Trapped `til Doom

# Gameplay ddoc

# Player

The player hero wakes up in a completely unknown world. Rest aside, he/she has a resonant life stone to protect.

# Resonant lifestone

The resonant lifestone is what keeps the world functioning as it should. It has power over everything-The weather, the seismic events, the nature. Thus, keeping it in great working order and safe from monster horde`s is one of the main priorities of the player.

# Monsters

Various creatures, like zombies, skeletons, venomous spiders and other, who appear out of nowhere in the dark. Most active during nighttime because the sun tends to have a destroying effect on their life.

# XP and levels

XP points are collected trough various interactions with the world-killing monsters, mining ores, smelting/crafting some high-tech item. Once a player reaches 190+1 XP, his/her level will increase by one. Skills of the player depend on his/her levels. Items/Guns can also be enchanted using levels, so that the player faces decision such as: „Do I want this new, lvl 15 Plasma raybouncer gun, or do I still want to use my lvl 11 ice shard skill.“

# Weapons

## Cold weapons

Cold weapons are weapons, which can easily be crafted by resources from the environment.

### A list of cold weapons

* Wood,iron,gold,diamond axe
* „..“ Sword
* „..“Shovel
* „..“Hoe
* „..“Pickaxe
* „..“Dagger
* „..“boomerang

## Firearms

Firearms are wepaons, that require special manufacturing processes in various machines for production.

### A list of firearms

* Revolver
* Semi-auto pistol
* Plasma gun
* Plasma raybouncer
* Hellhole(minigun)
* Grenade