Culture and geography

Geography:

One should be able to navigate the world by walking, but whenever one is not inside a specific area, a.k.a. walking on the world map, one can swiftly walk to a different one. World map view is not as detailed as the normal view, but monsters can still attack. The type of monsters encountered in each area will be described afterwards, but in the world map one can encounter different monster combinations.

The world will be divided in the following zone types (each type can exist several times):

* Town / Settlement / City: Populated by NPCs and mostly non-combat places.
* Forest: Lost in the cold forests of Midgard, one strives to survive against wild animals and nature beings, none of which differ ally from foe.
* Mountain: Gigantic creatures roam these mountains; they awe the coming of the great Surt.
* Ruins: The remnants of once existing society, which horrors dare still hang on to this world?
* Coast: Slowly but surely the marine creatures, spawns of Midgard, slithered into our lands, desecrating everything in their path.
* Dungeons / Cave:

Culture:

A caste system will take place, not driven by money, but on how probable is one to survive the Ragnarök. That said, mages of the Eternal City of Sól ( https://www.vikingsofbjornstad.com/MyImages/Runes.gif) are on the top of this system and do not allow anyone but capable mages in their city. This place is placed into an eternal spring by the mages, allowing the growing of crops and sustenance of cattle.

Fight mechanics:

Characteristics:

Each character has a certain level of the following characteristics:

* Melee damage / Strength.
* Ranged damage (Probably not for the demo).
* Magic.
* Mana / Stamina (Depending of class).
* Health.
* Armor.
* Magic resist 🡪 The resists will be differentiated depending of type of magic.
* Debuff resist: How probable it is to apply debuffs to the target.
* Initiative: At the beginning of the fight, initiative dictates who goes first.
* WEAPONS have crit. chance.
* Special attack point system: NOT YET STABLISHED.

Debuffs:

* Stun: Turn skip.
* Slow: Can be applied when the fight starts (for example through passives) or during the fight. Reduces Initiative and might change the attack order.
* Strength reduction.
* Magic reduction.
* Armor break / reduction.
* Magic resist reduction.
* DoT effects: Poisons / Fire / Frostbite / etc.

Enemies

Forest:

Wolf:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Passive | Basic | 1 | 2 | 3 |
| Attacks have a chance to leave a *bleed* on the enemy. | Bite: Minor physical damage (Single target) | Pounce: Stun (Single Target) | Call pack: Summons 1 – 3 wolves. (Chance depends on hp) |  |

Mountain:

Ruins:

Coast:

NOTES:

* In the dungeon: Puzzles / Labyrinths / etc. A descendant of the gods is hiding there.
* No map, continuous world.
* Always night.

TODO:

* Fire / Snow particles.
* Textures.
* Big trees.
* How to wrap textures?