1/6 Scope & Goals

Progression

* Mission complete
  + Give exp
    - Would like to divide the exp based on used units, but don’t have to yet
    - Less exp on consecutive mission runs
  + Give money
    - This will be used for buying stuff and advancing days
  + Allow level-up
    - When exp allows for a level-up after a mission, start in Barracks
  + Additional class features
    - Make class features function up to level 5
    - Make them available according to the appropriate level

Usability

* Tooltips on hotkey icons
* % for chance to hit and succeed rolls
  + Ex: 40% chance to deal 1-6 damage

Missions

* 1st time through an area
  + Debrief, Plan, Execute, Completion, Return to Base
    - Debrief and Plan will be unique, have story significance, and possibly be interactive
    - Execute will be unique and possibly have scripted events, interactive dialogue, and cutscenes
    - Completion will show the exp, money, and items obtained, be unique, have story significance, and possibly have interactive dialogue and cutscenes
    - Return to Base will place the player in the Barracks directly if a party member can level-up, else they will be placed in the Base
* Additional missions
  + Same map, but with one of a few select objectives
  + There is always at least one additional mission available
    - These refresh after a day is spent through a mission or by waiting
  + Debrief, Plan, Execute, Completion, Return to Base
    - Debrief is a short and generic synopsis, no need for plan
    - Execute will be generic without scripting and only requires the previously stated objective to be completed
    - Completion is generic and will show the exp and money obtained
    - Return to Base will place the player in the Barracks directly if a party member can level-up, else they will be placed in the Base

Waiting

* Pay an amount of copper to move forward a day
  + Pay copper for food for how many members you have
    - Additional copper for those in the infirmary
* Those that were at negative HP will heal so they can join in missions
* Random encounters will refresh each day

Story

* 0th mission
  + Optional tutorial
  + Showcase basic mechanics with combat
* 1st mission
  + Purpose: Introduction to the world
  + Simple stealing mission
    - Take out the gang members and take their stored weapons
    - “You’ll have to take us out if you want our stuff!”
  + Once the player takes out all the enemies
    - Cutscene of player taking boxes of weapons and leaving
  + Reward: Player gets one of each damage type of weapon (pierce, slash, crush)
* 2nd mission
  + Purpose: Introduction to Templars
  + Get info from a shop-keep on the street
    - There are multiple shop-keeps, so the player asks around until they get the correct one
  + Start to get info, then the shop-keep freaks the fuck out
    - Templar comes onto the map and starts walking towards you all
    - Shop-keep bolts past you, as all other NPCs flee
  + New Objective: Escape
    - If player sticks around, they WILL be killed, so they have to get back to the transition onto the map
  + After completion, player is told how lucky they are that they weren’t killed
* 3rd mission
  + Purpose: Verify the Templars’ Power
  + Got a tip that the shop-keep got grabbed by the rival gang, you need to get him and get out
  + Player goes a bit through the facility, then finds a small group of the gang around the bloody, dead body of the shop-keep
    - “It took him an awful long time to feel comfortable enough to talk to us. We rewarded his friendship with our… hospitality.”
  + New Objective: Kill the enemies
    - Kill all of the gang members
    - Should be relatively difficult
    - Last guy’s dying words:
      * “Our boss is gonna have your head! You won’t stand a chance.”
  + Rival boss shows up with a bunch of other guys
    - Boss is super decked out in armor with a massive weapon
    - Other guys are also noticeably beefy
    - “What did you do to my MEN!? I’m going to enjoy making you bleed!”
  + He falls down
    - Templar shows up and takes him out
      * Does a TON of damage, but doesn’t fully kill him
    - Starts to kill all the other guys as well
  + New Objective: Escape
    - Player can see stats of the boss that got dropped and see how crazy it was that that much damage was done
    - Templar kills off the boss
    - Will kill player if player approaches
    - Player escapes the way they came, possibly having to get past other rival members
  + After completion, remarks are made about how unlucky they are that Templars have been showing up everywhere, but how lucky they are to survive these encounters
    - Nobody lives long when they see a Templar
    - Like their masks they are considered crows, so a group of them is called a murder, and for good reason
* 4th mission
  + Purpose: Introduce a dead Templar
  + Simple mission: meet a contact and pick up the package
    - Either in the sewers or an alley-way
  + Player reaches the meet-up point and find the contact dead next to a dead Templar
    - They were both killed in the same way
      * Burned, shot in the head, decapitated? Whatever we want the villain’s main weapon to be (gauntlet, incredible gun, scythe?)
  + Player gets the package and needs to leave
    - Only make one way out possible
      * Way they came collapses, or way the contact came is locked or collapsed
  + Run into an extremely injured Templar in the way of the exit
    - Extremely bloody, brink of death, lost his right arm
  + New Objective: Defeat the Templar
    - Even with super low health and a missing arm, it is a tough challenge
    - Possibly uses drugs to heal and buff itself
    - Does not have his revolver, uses dagger in off-hand
      * Lower stats in this instance (dying) and less accuracy for off-hand penalty
    - Does not start with max health
    - Still a level 10 character, considered a boss even in this state
  + Player kills the Templar and leaves
  + Reward: Good dagger, possibly some drugs
  + After Completion there are remarks about how crazy this is.
    - “Templars don’t die, they are death”
    - “Who is out there that could kill those that bring death?”
* 5th mission
  + Purpose: Introduce the main villain, the Templar killer
* Main villain – Templar Killer
  + Female Berrind
  + Researcher
    - Kills Templars for medical supplies
  + Originally attacks player for the turf of your gang
    - Inadvertently kill her partner
  + Personal vendetta against the player
  + She’s part of Bel Nix Six
    - What she is doing is on her own though
    - This gives the player a place to hunt her down to as well as a reason to fight another gang
    - She goes completely rogue after you kill her partner