
* Revocation
  + Reach level 99 and reset to level 1
* Max-out rewards “blessing” on revocation count
  + 1) permanent upgrade to main attribute
  + 2) new ability
  + 3) permanent upgrade to main attribute
  + 4) permanent substantial upgrade to main attribute
  + 5) major ability endowed
  + 6-9) upgrade to main attribute
  + 10) major upgrade to main attribute, small upgrade to few others. Max health up

Vocations

* Starred (\*) = starting vocation
* Base – can relevel 5 times each
  + Warrior (str)
  + Mage (wzd)
  + Thief (agl)
  + Martial Artist (dex)
  + \*Wanderer (average of all (except luck), weighed toward str)
* Advanced – can relevel 5 times each
  + Gladiator (pow)
  + Warlock (arc)
  + Monk (tem)
  + Paladin (def)
  + Jester (luc)
  + Armamentalist (arc + dex)
* End-game
  + Enlightened
    - Only one that levels to 999
    - Linear leveling
    - Every 100 requires finishing a quest to proceed
    - Every stat increase is permanent
    - All abilities/spells from Base vocations
    - Unique skill tree
  + Demigod – I don’t like this name compared to deity
    - Linear leveling
    - All abilities
    - All spells
    - Every stat increase is permanent and large
    - No level cap
    - Change title to “Deity” + some Deistic alignment attribute
* So the max level is 5,500 from the basic+advanced, then 5999 from enlightened, demigod is 6k+

Weapon Types

* Sword
  + 1 hand
  + Mid weight
  + base
* Great sword
  + 2 hand
  + High weight
  + base
* Shield
  + Secondary
  + 1 hand
  + Mid weight
  + base
* Staff
  + 2 hand
  + Light weight
  + Base
* Conduit
  + 1 hand
  + Secondary
  + Light weight
  + Base
  + Just adds passive effects for magic
* Wand
  + 1 hand
  + Light weight
  + base
* Mace
  + 1 hand
  + Mid weight
  + base
* Flail
  + 1 hand
  + Mid weight
  + advanced
* Rapiers
  + 2 hand
  + Light weight
  + advanced
* Hammer
  + 2 hand
  + Heavy
  + advanced
* Axe
  + 2 hand
  + Heavy
  + advanced
* Bow
  + 2 hand
  + Mid weight
  + Base
* Crossbow / Gun
  + 2 hand
  + Mid weight
  + advanced
* Claw?
* Boomerang?
* Fan?

Abilities

* Endowed by vocations
* Once earned, are permanently available to player (given certain conditions – like equipped weapon/item)
* Can cost mana, energy, health

Enemies

* Value = determines XP drop and money drop given a players level
  + I am below the level of the monster and it is high value
    - I get a large bonus of XP and money
  + I am below the level of the monster and it is a low value
    - I get the XP and money corresponding to being the same level as the monstr
  + I am above the level of the monster and it is high value
    - I still get a decent amount of XP and money
  + I am above the level of the monster and it is low value
    - I get almost no rewards at all
* Health
* Attributes
  + How likely am I to not get hit when you try to attack, how resistant am I to magic, etc
* Difficulty
  + Given I am told to attack, do I or do I wait? How many attacks can I do in a given time? How often do I try to dodge attacks?
* Damage
  + How much damage do I deal with my abilities
* Level
  + Has a multiplier that changes damage dealt and health
* Moveset
* Drops
  + Equipment
  + Money
  + Mana orbs
  + Crafting materials
* Base XP amount – minimum XP give
* Base money amount – minimum money give
* Rarity – Given I am told to spawn (in spawning pool), what is the chance I actually do?
* Elemental weakness
* Attribute weakness / strength
  + The damage I receive may be relative to what attributes a player does or doesn’t have
    - E.g: I can only be hurt if players are very agile
* Classification
  + Slime, Dragon, Demon, Creature, Metal, etc.
* Behavior
  + Agro all
  + Only agro if attacked
  + Passive
  + Run away

Dungeons

* Set dungeons with set enemy pools
* Random room layouts
* Random pool of possible bosses
* Random events
* Linear dungeon
  + Follow room to room, floor to floor, try to reach boss (DQ9 Grotto)
* Legacy Boss / Challenge Dungeon
  + One floor, a super hard boss fight
  + Can receive XP from boss or give back to level it (increase awards, XP, gold, etc.) (think DQ9 legacy boss)
* Survival
  + Wave based
  + Timed
  + Core enemies
  + Mini bosses
  + Dungeon boss
  + (Think similar to Salmon Run)

Equipment Tiers

* Anything dropped can be any of the tiers except cosmic (only crafted) and mythic (boss drop or crafting only)
* Anything crafted will always be the given bracket.
  + Can’t craft a wood sword and accidentally make legendary
* Impacts sell price, damage, ability costs
* Tiers
  + Common
  + Uncommon
  + Rare
  + Legendary
  + Mythic
  + Cosmic