**Mechanics (Ideas & Concepts)**

**Navigation mode**

* This is the mode you will start off and spend most of your time, In this mode you will be able to freely move around with your character and reach different areas and come in contact with interactables

**Fighting mode**

* To go into this mode, the player must interact with a “monster” by touching them
* After touching the monster, there will be a transition to turn based combat
* The player must use attacks to defeat the “monster” before going back to navigation mode

**Key Items**

* These items will be needed to progress through the story
* You will be able to find them in hidden spots during navigation mode or by defeating bosses

**Inventory/backpack**

* Accessible through button press
* Pop up menu with slots
* Number of slots will depend on the total amount of items the player will collect throughout the game

**Interaction with NPC’s**

* To prompt an interaction with the NPC, the player must move next to them and initiate a button press
* During the interaction, a text box will pop up with the contents being whatever the NPC has to say
* During the interaction, the player is not allowed to do anything other than pause or progress through text