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| Illustration of a glowing light bulb on a green background | DimenQuest  Game Plan |

**MAIN GAME IDEA:**

DimenQuest is a:

* Partial Sandbox
* Has a storyline.
* Bosses
* Dimension themed
* 16 by 16 pixel art

**IDEAS:**

Player has multiple dimensions to explore -> 5 dimensions?

Player will traverse through the dimension (randomly generated), gathering resources and materials to craft items. The player can then gather materials to build a portal block which they can place to go to the next dimension.

Each dimension will have unique items and blocks which will allow them to fight different monsters.

On death, the player will respawn at their respawn point, which can be set with a mystical stone. If the player does not have a spawn point, they will respawn in a random chunk in the first dimension (which they had explored). The player would also lose their items, which can be picked up at their demise.

Each dimension will have a theme and will uncover more of the story. Each dimension will have different mobs which the player must fight.

Dimensions can also have multiple layers. The deeper layers will have stronger mobs and better resources.

Biomes in each dimension would also exist.

Player would have health (10 hearts) and would have a hunger and thirst level. You can replenish these by drinking water and eating food, which can be obtained from different mobs (passive?)

**INFO:**

**DIMENSION 1:**

The Beginning

**BIOMES:**

TOP LVL - Grasslands, Desert and Forest

BOTTOM LVL – Lava Caves and Mineral Caves

**MOBS:**

TOP LVL - Zombie, Wizard

BOTTOM LVL - Cave Zombie, Rock Golem

**NATURAL ITEMS:**

Grass: Basic material used for making string. Can be mined with fist.

Tree: A tile which is a tree. Can be broken to drop up to 3 logs and 1 sapling or apple

Rock: A tile which can be mined with a pickaxe to drop up to 2 stones and 1 ore if mining on the bottom lvl.

Ore: A variant of stone which will always drop the ore it stands for.

**CRAFTABLE ITEMS:**

Planks: Different variants depending on the wood – CRAFT WITH 1 LOG -> 2 PLANKS

Door: Openable. CRAFT WITH 3 LOGS -> 1 DOOR