Game Overview:

Exploration game with multiple classes where the player can explore the world and fight bosses/do quests whilst also improving their skill tree/classes. Can support LAN + multiplayer.

Coop multiplayer game:

* LAN + Online, they create their own servers, and their friends can join (so we don’t need servers, hosting like crab game/core keeper/stardew valley)
* Players pick their classes and can’t change it
  + Warrior
  + Mage
  + Ranger
  + Ninja
  + Druid
* Players improve/work towards by
  + Story
  + Exp/Skill tree improvement
  + Better weapons
  + Base improvement
  + Killing bosses & enemy
  + More abilities/Class upgrades
* Fighting is real-time
* Story: World where stuff happens
* Story is hardcoded (maybe move onto randomly generated story/randomly generated areas later).

References:

Divinity original sin 2