Overall Goal: Create an arena brawler rpg, focusing on immersing the player in the progression, and the skill-based gameplay.

Focus on making an exciting and involving progression: Items, Skills, Progression Trees. I am hoping that the progression tree will be dynamic, where the player must work towards a skill to access certain sections of the skills tree. I am thinking of not putting any numbers on the equipment, and the only way to test is to do combat, or to go in the dummy arena. I also think the items should involve a good deal of combinatorics, where certain combinations will work better than others. We have to be very careful about balancing however.

The skill-based gameplay will hinge on good ai, and fun/effective/well-balanced skills. The ai must be able to use skills as well. Some skills should be obvious when to use, and some should be less obvious, but more rewarding when it does work against an enemy.

General feeling: Casual, Many options, Enjoy determining which gear to wear, and which skills I should work towards. Combat with enemies does not get boring.

We don’t want combat to be mechanical – we want it to be dynamic.

Inventory equipping will be real-time. You will have access to your inventory both in the shop and in the arena so you can pick up weapons and arrange your skills.

Next steps: Inventory and Items

We have a decision: We are deciding whether to pour our efforts into a combat-centric game where the player defeats enemies and increases their strength through weapons, shops, skills, and skill trees. It will require a lot of inventory.

Where most of the work will be: UI interface, levels, enemy ai, skills.

Pros: We are more experienced in this part – I’ve done most of this

I will get more time to play with skills and meh

Cons: Not open world

Or we could go with an exploration centric open world game where the player explores different biomes, gets items drops and stuff like that.

Where most of the work will be: Mesh generation, procedural biomes, making the world look good…

Pros: We are less experienced, which means we will probably learn more

Will be able to add onto this later

Cons: Will likely take more time to do