2. **Game overview**
   1. **Storyline**

Our main character (18 years old) and his little sister, Ariel (11 years old), lives in a little village called Ertoria. Since they lost their parents when they were very young, they have always been very close to each other. Even though they didn’t have parent, other villagers always helped them so they felt like whole village was their one big family.

Ertoria was a happy little village but things started to change when they started hearing the rumors of an evil wizard up in the north mountains. Villagers were concerned but they didn’t think something bad would happen to them since the evil wizard was so far away from their little safe heaven.

And then the unthinkable happened… Evil wizard and his unfathomably dreadful creatures came to Ertoria and slaughtered everybody. Last ones remaining was our main character and his little sister Ariel. They were hiding under the basement of their home but evil wizard found them too.

“Oooo… I have been looking for you for a very long time my little beauty!” – He said in his evil voice. Our main character fought with every bit of his strength but it was pointless. Evil wizard took his sister from his arms while leaving our hero heavily wounded on the dirt.

When our hero woke up he was in a shack with an old and mysterious man. He begged him so that he would teach him how to be strong. Old man was reluctant at first but he saw something in our hero’s eyes, a purpose, so he agreed.

Now our hero sets out to his journey to defeat the evil wizard and his unfathomably dreadful creatures and this is where our game starts.

* 1. **Classes & Skills**

There will be 3 different classes user can chose from. They all have 4 unique skills they can use and all have different base stats that complements their play styles.

* **Warrior**

A strong melee fighter that charges head first into enemy lines. Has strong physical attacks and high healthpoints. Uses stamina.

**Skills**

* + **Chargee!! :** Directly run towards the enemy and attack it with your whole body and momentum. Deals damage and stuns the enemy for 1 turn.
  + **Revege:** Attacks the enemy 3 consecutive times. Deals massive damage.
  + **Block:** Blocks an incoming enemy attack.(Cannot attack the next turn)
  + **Berserker’s blood:** Warrior gives into his rage and goes berserk for 5 turns. Increases base str and dex stats.
* **Rogue**

Cunning and fast, rogues uses their wits and clever tactics to defeat their enemies. Has high dexterity and uses stamina.

**Skills**

* **Backstab:** Run to the back of an enemy and backstab it. Deals big damage.
* **Poison knife:** Coat your weapon with poison. Attacks deal poison damage.
* **Knife throw:** Throws a knife at enemy far away. Deals damage.
* **Invisibility:** Turn invisibly for 3 turns. Enemies cannot attack you, you can move freely.
* **Mage**

Uses magic and elemental spells to defeat enemies. Low healthpoints , high mana, very high damage potential.

**Skills**

* **Fireball:** Throw a fireball at an enemy. Deals great damage and burns the enemy.
* **Ice spike:** Creates and ice spike in air and throws it to the enemy. Deals damage and freezes enemy.
* **Deflect:** Use magical powers to reflect an incoming attack.(cannot attack in the next turn)
* **Cosmic light:** If this is used on an enemy, it deals massive damage. If used on self, character heals back to full hp.

1. **Requirements**

3.1 **Functional Requirements**

* User can create a unıque chracter by changing the chracters class and stats.
* User can control the character with written input through the text box.
* Character can earn experience points by killing monsters and completing quests and level up.
* Player can increase his/her stats by leveling up.
* There are 3 different classes to chose from with 4 different skills each.
* User can unlock new skills by leveling up.
* Player character will be able to travel through different maps that are divided into grids.
* Player can fight with monsters on these map grids in a turn based combat.
* Game will be turn based.
* Player can save the game only at a specific location(a tavern in the city) on the map.
* Player can laod the game from the save point.
* Player has a inventory that can hold various items.
* All the items has a weight.
* Player has a weight limit determined by characters stats.
* Player inventory can NOT hold more weight that the players wieght limit.
* When player dies, all of that characters save files are deleted.(Hardcore game)
* There will be a backgroud music.
* Game will have 4 species of monsters, some monsters will have different types.(Undead,Ogre,Human,Evil wizard)(Ogres: Ice ogre, fire ogre, poison ogre)
* There will be a final boss to end the main storyline.
* Monsters will have stats like the player character.
* Battle sequences and outcomes will be decided according to these stats.
* There will be 2 difficulty level, easy and hard.
* Difficulty level will change the monsters stats.
* There will be 3 different types of maps (Snow map, stone map, forest map)
* Different types of terrain will have different affects on the character.