

Deadlines

Week 40

- Combat rework
 - Combo system
 - Armor system
- Armor system
- Bash

Combo System:

Every weapon will have a 3 hit combo. If you successfully hit a target (doesn't have to be the same) 3 times the fourth attack will be more powerful.

Examples:

- Shortsword: Larger swing
- Greatsword: Lunge stab
- Hammer: Big smash
- Spear: Jump impale
- Dagger: Jump impale
- Ranged: Double shot

Armor System:

Equipment in the game can give *Defense/Deflect/Armor* +X which will grant the unit X armor points. All damage will be mitigated if the unit has an active armor point. To remove armor you either have to successfully land a combo (the 4th attack) or **Bash/Parry*** the unit while it's using it's weapon. When all armor points has been broken the unit can be attacked. Note: armor will not block effects such as bleeding, knockback, burning however will block those effects if they're are applied by a weapon.

Bash/Parry System:

Requires energy. Charge towards the mouse position. If an enemy is hit apply knockback and remove an armor point if the enemy is using its weapon.

Week 41

- Better enemy AI with new combat systems
- 3 new arenas
- Visuals:
 - Blood splash
 - Armor hit visuals
 - Charge visuals
- Final boss

Week 42

- Finish final boss
- Last UI changes
- Start menu
- Trailer