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| Mechanic | Status | To-Do |
| Combat | In Progress | 1. Finish implementing armor (allow for equipping and damage reduction in combat).  2. Finish items (allow for use in combat) |
| Multiplayer | In Progress | 1. Test and finish multiplayer lobby / initial connection  2. Implement a way for the game to run on the server (host machine) and communicate with players as needed. |
| Story | In Progress – early development | 1. Flesh out more of the beginning story. Ideas:   * Start with a villain maybe? Starting with a villain type could help:   **a.** Unsuspecting Villain: someone/something that you would not expect to be a villain. Maybe even a character you meet without realizing they are the villain, revealed in a twist ending.  **b.** Justifiable Villain: a villain that has some justifiable cause / purpose. This is a villain you are inclined to agree with if not for his evil methods with which he goes about achieving his somewhat justifiable goals. Such a villain type can be the basis for an interesting story that causes the main character (and player) to question themselves.  **c.** Downright Evil Villain: this is a villain that is purely evil and has no redeeming qualities. Probably the easiest to make.   * And/or flesh out more of the beginning:   **a.** Maybe a Master is training the group of players and sends them on a starting quest to test their skills. This could serve as an introduction of the game’s core mechanics to the player(s). |
| Exploring | Not Started | 1. Maybe we should consider implanting a system for defining the different areas of a ‘level’, what happens in each and how they are connected (how players move from one to the other). |
| Talking to NPC’s | Not Started – being considered | 1. Maybe we should have a way to allow the players to have a bit of dialogue with NPC’s, perhaps with a dialogue tree? |