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.”

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

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 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.

Game System:

* “Overwhelm” 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.”
* 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 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

----- 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)