Motivation:

* Exploration: Discovering cool new places and new types of areas, monsters
* Relationships: Improving relationships with the various characters
* Fun: Hopefully the base game is just fun to play? Improving stats, recruiting characters, purchasing / conquering towns, getting closer to the “Dragon King.”
* Storyline: There is a basic storyline that provides a rough framework

Start:

* Start so simple like you are in a dungeon and just call out a name then the game says, “... your sister does not answer.” Then your dude thinks (she must be here...! She must still be alive!) and there’s just zero context.
* In a dungeon with a task - like rescue the princess. Then you do it and she joins immediately. Or rescue your sister or your childhood friend, or the “children” like DW4. And each one uses the random event generator to determine next step, princess maybe needs to go back to castle, etc., and each one will leave of affection isn’t high enough when you get there.

Story Elements:

* Your character’s backstory is written by answering questions as the game moves forward. Answering particular questions “solidifies” it as part of your backstory.
* Then a time spell or item later that lets you change your past history which you developed by answering questions during the game.
* Each main story event sets off next random quest for “main storyline” which is also random but consistent, like next one could be “betrayal” where the king blames you for his daughters capture even though you’re the rescuer. And these random storyline quests could be inspired by DW games and include random characters. And that just provides a basic framework for you to then go off and do whatever to explore the open world, recruit, conquer or take over towns in various ways, expand caves to dig to other areas and acquire dungeons, castles, etc.
* Your home village was attacked by demons, take it back (and party npcs can have some fun dialogue, esp sister or childhood friend or any romance who hasn’t been there before would ask, so this is where you grew up? Then you’d answer and your answers build your own storyline which is used in later plot elements like oh yeah I was a blacksmith, then that bit gets set and determines later events)

Party System:

* Can acquire multiple parties as you level up and complete quests. It’s a stat you can increase (kind of like gaining more companions and parties in Bannerlord).
* “Party” button to access the party screen which lets you switch between parties.
* Some personality traits don’t get along well with others in parties.

Dialogue System:

You always choose your own dialogue (like Bannerlord) your character does not have a “personality”

Lines of dialogue are based on personality traits.

Can ask NPC various questions and open up options depending on how much they like you:

250: Where is… (shops, Capital, dungeons? Treasure? Awesome weapon?)

350: Trade

500: Join (Same level; goes up by 1 level / affection (i.e. 600 affection can be 100 levels above))

750: Sex

900: Marry

To improve their affection of you:

* Give gifts
  + Some have particular types of items that they like more, some just money
  + Merchants might want you to help with their stock
* Fight (for some personalities)
* Random questions/errands for them (depends on personality traits)
  + Steal something, slay something, get an item, find a new location, reach a certain level, recruit another person
* Affection system mini-game
* Have them in your party over time
* You could fake things, like “Fake being a king” and try to convince one that you are the king, and if she buys it maybe she will sleep with you.

Conflicts with girls you have to resolve before they sleep with you again.

* If they see your dude go into a tent with a girl for example and they are the relationship type (some might not care, fi they were servile for example, or did not want a relationship, but others who had high self-esteem might) you need to try to explain yourself and you get various dialogue options.
* And maybe sometimes you need to give them a gift, or read them a book, cast a certain spell, steal something from someone who wronged them (in their hometown), buy them a house, or even have an official relationship with them, depending on personality traits.

Towns:

* Towns have festivals sometimes. Lots of merchants in the streets and special games.
* Can sneak into houses and steal things
* Work as merchant, selling or stocking items (Taloon)
* Towns have affinity towards you based on how many tasks you do for residents?
* Towns should have chances to be “different” fundamentally, like some are mining towns, some are merchant towns, some are filled with inns, others with lots of shops, markets, some are fishing towns, others are crafting towns, magic towns, knight strongholds, all kinds of different seeds for the towns so it’s interesting finding new ones.
* People in towns should have random levels but based on firstly class, like Villagers are likely to have lower levels, and also based on the level range of the area the town is in. If it’s in a higher-level range then the seed causes the average level range to be high.
* Shops should spawn equipment based on level range of the area that the town is in.
* Build / find a teleporter in each town and you can fast travel between them.

Minigames:

* Implement a variety of interesting but simple minigames that can be used in this or other RPGs.
* Three cups where the cups are shuffled and you have to keep track of the ball under the cup. Maybe can just use animation for this.
* Chrono Trigger games: The hammer game where your str and how much you wind up dictates your win. A race.
* Single monster fight / cage match
* Archery game where you have to aim your bow /arrow by moving the mouse almost like Tank Wars then release.

Game System:

* Also, random battles in over world but you can choose to fight or not. When random battle happens you get an option to fight on screen like a fight button. That option stays until you enter town or dungeon.
* Can choose to set up camp anywhere? But have to fight random battle for it unless the area is “clear” ie you already fought a random battle there. Or maybe you get random battles just once per square but once you fight there it’s “clear” and now you can ignore or fight.
* Some areas you need particular stats at certain levels to get into.
* Can dig in / alter dungeons and create areas of no monsters within dungeons. Once you “clear” it by making it so that the entire dungeon is monster-free, it acts as a “prison” for the monsters that once lived there and you can go in and fight them / spawn them at will to grind stats / etc.
* Overland – can “Create a Mountain Pass” for example if you’re stuck behind a mountain, it just generates some mountain dungeon and you have to do it, or “Defeat the Mountain God” or something and if you beat it, the mountain is passable or crumbles.
* All of my games should have “signature” equipment like the Fluffinator, the Bongshnauzer, Hammerstein’s Maul, the “Acks” (what is this thing anyway? But it can block anything), SHOCKER (100% hit ranged weapon), Throd, Mangalore, The Spear of Fantastamabar (it is, indeed, fantastamabar), Zoids (spell that sends a flock of something), Flarkas, etc.

Can purchase buildings

* Including people in them (become your servants?)

Types of areas:

* Capital
* Second capital (large city / trade city)
* Town
* Village
* Castle
* University / Academy
* Arena?
* Camp?
* Inn?
* Bridge?

Types of dungeons:

* Castle ruin
* Town ruin
* Cave dungeon
* Tower dungeon
* Forest dungeon

Battle System:

* “Overwhelm” or “Bum Rush” button to insta kill all enemies if you can do so in one turn or just move everyone toward closest and attacks. Remember some ppl might want to build up def etc. while getting hit safely, so they might want to play “lesser battles.”
* Skill that knocks people back by a hex or more.
* Skill that allows thieves to avoid AoAs as they pass people.
* AoA only happens when you pass by one of the 3 front tiles.
* Counterattack skill that hits back after you dodge/block, so you want to optimize that char’s agility and dodging since they only counter if they dodge.

----- IF STORY ELEMENTS ARE ADDED -----

First companion in first town:

* None, sister, brother, childhood friend, guardian, acquaintance who befriends you out of necessity, local merchant you know, employer, employee (can reroll if you don’t like it)

Choose your backstory:

* Choose a background for your character (i.e. blacksmith, tailor, student, etc.)
* You became the hero by:
  + Your town was attacked, you were traveling, you accidentally found an ancient artifact, you were in a relationship with the good/evil, you were a servant and the castle was attacked, you had this nagging feeling something was going wrong and you just had to check it out, your friend was kidnapped, etc. (all different “origin stories” you can pick from, but don’t elaborate)