“Dungeon Trainer” (working title) ideas:

* Tiles
* Character system/building/skill tree
* Collected wisdom
  + How does it affect character
  + Have a journal - make it a game of guessing/writing, give hints, etc.
  + Scrolls with symbols that you can translate somehow
* Bestiary
  + When foes are destroyed/caught, you can learn about them (kind of like system shock)
* Trap creatures/try to tame,etc.
  + Different effects/bonuses, that creature won’t bother you anymore, etc
  + Use them on a farm/simulation thing
* Crafting?
* Monster generators
  + Can destroy, etc.
  + Some monsters come from generators, some don’t (are just placed on the level)
* Some creatures take up 4 or 9 squares, are bosses, etc.
* Buy/craft equipment/gain skills to improve attributes (str/int/dex/etc)
* Map/compass
* Recipes/food?
* Skill system to improve attributes (probably won’t use xp/level-up, don’t want mindless hackery for xp gain, or do I?)
* Mini map
* Different kinds of dungeon: Haunted house, underground cave, etc.
* “clearing” a dungeon, sort of like Act Raiser (maybe just beat a boss? Different criteria for clearing the dungeon)
* Sprinting to get around corners and stuff, a sprint power meter
* Food/hunger?
* Messages window
* Attributes system
  + You “roll” for a character that has various attributes with values between 8 and 15 or something like that, with a max of 25 or such in any given category
  + Character classes – start out with biases in certain attributes, e.g., a wizard who is wise but not strong, etc. Think of ways that this actually makes a different/fun game experience
  + Charisma – good with creatures/training
  + Intelligence – good with research of items/creatures
  + Strength – can carry more things
  + Agility or Dexterity – good at defense/avoiding harm
  + Constitution – faster recovery
  + Memory – mapping ability, general spatial awareness, seeing in the dark, etc.
* Skill Tree: Some skills passive, some active
  + Trapping:
    - Snare, a stationary trap – increase number of snares, effectiveness, size of creatures prone, etc.
    - Net, an action trap – throwing distance, success percentage, etc
  + Training
    - Train larger beasts
    - Faster training
    - Better chance to tame
    - Train 2 or more at the same time
  + Mapping
    - Automap – increase from 1 square to 9 to 25, 49, 81, 121, etc.
    - Show traps
    - Periscope: Lets you look around dark corners when next to them
    - Compass? (What would it do?)
    - Eidetic memory (remember where items/creatures are)
    - Spatial awareness – sort of a magic-mapping skill
    - See in the dark?
  + Strength
    - Carry more items
    - Better hitting % and damage
    - Better balance, less unlucky trips (combine with dexterity?)
  + Dexterity
    - Avoid damage
  + Intelligence
    - Better research
    - Able to research more things
  + Crafting?
    - Something?

Todo items:

* Opening – splash screen or something like that
* Modernizr check
  + Localstorage
* Profiles
* Learn up on kinetic.js, that looks like the way to go as far as interactivity with canvas

Lessons learned:

* You need to use beginPath to set the context or you'll keep drawing over yourself, not good!
* save() saves the entire state of the canvas on to a “state stack”. restore() restores the canvas state. Canvas state means drawing settings, as specified here:
  + The transformations that have been applied
  + The values of strokeStyle, fillStyle, globalAlpha, lineWidth, lineCap, lineJoin, miterLimit, shadowOffsetX, shadowOffsetY, shadowBlur, shadowColor, globalCompositeOperation properties.
  + The current clipping path, which we'll see in the next section.