Have 4 locations, 3 options at each location, 12 possible event generators total (unless we want to try something on the map screen)

-could possibly do random enemy encounters if/when kid bumps into a table, sorta like negative reinforcement

-would have to be able to implement “map area” though, i.e. if kid not with X strength of any beacons, considered within “map area”.

-could do something like enemy encounters as kids transition beacons

Level 1 game flow:

-Have introductory 2nd-person narrative, something of the amnesia-type trope, like :

“You awaken to the sounds of birds singing and a bubbling brook nearby. Leaves rustle beneath you as you stand to get your bearings. You can hear the wind whispering in some wheat near you, too. A wheat field, then, nourished by a nearby stream, and you underneath a tree. You’re not quite sure how you got here, but you decide to [roll with it; fix this later]. You walk a few steps out, hear the crunch of dirt and gravel at your feet. [A nearby signpost reads: ‘<wall 1 location name>’ and points to the <direction of wall 1>]. You decide that you’re probably not going to find answers anytime soon, so you set off to map out this strange new land, unaware of the grand adventure that awaits you...”

-have them go to each wall/location in “logical flow” order, reading out to them something of the format :   
 “You have arrived at location L. You hear the sounds of X ahead <play/highlight sound for X, if possible using 3D sound to come from in front>, Y to the right <same deal for Y, 3D sound from NW direction (if directly front is North), or to the right if that’s not possible>, and Z to the left <same thing as X and Y, from the NE if possible, left if not>. You take a moment to memorize the sounds <play/heighten sounds again as called out, directional magnitude if possible with pause (1-3 beat) between each> of X, Y, and Z.”

-possibly have user input moment here, where we ask “Do you remember the sounds, or do you want to hear them again?” in case they want/need more practice, and/or we could use that as a minor test of sorts. Once satisfied/passed, move on to next transition:

“You are confident that you’ve gotten the lay of the land here, so you decide it’s time to move on. You return to the roadway, and the sign reads {L+1 location’s name}. You set off in that direction, but <foreshadowing statement to discovering of boss/level 2 quest objectives, i.e. The skies rumble, as if to declare the arrival of their own dark shadow->The shadow over the land has grown, and you hear whispers of creatures, the fae and fable and far between, stirring in the dark of night. -> The shadow is spreading quickly on your heels, as you continue to encounter travelers fleeing from villages ravaged by monsters and monstrous humans alike. → [Boss encounter part, but that’s kinda super boss-dependent. Like what are we rolling with? A Dragon? Demon Overlord? Brandon’s Ex’s as like an Elite 24? All equally valid choicesin my opinion.].”

**Boss reveal/narrative:**

-Again kinda boss-dependent, so gonna have to hold off on this bit.

**Locations:**

**-Options**

Beach:

-Marsh? Possibly in direction of forest to kinda make it semi-consistent?

-Shoreline

-Fisherman’s shack/hut/boat

-Docks

-Mage Shop

-

Forest

-Logger’s hut

-Clearing

-Giant Ancient Tree (every RPG has one, trust me)

-Elven ruins/tree houses

-fairy/fae areas (i.e. runic stones, like stonehenge)

-Weapons shop

-

Mountain

-Cave

-Quarry

-Mine

-Peak

-Dwarven ruins/houses/etc.

-Armor shop

-

Town

-Tavern {“Scarlet Lantern” ;}

-Town Hall

-”Maroon Beam” district

-Item shop

-Shopping district (and maybe make this a sub-space again? Or have two menus to go through to select Item/Armor/Weapons/Mage Shops)

-

**Attributes:**

Strength:

-Strength of user, increases base damage of physical weapons, used for weapon and heavy armor equipment requirements, required for strength challenges possibly, or things like “you can’t pass here until you lift this boulder out of the pass (Requires 5 Strength)”

Endurance/Focus/Spirit:

-Increases stamina/energy/mana respectively, required certain light/medium armor requirements, and possibly other equipment requirements (i.e. shield/off-hand weapon/bow/staff/wand). Could possibly be incorporated into challenges as well. Also, Strength, Endurance, and agility can all be tested by physical tasks in a health-fitness way, for endurance do running, focus do balance, spirit do mindful meditation.

Intellect:

-Increases skill damage/values, maybe decreases skill cost or increase in ‘special’ regeneration, used for spell/skill learning requirements maybe, or perhaps non-weapon skills, could be incorporated in ‘intellectual’ (i.e. academic, educational) challenges

Agility:

-Increases dodge/deflect chance, possibly give bonus to light/medium armor, possibly reduces cooldown on skills, decrease casting speed/increase weapon speed? Don’t know if speed will come into this if its turn based though. Could be again used in kind of physical challenges, i.e ones that test speed or reflexes in some way.

Charm:

-Decreases/Increases buy/sell values in shops respectively, possibly have ‘charm’ conversation options that allow you to skip a step in the quest pattern, not incorporated directly into challenges; randomized and unchangeable (?) on character creation

Precision/Luck:

-Increases crit chance and crit damage, as well as possibly item find chances, and standard accuracy chance. Would not be incorporated into challenges

Vitality:

-Increases base health and resistances (i.e. physical and elemental resistances), wouldn’t be incorporated into challenges

**Classes:**

**-Primary Attributes**

**-Skills**

**-Weapon/Armor focus/equip levels**

**-Base stats**

Warrior

-:Strength, Vitality

-

-2H weapons, 1H weapon, shield, heavy armor, medium armor

-3 Strength, 3 Vitality, 2 Endurance, 2 Agility, 1 Intellect, 1 Precision

Mage:

-Intellect, Spirit

-

-Staff, Light armor, light shield?/wand?

-1 Strength, 1 Vitality, 3 Spirit, 1 Agility, 3 Intellect, 2 Precision

Rouge:

-Agility, Luck

-

-Bow, Daggers, Medium armor/light armor

-2 Strength, 2 Vitality, 1 Endurance, 3 Agility, 2 Intellect, 3 Precision