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Envoke

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# **OVERVIEW -** **EXECUTIVE SUMMARY**

ELEVATOR PITCH / HIGH CONCEPT

“Envoke” is a top-down dungeon crawler with pseudo generated levels that lead up to an ultimate boss. Fight through hordes of enemies using a unique spell system that has you combining different types of magic together. The specific combination of magic elements used directly affects the type of spell cast.

GENRE

Top-down dungeon crawler

KEY/EXOTIC FEATURES

* Spell Combination System

A system that involves combining different types of magic to produce a variety of spells. The types of magic used dictates the spell effects and the amount of resource drain.

* Interactable Environment

Players use the spell system to interact with the environment and solve puzzles. Destructibles and movable items allow the player to affect the world.

TARGET AUDIENCE

Primary:

Casual audience interested in exploring dungeon crawlers

Secondary:

Dungeon crawler enthusiasts looking for a new take on the genre

PLAY ACTION AND CADENCE

Combat will be relatively face-paced focusing on creative use of the spells on hand. It will also revolve around acute resource management

WIN CONDITION / PLAYER GOAL

The player must fight through the tower and stop the final wizard boss.

LOSS CONDITION / CONTINUATION

The player dies when their hit points reach zero. They can start over from specific checkpoints at the end of each level.

# **COMPARABLE PRODUCTS**

### **ENTER THE GUNGEON**

A screenshot of a video game

Description automatically generated

The player movement and camera system will be largely like Enter the Gungeon. Enemy design might also be reminiscent of this title.

### **MAGICKA / MAGICKA 2**

A picture containing fire, nature, weapon, grill

Description automatically generated

Queuing up and combining spells is largely inspired by Magicka’s own spell system.

### **<DOTA 2>**

A picture containing text, nature

Description automatically generated

Dota 2’s Invoker was another source of inspiration for our spell system.

### **BINDING OF ISAAC**

Graphical user interface, application

Description automatically generated

Some of our ideas regarding procedural generation were inspired by Binding of Isaac.

ART AND PRODUCTION DESIGN

### **COLORS**

Map

Description automatically generatedChart, treemap chart

Description automatically generated

### **ART / VISUAL STYLE**

A picture containing indoor, light

Description automatically generatedMap

Description automatically generated

* 2.5 / 3D artwork and assets
* Darker muted colors for environment
* Bright vivid colors for spells and effects

### **MUSIC STYLE**

Subtle/ambient orchestral/pad heavy music for most of the game. For boss battles, the music would change into hardcore fast-paced music.

Ex.

<https://www.youtube.com/watch?v=9O4_awEHh1g&t=526s>

<https://youtu.be/Mtc7yYbhWPY?list=PLrnb8c3hFJatjyJ-wFMuFGANNoo7-LZsG>

### **SFX STYLE**

### Stylized and slightly exaggerated sound effects. Spells and attacks would resemble real life when applicable, however they won’t be fully realistic.

### Attack/Spell effects should “pack a punch” and utilize heavy base and/or sharp tones. This would follow the same intention with the art style as we want to emphasize the player’s magic from the muted environment.

ex.

<https://www.youtube.com/watch?v=smng0jyIQ3A>

# **INTERACTIVITY**

CAMERA LOGIC

The camera will follow the player from above, angled in a top-down position. The camera will follow with a “soft follow” to reduce the harshness of quick stop-and-go combat action. The player will not be able to take manual control of the camera, it is always fixed on the character.

The camera will have intelligent leading which will show more of the game world in the direction the player is heading based on the player's speed while not allowing the player to go off the screen.

The camera will also have Intelligent ground locking that allows the player to move vertically on the screen with the camera only moving to follow when the player's feet are on the ground while avoiding the player going off screen. This allows for a more solid feeling to the games ground. [Example](<https://youtu.be/TCIMPYM0AQg>)

A screenshot of a video game

Description automatically generated

Enter the Gungeon as camera reference

CONTROLS

### **PC CONTROLS**

* Movement: WASD
* Create Spell: Space
* Queue Edur (Ice) Slot: ‘C’ Key
* Queue Soleis (Electricity) Slot: ‘V’ Key
* Queue Cinos (Fire) Slot: ‘B’ Key
* Cast Spell (Attack): LMB
* Cancel Spell: RMB
* Cast Spell (Self): Middle Mouse Button
* Menu: Esc

### **WEB PLAYER CONTROLS**

* Movement: WASD
* Create Spell: Space
* Queue Edur (Ice) Slot: ‘C’ Key
* Queue Soleis (Electricity) Slot: ‘V’ Key
* Queue Cinos (Fire)  Slot: ‘B’ Key
* Cast Spell (Attack): LMB
* Cancel Spell: RMB
* Cast Spell (Self): Middle Mouse Button
* Menu: Es

OVERVIEW - SCOPE

### **GAME PROGRESS – PLAYER MILESTONES**

1. Enter the tower’s main hall and learn movement and element pickup (Tutorial)
2. Learn about combining elements into spells (Spell System) (Tutorial)
3. Encounter the Mad Wizard’s guards (Combat Tutorial)
4. Battle through the tower’s main hall (First Level)
5. Fight the Arcane Golem sentry (First Boss)
6. Travel through a frozen floor with undead monsters and icy servants (Second Level)
7. Fight a defrosted Ice Yeti Boss (Second Boss)
8. Travel through the lava-themed “Forge” floor and fight elemental servants (Third Level)
9. Fight the Forge Master (Third Boss)
10. Stop the evil wizard from completing his evil plans (Final Boss)

### **WORLDS/LEVELS**

The world consists of floors (i.e., levels) which contain multiple rooms. Checkpoints are achieved at the end of each level, essentially saving the player’s progression at these points.

Tutorial (Couple of rooms) + 3 levels + 3 boss events + 1 final boss

First Level (Stone Theme)

* 3 Stone Tutorial Rooms
* Rest of the Stone level 5-10 Rooms
* Arcane Golem Boss
* Cooldown Room

Second Level (Arctic Theme)

* 5-10 Arctic rooms
* Ice Yeti Boss
* Cooldown Room

Third Level (Volcano Lava Theme)

* 5-10 Lava rooms
* Lava Demon Boss
* Cooldown Room

 Top of tower (Final Boss)

* Fight Bad Wizz

Each level 5–10-minute play time

* Each room 30 second - 2-minute play time

Boss event 3–5-minute play time

Main Boss event 5–10-minute play time

~29-55 minutes of total play time.

# **MECHANICS**

HEALTH

The player has a traditional health bar that depletes whenever they encounter an enemy or enemy attack (spell, projectile, etc.). When the player’s health reaches zero, they die. Players can regain health via the Vitalis potions. Players can increase their maximum health through various means throughout the game.

THE RESOURCE SYSTEM: EDUR, CINOS, SOLEIS

The player’s main way of attacking is by combining the three schools of magic to produce spells. Each school has its own finite resource pool. The player gains resources by picking up Incantus Lumes off the ground. They are spawned after enemies are killed and sometimes from destructibles. These Lumes are used in a combination of 3 to create specific spells. The amount of Lumes a player can store at any given time is fixed at the beginning of the game and can be increased by finding secrets throughout each floor.

When the player is completely out of a certain school’s Lumes, they will slowly regenerate 1 over time. This regeneration only occurs when the player is completely out of the given Lumes. This helps ensure the player is never *completely* resource starved for too long.

Each school has a theme and spells utilizing that school’s Lumes will produce effects akin to said theme.

### **FLASHFIRE ATTACK**

Base attack that can be used by the player without depleting any Incantus Lumes and will be the easiest way to do some damage to enemies.

### **EDUR (ICE) ELEMENT**

Edur generally adds movement impairing effects to enemies.

### **CINOS (FIRE) ELEMENT**

Cinos packs the most punch, dealing big damage and applying damage over time effects to enemies.

### **SOLEIS (ELECTRIC) ELEMENT**

Soleis generally allows for the player to chain a single attack to multiple enemies that aren’t necessarily clumped together. While it doesn’t inherently slow like Edur spells, it can disrupt enemy movement.

SPELL COMBINING SYSTEM

Elements are combined by placing them into the spell slot UI. We will have 3 slots available for the player to combine elements. Spell combinations are not order specific, meaning slotting in *Cinos, Cinos, Edur* will produce the same spell as slotting in *Edur, Cinos, Cinos*.

### **SPELL COMBINATIONS**

#### **ELEMENTAL OVERLOAD**

* **Combination:** 1,2,3 (Edur, Soleis, Cinos)
* Player will fire a projectile in the direction of the mouse, passing through all enemies. This projectile will deal **10 - 15** *Fire damage* to each enemy hit and slow them by **50%** for **4 seconds.** *The projectile dissipates after 6 seconds or until it hits a wall.*
* Notes:
  + The “go-to” spell the player uses. Basic in every way, and its usefulness should evolve over the game from a source of damage to a quick interrupt/CC.

#### **EdURSTORM**

* **Combination:** 1, 1, 1 (Edur, Edur, Edur)
* **Description:** Rains down hail on enemies over a large area. Deals **3-5** *Ice damage* and slows for **10%** every second for **6 seconds**. If an enemy remains in the Storm for the entire 6 seconds, they are **frozen** for **3 seconds**.
* Notes:
  + Lava is cooled by this spell, becoming walkable during the duration and for 10 seconds afterwards.

#### **ELECTRIFYING SNOWBALL**

* **Combination:** 1, 1, 2 (Edur, Edur, Soleis)
* Player will fire a large, slow-moving projectile that will group up to **3** targets on hit, deal a little damage **5-10**, and leave an icy trail that will slow any enemies that walk into the trail by 10%.
* Notes:
  + Lava is cooled by the trail this spell leaves behind, becoming walkable during the duration of the trail and for 10 seconds afterwards.

#### **RIME WALL**

* **Combination:** 1, 1, 3 (Edur, Edur, Cinos)
* Players will be able to place a wall of ice X units long wherever they target, granted it is in range of the player (can't be across the room from the player). Rime wall will tank **3-5 enemy hits** before dissipating.

#### **SOLETIC VORTEX**

* **Combination:** 2, 2, 2 (Soleis, Soleis, Soleis)
* Players can fire a targeted shockwave (Extended Range) on enemies over a large area. Deals **25-30** damage and pulls in the nearest **5 enemies,** stunning them for **1 -2** seconds.

#### **GIGA STUN**

* **Combination:** 2, 2, 1 (Soleis, Soleis, Edur)
* Player will fire a projectile in the direction of the mouse cursor which will stun the first enemy it encounters for **4** seconds then once the stun is over it will stun **2-3** enemies around the target for **.5** seconds.

#### **BLINK**

* **Combination:** 2, 2, 3 (Soleis, Soleis, Cinos)
* Player can target an area that will teleport the player. As you leave, the player places a small spell on the surrounding area dealing **5** damage.

#### **CHAOS METEOR**

* **Combination:** 3, 3, 3 (Cinos, Cinos, Cinos)
* Player will cast a medium speed meteor where the cursor is (limited range). Meteor will fall to the ground and deal **40** damage on impact and leave fire behind which will deal **2-3** damage over **5** seconds if enemies walk into it.

#### **MENDING FORCE**

* **Combination:** 3, 3, 1 (Cinos, Cinos, Edur)
* Player will cast a sphere in a targeted area, when the player is inside the sphere, they will **heal 2 hp** per second. If an enemy walks into the sphere, they take **1** damage per second and start to flee for the remainder of the spell OR at least **3** seconds. This spell lasts for 10 seconds.

#### **SUNSTRIKE**

* **Combination:** 3, 3, 2 (Cinos, Cinos, Soleis)
* Player will cast a quick attack in a targeted area, doing **10** damage to the area selected.
* Example: <https://youtu.be/n55tYHKoSi0?t=57>

SPELL RESOURCE SYSTEM

The player can store only a certain amount of each element. A spell’s cost is directly tied to the combination of elements entered to produce the spell. For example, casting *Cinos, Cinos, Edur* would require the player to have 2 Cinos lumes and 1 Edur lume stored up. Upon casting the spell, those storage slots would be freed up and the player could collect more.

### **RESOURCE ACQUISITION**

The player will acquire resources by picking up orbs found throughout the level. Each orb will give the player a specific elemental resource based on its visuals. Orbs are sometimes dropped after defeating enemies. They are also periodically generated and placed around the map. Once the player has obtained the maximum amount of allowed stored elements, they cannot pick up any more orbs. The player can increase their maximum resource storage through various means throughout the game.

BOSS FIGHTS

##### **THE MAD WIZARD (FINAL BOSS)** Health: 300

This fight has 3 stages to it. Each stage is triggered based on the Boss’s health. The second stage is triggered at 200 health, the third stage is triggered at 100 health. Each stage causes the environment to change in some way. During Stage 1, the environment resembles the first floor. During Stage 2, the environment resembles the second floor. During Stage 3, the environment resembles the third floor.

The first stage has the player in a stone room resembling a study. There are lots of destructibles littered around, but other than that it’s a wide-open arena. The boss will use “Mad Magic” every 1-3 seconds to keep the player moving around the room. Every 10 - 20 seconds, he will cast **Mad Summon** summoning minions from the first floor via a portal randomly placed in the room. The player can stop the inflow of more minions by destroying the portal with attacks. Every 5 - 15 seconds, he will cast one of three abilities: **Arcane Missiles, Thunder Wave,** or **Meteorites, Protect From Spell.**

The second stage takes place in a room themed similarly to the second floor. Over time, ice will build up on the floor, creating icy spots that will slow the player’s movement speed. These icy spots can be dissipated by using Cinos spells on them. Every 10 - 20 seconds, he will summon minions just like the first stage, however this time the minions are from the second level. In addition to the spells from Stage 1, he will also randomly cast **Counter spell.**

The third and final stage takes place in a room themed similarly to the second floor. The ground breaks apart into pieces with lava pooling up between. The player can cast Edur spells to cool lava and walk across it. Every 10 - 20 seconds, he will summon minions just like the first stage, however this time the minions are from the third level. As the boss gets lower on health, he begins casting spells more rapidly.

###### MAD MAGIC

Orbs of magic that target the player damaging the player on contact. This is his “auto attack”.

**Damage: 10-15**

###### ARCANE MISSILES

 A barrage of 10 small missiles that follow the player’s movement. These missiles are destroyed upon hitting any kind of LoS blocker (i.e., Rime Wall, destructibles, etc.)

**Damage: 2-5 per missile**

###### THUNDER WAVE:

Directional AoE that knocks the player back and maybe slows them for a few seconds

**Slow Time:** 5 seconds

**Stun Time:** 2 seconds

###### METEOR/METEORITES:

Calls down either a large rock or small rocks that create shadows and then hit the ground and deal damage after a few seconds

**Damage: 40**

###### PROTECT FROM (EDUR, CINOS, SOLEIS)

The wizard protects himself from one of the three schools of magic. For 10 seconds, they are immune to any damage from that school. The wizard can only be protected from one school at a time.

###### COUNTERSPELL

This will randomly lock out one of the elements from being usable for several seconds. The element that is locked out will be one of the elements from the spell cast. If the player casts a spell with multiple elements, the most used element in the spell will be used. If all three elements are used equally, a random element will be picked.

**Time: 5 seconds**

###### MAD SUMMON

Create portals and summon various types of enemy NPCs to fight the player. These NPCs are a source of extra orbs for the player to replenish their spell casting ability. The portals are destructible, and they will continue to spawn more NPCs unless destroyed.

**Damage:** based off the enemy type

### ARCANE GOLEM

###### GRAB AND THROW

Moving to player and starting an animation that grabs the player damaging them and then tossing them across the map.

###### BOULDER THROW

Jumping to the center of the map, and throwing giant boulders towards the player, damaging the player on contact.

###### GROUND POUND

Jumping to the center of the map and smashing the floor creating a shockwave that damages the player on contact.

### YETI

###### SNOWBALL TOSS

Rolling three big snowballs towards the player in succession damaging the player on contact

###### ICE BREAKER

Random giant ice spears fall from the sky damaging the player if landed on.

###### ICE RINK

Jumping to the center of the map and slamming the floor creating a shockwave that slowly turns the ground into slippery ice. Makes player movement loose and faster.

### FORGE MASTER

###### IRON SMASH

Jumping to the center of the map and smashing the floor creating cracks that reveal lava. Player is damaged if they stand in the lava.

###### MOLTEN LAVA

Throwing three big lava rocks towards the player in succession damaging the player on contact

###### SUMMON HELLFIRE

Jumping to the center of the map and spitting out a flame in a circular pattern damaging player on contact

PUZZLES

### PRESSURE BUTTONS

Buttons that activate a game event while pressed and deactivate that event when lifted. Can be used for unlocking doors, spawning enemies, or triggering other scripted events.

### PUSHABLE BOXES

Boxes with weight that can be pushed by the player, usable for sliding puzzles and holding down pressure buttons.

### SWITCHES / LEVERS

Switches / Levers that activate a game event while toggled. Can be used for unlocking doors, spawning enemies, or triggering other scripted events.

### LOCKED DOORWAY

Doorways that can’t be passed through until unlocked through either keys or game events.

### LASER GATE

Gate that can’t be passed through until unlocked through either keys or game events.

### RUNE (KEY) PICK UP ITEM

An item that when collided with floats above the character as an icon that can then be used to open locked doors.

### ENVIRONMENT THAT REACTS TO SPELLS

Many objects and terrain will react in unique ways to certain spell types. For example, casting a predominantly Edur-based spell can cool lava and allow the player to walk over it for a short while. Certain rocks can only be blown up by a large Cinos/Soleis spell.

ENEMY TYPES

### MINION (MAGE)

Floor 1 Enemy

Health: 10

Damage: 5-10

Damage Type (Range):  *one of* Ice, Fire, Electric, Arcane

Description: Shoots a basic projectile periodically towards the player. Generally, tries to keep its distance from the player.

### MINION (SWORD)

Floor 1 Enemy

Health: 15

Damage: 15-20

Damage Type (Melee): Physical

Description: Runs towards the player and attempts to slash them to death!

### SLIME

Floor 1 Enemy

Health: 5

Damage: 5

Damage Type (Melee): Physical

Description: Hits players with their body.

### SPLIT MAGE

Floor 1 Enemy

Health: 15

Damage: 10-15

Damage Type (Range): *one of* Ice, Fire, Electric, Arcane

Description: Fires split projectiles that travel in a “V” formation from the NPC. Periodically will cast an AoE slow at the player’s feet, slowing them if they don’t move quick enough. Upon being hit, the split mage will blink away. Generally, tries to keep its distance from the player.

**Abilities:**

* Slow: Casts an AoE spell that materializes after 3 seconds, slowing the player for 40% movement speed if caught within the spell. Lasts for 3 seconds.

### SPIDER

Floor 1 Enemy

Health (Spawner): 20

Damage (Spawner): 10

Damage Type (Melee): *Physical*

Spawn Enemy that creates smaller spiders that will rush towards the player with 5 hit points. The Spawner will periodically spawn more minions

**Abilities:**

* Spawn Spiders: Spawns 3-4 spider minions with half health and damage.

### KNIGHT

Floor 1 Enemy

Health: 30

Damage: 15-20

Damage Type (Melee): Physical

A slow-moving heavy knight enemy that tracks the player when in range and deals heavy damage to the player.

**Abilities:**

* Shields Up: Knight raises his shield and absorbs up to 30 incoming damage from the front. Walks much slower while using this ability.

### SKELETON MINION (ARCHER)

Floor 2 Enemy

Health: 10

Damage: 7-10

Damage Type (Range): *Physical*

A weak enemy that deals very little damage but is at a far distance. Intended to have multiple of these to overwhelm the player. If not killed with fire damage, they come back to life (max of 1 time per NPC).

### SKELETON MINION (MELEE)

Floor 2 Enemy

Health: 15

Damage: 7-10

Damage Type (Melee): *Physical*

A weak enemy that deals very little damage. Intended to have multiple of these to overwhelm the player. If not killed with fire damage, they come back to life (max of 1 time per NPC).

### ICE SPIDER

Floor 2 Enemy

Health: 10

Damage: 10

Damage Type: none

A spider that moves around the room dropping ice webs on the ground, if the player walks into the web their movement speed will be slowed.

**Abilities:**

* IcyWebs**:** every 5 blocks moved, drops a web that can slow down the player if touched
* SpawnSpiders: Spawns 3-4 spider minions with half health and damage.

### ICE SNAKE

Floor 2 Enemy

Health: 5-10

Damage: 5-15

Damage Type (Melee): *Physical*

A snake that travels underground and pops up periodically to attack the player

**Abilities:**

* Snakebite**:** Comes up from the ground and bites the player causing a bleed for 3 seconds, then goes back under.

### ICE GOLEM

Floor 2 Enemy

Health: 50

Damage: 20

Damage Type (Melee): *Ice/Physical*

A large slow-moving enemy that is resistant to Ice damage and slows/CCs. It hits hard but only has one slow, telegraphed ranged attack.

**Abilities:**

* Ground Slam: Slams the ground causing a wave of 30 Ice damage in front of him. If hit, the player is slowed by 60% for 3 seconds.

### ICE MAGE

Floor 2 Enemy

Health: 15

Damage: 10

Damage Type (Range): *Ice*

An enemy that launches an ice ball that freezes the character for 2 seconds when hit. Sometimes also casts an AoE hail spell that will damage and slow the player.

**Abilities:**

* Hail: Calls down hail within an area, dealing 5 damage every second and slowing the player for 40% while within the AoE.
* Edur Shield: Creates a shield around them, making them immune to ice damage and slows for 10 seconds.

### MORTAR MAGE

Floor 3 Enemy

Health: 15-20

Damage: 30

Damage Type (Range): *Fire*

An enemy that launches a mortar style, area damage shot in the direction of the player, causing 30 fire damage, and leaving behind an area of fire.

**Abilities:**

* Lava Shell: Shoots a fireball upwards and towards the player, deals a base damage of 30 on impact, with the area of fire dealing 5 damage for 5 seconds.

### BOMBER GOBLIN

Floor 3 Enemy

Health:  8-15

Damage: 15-25

Damage Type (AOE melee): *Fire*

A fast-moving enemy that runs towards the player, when close enough to the player it will explode and deal high damage pushing the player back

**Abilities:**

* Last Wish**:** moves very fast towards the player, after getting near the player will blow up after 3 seconds causing massive damage to the player.

### FIRE MAGE

Floor 3 Enemy

Health: 15

Damage: 10

Damage Type (Range): *Fire*

A fire mage enemy that continuously fires flames for a while until a cooldown.

**Abilities:**

* Flame Thrower: Spews fire in a cone in front of the mage, dealing 10 damage every second for 10 seconds. Also applies a fire DoT that ticks for an additional 3 damage every second for 4 seconds. **Note**, Edur AoE spells can cancel this cast.
* Cinos Shield: Creates a shield around them, making them immune to fire damage.

### FIRE ELEMENTAL

Floor 3 Enemy

Health: 50

Damage: 15

Damage Type (Range): *Fire*

A big elemental that generally moves slowly and fires hard-hitting projectiles that burn.

**Abilities:**

* Combust: When the fire elemental reaches zero health, they internally combust, exploding after 5 seconds for 50 damage within a small radius.
* Flame Dash: When hit, or periodically, the fire element might dash to a new location, leaving a trail of fire that will deal 5 damage every second.
* **Note**, this fire can be put out with Edur AoE spells.

### FIRE SPIDER

Floor 3 Enemy

Health: 10

Damage: 10

Damage Type: none

A spider that moves around the room leaving behind small pockets o f fire on the ground. If the player walks into the fire, they take 5 damage every second. **Note,** this fire can be put out with AoE Edur spells.

**Abilities:**

* IcyWebs**:** every 5 blocks moved, drops a web that can slow down the player if touched

### MAGICAL WEAPONS

Floor 3 Enemy

Health: 30

Damage: 15

Damage Type (Range/Melee): *Fire/Physical*

Magical floating weapons that either shoot fireball spells (i.e. a magical staff) or rush the player and hack n’ slash (i.e. sword/axe, etc.).

ITEMS AND UNLOCKABLES

### VITALIS POTION

Adds health to the character after contact

### CINOS INCANTUS LUMES

Players will be able to pick up a Cinos resource to use for spell combinations.

### EDUR INCANTUS LUMES

Players will be able to pick up an Edur resource to use for spell combinations.

### SOLEIS INCANTUS LUMES

Players will be able to pick up a Soleis resource to use for spell combinations.

### HEALTH UPGRADE

Players will be able to pick this upgrade from a chest to permanently upgrade their health by a certain amount.

### SPELL DAMAGE UPGRADE

Player will be able to choose this upgrade from a chest to upgrade spell damage by a certain amount.

### ORB CAPACITY UPGRADE

Player will be able to choose this upgrade from a chest to increase element maximum capacity

### UPGRADE CHEST**S**

### **Collect upgrades from chests throughout the level by pressing F key.**

Possible pickups are:

* Health Upgrade
* Spell Damage Upgrade
* Lume Capacity Upgrade

### DESTRUCTIBLE CRATES

Players will be able to destroy crates placed around the map that may reward them with:

* Cinos Incantus Lume
* Edure Incantus Lumes
* Soleis Incantus Lumes
* Vitalis Potion

### DESTRUCTIBLE URNS

Players will be able to destroy Urns placed around the map that may reward them with:

* Cinos Incantus Lume
* Edure Incantus Lumes
* Soleis Incantus Lumes
* Vitalis Potion

### DESTRUCTIBLE SKULLS/BONES

Players will be able to destroy Skulls/Bones placed around the map that may reward them with:

* Cinos Incantus Lume
* Edure Incantus Lumes
* Soleis Incantus Lumes
* Vitalis Potion

### DESTRUCTIBLE POTION GLASSES

Players will be able to destroy Potion Glass placed around the map that may reward them with:

* Cinos Incantus Lume
* Edure Incantus Lumes
* Soleis Incantus Lumes
* Vitalis Potion

### DESTRUCTIBLE FURNITURE

Players will be able to destroy Furniture placed around the map that may reward them with:

* Cinos Incantus Lume
* Edure Incantus Lumes
* Soleis Incantus Lumes
* Vitalis Potion

LEVELING SYSTEM

Enemies reward the player with XP upon defeat. The amount of XP is based on the difficulty of the enemy and the floor the player is on. Easy enemies on the first floor will offer 1 XP while hard enemies on floor 3 will offer up to 15.

The player levels up after reaching certain breakpoints of XP. The amount of XP required to reach the next level increases exponentially.