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Skill distribution

70 maximum skill points possible

4 points to start

1 point from every enemy but special enemies give you 2

9 special enemies (not counting final boss)

20 random enemies

Mechanics:

-2 of the first 4 points must be put in 1 skill (the one you pick generates perfects faster)

-Extended info for each skill

-Options to change how fast the text shows up

-List of all possible collectibles

-Save your game (encrypt so you can’t cheat)

-Hardcore mode available not mandatory (special collectible)

-Newgame+ resets skills but keeps maximum health with dumb collectible

Player collectibles:

-Hats!!!!

-Mementos (changeable!!)

-Instant dialogue eliminates all collectibles.

Randomly generated enemies!

Enemies that are cosmetically special:  
-Probe

-Doge

-Kermit

-Badluck Brian

Game special enemies :

-Noob (tutorial)

Just enough stats to let player fight twice. Can’t kill in 1 shot. Demonstrates every ability.

Gets full use of everything.

-Crack addict (easyish)

1HP, 10 dodges.

Easter Egg enemies :

-Abraham Lincoln (easy)

Gives a comparatively really long speech that if you skip (after 80% of it is over) you don’t get his collectible. If you go through all the way you instantly beat him and get his hat. If you play with instant dialogue you can’t collect his hat. If you have the hat you can skip the speech.

-JFK (hard)   
 If the battle takes too long then JFK dies of assassination

If JFK dies by assassination you get a piece of his skull as a collectible

-Donald Trump (middle)

10 Block and won’t shut up about a wall

-Glados (???)

10 fire skill

You get the companion cube

-John Eldon (????)

Lands all sorts of funny jokes

-Gandalf the grey (middle)

10 blocks talks about people not passing

-Gandalf the white (2nd to last boss)

Really high healing skill

-Mark Zuckerberg (earlier enemy)

-Has some ability to know what you are doing or what your stats are

-If you kill him you get a glass of water

-Gabe Newell (easy)

STUPIDLY HIGH AMOUNT OF HEALTH!

Upon defending the third time he insta-dies

Some mechanic with 3 needs to kill him. If the first character has a 3 he instant dies

-Final Boss (final, duh)

10 of everything! 1000 health.   
 JOSH AND REILLY (or we could be random enemies)

-Something about the game itself as the collectible

-Consecutive hardcore counter, leave hardcore or go to free play