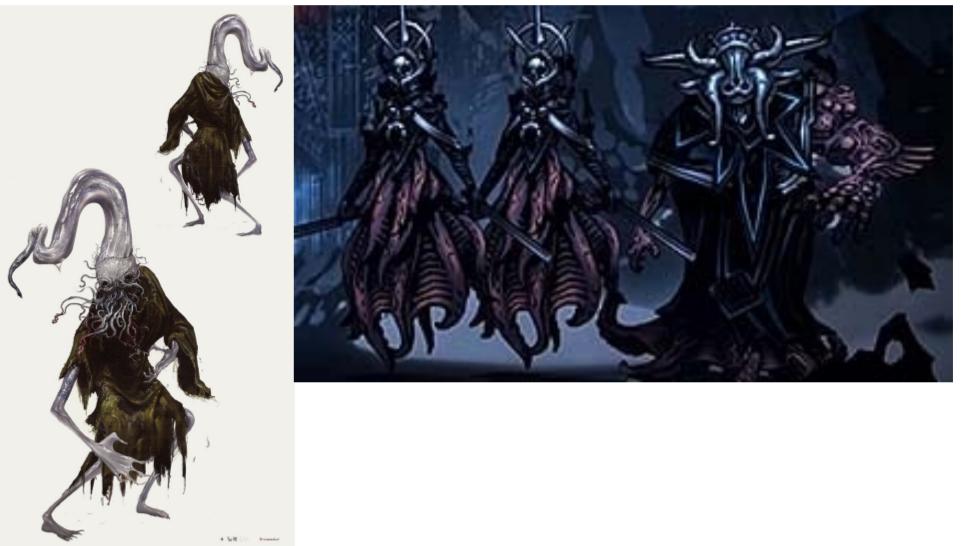


High Level Vision Canvas			
<b>Game Code Name: Barb's Dungeon</b> <b>Target Platform(s): PC, PS5, XBOX X</b>			
1. Genre (1st person shooter, Puzzle, Sidescroller, etc.)	3. Player Types (ranked by importance)	6. Core Pillars (in the form "User can...")	7. Core System Breakdown (ex: Combat has Melee/Range)
1. Genre	3. Player Types	6. Core Pillars (in the form "User can...")	7. Core System Breakdown
RPG	Masochist (prepare to die and enjoy it)	Player chooses from a very limited set of characters which provide tailored equipment and skills.	Combat has Melee/Range/Magic subsystems
3rd person	Roguer (enjoyers of randomness and replayability)	Exploring their classes backstory unlocks different skills, spells, abilities, and items to aid in the players run	"Random Level Layout" ( Each level has variations that add to the replayability and learning curve)
Dungeon Crawler	Escapist (escape from reality into the story)	User can utilize Stealth, vision, sound systems to optimize combat interactions	Co-op Combat interactions
2D Topdown	Ninja (Those who enjoy stealthy playstyles)	The player can customize and progress their character via combat and interactions combines a couple of the items.	Environment and items play a key role in targeting enemies' weaknesses in combat
2. IP/World/Environment (high level of environment, characters, style, history, etc.)	4. Player Experience (in the form "User will feel... when they ...")	User can find special areas where they can level up their stats, upgrade items/spells	Stealth system
Lovecraftian inspired dark fantasy set in a fictionalized Medieval country ruled by a corrupt king.	User will feel inventive as they uncover the synergies of co-op spellcasting.	User can interact with items and environment to help them progress through the game and defeat enemies	Economy System
Multiple dungeon variants act as the basis for the creation of progressive more dangerous dungeon levels.	User will feel curious about the multiple classes and excited for multiple playthroughs		
Limited character choices allow for different narratives and motivations.	User will feel connected with the character they choose		
The dungeon is a world of magic featuring traps, treasure, rest areas, and monsters.	User will feel skillful figuring out interesting uses of the game mechanics.		8. Required Hidden Systems (ex: AI, Save/Load, Navmesh)
Goals of the characters are built around the runaway king or the mysteries of the Dungeon	User will feel like their decisions are impactful when interacting with NPCs and their side stories		AI
	User will feel enticed to trade and upgrade when finding places with NPCs		Save/Load
	User will feel eager to explore the vast dungeon and all of its mystery		health systems (includes death)
	User will feel empowered as they gain skills, key items, and levels.		Statistics tracker (for achievements)
	User will feel challenged by bosses/ sub-bosses at the end of levels		Experience system
			Respawn System for lesser enemies (Non Boss)
5. Inspirations			
(Use movies, games, comics, etc. to describe key elements of the game, remember to include what is targeted - ex: UI inspired by LoZ: Breath of the Wild)			
Dark Souls/Bloodbourne Series( Mood,tone, aspects of combat, lore, rest zones)	Dark and Darker (Key aspects of gameplay and environment)	Kingdom of Heaven ( story line based on a real historic figure)	Game of Thrones ( Dark medieval environment)
Fear and Hunger (Story aspects, player choices, dungeon layout)	Lord of the Rings (World, magic, aesethetic)	DnD (Cooperation between players, Core mechanics, gameplay loops)	The Binding of Isaac (Dungeon Layout)
Lovecraft ( enemies, world design, world background)	Pan's Labyrinth (Aspects of Dark Fantasy)	The Witcher ( Medieval dark fantasy setting; enemy design ( vampires etc)	Enter The Gungeon (Rolling and cover mechanics)

**RED HIGHLIGHT = REMOVED CONTENT**  
**YELLOW HIGHLIGHT = ADDED CONTENT**

## Barb's Dungeon Feature List

Reference #	Feature Name	Top Level Description	Implementation	Design	Risk	Comments
1	<b>Combat system</b>					
1a	Primary Combat	Combat system	High	High	Animations require modifications to the animation system	3rd person, player character can roll with [i frames] (invisibility frames), skills can be mapped to a variety of keybinds appearing in the skill bar at the bottom of the screen, VFX needs to differ for each weapon, weapon weight.
1b	Magic	Combat sub-system	High	High	Balance between spells and combat interactions	Balance spells to be as much utility as 'big damage'
1c	Critical Hits	Combat sub-system	Medium	Med	Understanding what enemies should have what elemental weaknesses (Enemy types like zombies are weak to holy damage since they are undead)	This accounts for stealth, critical strike chance, and elemental damage types. If you hit a critical strike, you do double the normal damage.
1d	Mana	Combat sub-system	Low	Med	Spells would require too much/little mana to cast which affects the level of combat difficulty	Balance around 'Mana Regen', different spells different mana costs. The only class that has mana is Wizards
1e	Cover	Ability to hide behind objects	Medium	Med	Objects need to be of certain heights, specs need to be created	Would make the combat system more interesting, goes with senses system. Allows the player to hide behind objects to avoid projectiles or being spotted.
1f	Respawn	Respawn	Medium	Med	Balanced so player character can't abuse system	When enemies respawn they come back for slightly reduced currency and a slight reduction to item drops
1g	Stealth	Combat sub-system	Medium	Med	Balanced so player can't abuse stealth to never be seen, but also so it feels skill-based	In stealth, the player is not visible and will not be attacked. Attacking from stealth will guarantee a critical strike. The player enters stealth by staying out of vision, hiding behind objects, and staying quiet by crouching so enemies cannot hear them.
1h	Player Respawn	Player Respawn	High	High	Balanced so the player can't abuse leveling	When the player gets to 0 health, they will go into a "down" state. A teammate must revive the player to get them back in the fight. If every player downed, the players restart the level. On restart, they lose all XP/equipment they had gained from the level. The level is also randomized.
2	<b>Enemy system</b>					
2a	Various appearances for enemies	Advanced enemy system	High	Low	Animations could prove difficult, also creating attacking animations needs to be clear for player character to manage appropriately	Only a reference for the type of enemies that could be seen deeper within the dungeon levels. Due to our central themes enemies could become very distorted, reminiscent of arachnids, octopi, scuttlefish. Key themes in dark fantasy and lovecraftian horror with the unknown tends to depict them with deep aquatic imagery (Cthulhu being giant octopus), enemies will have not just bipedal qualities but also more complex (possibly up to 8 legs for example and complex designs) <a href="#">References -&gt;</a>
2b	Enemy Awareness	Senses System / Enemy AI System	High	Mid	Could feature issues (bugs) with terrain, environment	Enemies need to be able to have field of vision, hearing, and general awareness of player character, certain player skills interact with enemy hearing/vision [Ranger:Stealth]
2c	Haste	Haste System	Medium	Low	Could be a damper to casual player experience,	Code Name: MR.X, presents can be altered with difficulty slider, can be defeated but main purpose is to inspire a sense of urgency within player character, and progression through dungeon
3	<b>Inventory System</b>					
3a	Item	Inventory System	High	High	Certain items(Health potions, mana potions) are pivotal for player enjoyment though there is randomness to item drops there should be 'guaranteed' drops occasionally to ensure good player experience	Inventory needs to be set up in intuitive way, items need to feel impactful and fit within world
5	<b>Progression System</b>					
5a	Currency system	Economy/Currency /Experience System	Low	High	Different drop rates for different enemies, balance around costs for different items/leveling	Currency will be earned from combat, Can be used as a means to level character, purchase items, upgrade items,
5b	Skill Progression	Skill Tree system	Medium	High	Game Balance, accounting for enemy interaction with player character possible skills	Skills will have different physics interactions, some spells have positive/negative interactions with other player character spells. The player starts with 2 active skills for all subclasses. When the player levels up through earning XP, they get one skill point that they can spend on one skill. They must have unlocked the previous skill in the subtree to be able to purchase this new skill. Purchasing this skill immediately unlocks the skills in the same position on other subtrees.
5c	Stat System	Player stats per level	Medium	High	If stats end up unbalanced, the game could become super easy or super hard for certain classes.	The player stats are Health, Mana, Defense, Strength, Dexterity, Lethality, Intelligence, and Wisdom. When the player earns enough XP to level up, they immediately level up and gain these stats. A "Level up!" popup should appear to indicate that they have earned enough XP. Different classes earn different stats per level. Wizards are the only class that has mana.
6	<b>Economy System</b>					
5a (6)	Currency system	Economy/Currency /Experience System	Low	High	Different drop rates for different enemies, balance around costs for different items/leveling	Currency will be earned from combat, Can be used as a means to level character, purchase items, upgrade items,
7	<b>Explore System</b>					
7a	Environment selection	Level Generation System	Low	High	Each variation of levels needs to be equally accessible	Levels have different level layouts where each core level of the dungeon has variations with the same 'basic components' (i.e. Always a library on first floor)
7b	NPCs	NPC System	Low	High	Killing NPCs can [soft-lock] characters from certain experiences, must incorporate these [needed] npcs into respawn system	NPCs offer services[in exchange for currency], smithing, merchants, questlines [with rewards]
7c	Rest	Rest System	Medium	High	Too frequent/rare rest areas can affect the difficulty of game progression	When player rests 'lesser' enemies can respawn, player character gets health/Mana back
7d	Cover	Ability to hide behind objects	Medium	Med	Objects need to be of certain heights, specs need to be created	Would make the combat system more interesting, goes with senses system
8	<b>General System</b>					
8a	Lighting	Dynamic Lighting System	High	High	Different levels of lighting from different objects	Different levels with have variations of lighting, player skills can interact with lighting
8b	Player vision	Vision system	High	High	Player vision needs to be restricted by terraines in the environment	Camera follows the player in a 3rd person mode
8ba	Mini map	Vision System	High	High	Mini map shouldn't show enemies before the player sees them	Shows the basic level layout and enemies once they are detected by player vision
9	<b>Audio System</b>					
9a	Audio	Audio System	High	High	Different audio cues from enemies to bosses to loot to trading	The variations of audio allow for the player to distinguish between what is around and what isn't
10	<b>Animation System</b>					
10a	Animation	Animation System	High	High	Animations allow for concise visual cues	Variations of animations range from attacks/speed/and current player use
11	<b>UI System</b>					
11a	Item/Stat	Item/Stat Notification	High	High	Different Icons for different items	Icons recognizable so player knows what item/stats are being used
11b	Controls	Action Activation	High	High	Changes based on cooldown	Player should feel linked to UI Controls and have quick response
11c	Game Functions	Save/Quit Game	High	High	Should be interactive	Needs to fit a dark theme



The assets should come from creating the Brief/Spec created for each feature. You could create the assets from the low level game loop or low level beat by beat narrative (walk through). To be truly effective from a design standpoint you need to try to create an exhaustive list which includes individual art assets (not groups), animations, again, not grouped, and audio element for each feature.

	Camera	N/A	Camera will be displayed in 3rd person view, from this perspective it should be clear the player character, animations discussed and outlined below and the worlds assets around them, camera will be controlled with controls mentioned in controls slide of the UI slides
	Controls	Controls are found in UI slides	Controls sample is found in UI Slides
		Models	
A1	Models	Main Character Model	See the art design document for main character style
		Animations	
B1		Walk animation set	The set should include the transition to run, jump and crouch, should be able to do this in all directions
B2		Run animation set	Run animations should reflect player weight, also looks natural with different sets of armor and weapons in hand
B3		Crouch animation set	Crouch animations should reflect player weight, also look natural with different sets of armor and weapons in hand
		Combat System	
C		Melee Combat	
C1	Animations	Stab animation	Thrusting animation usually using point of blade in the attack, reference to fencing or other similar actions
C2		Slash animation	Slashing refers to using the blade's sharp edge to make the cut normal for cutlass and long swords.
C3		Roll/dodge animation	Super light, light, medium, heavy weight cost animation
C4		Damage	Damage animation once the player is hit by enemy also affects healthbar
		Default Spell Cast	Player raises their weapon into the air. Used to cast <b>Frenzy</b> , <b>Berserker's Rage</b> , <b>Undying Rage</b> , <b>Commanding Shout</b> , <b>Enchanting Weapon</b> , <b>Lesser Heal</b> .
		Ambush	Player leaps to the targeted enemy and does the slash animation to show they attack
C5	Weapon Models	Wood Sword	Straight or curved blade, a hilt, and often a protective guard
C6		Bone Sword	Straight or curved blade, a hilt, and often a protective guard
C7		Wood Dagger	Stealthy short range weapon
C8		Bone Dagger	Stealthy short range weapon
C9	Shield Models	Magic Shield	A magical shield casted on allies. A circular bubble that glows yellow.
C10	Audio	Stab animation sound	Should make sense with the style of the attack animation, and the object the weapon is hitting
C11		Slash animation sound	Should make sense with the style of the attack animation, and the object the weapon is hitting
C12		Damage received sound	Should be impactful depending on the type of damage and attack received
		Ranged Combat	
C13	Animations	Bow shoot animation	Hip firing a bow
C14		Arrow animation	Arrow flies through the air.
C15		Bow melee animation	Bow is swung for melee combat
C16		Roll/dodge animation	Super light, light, medium, heavy weight cost animation
C17		Cover	Player is able to hide behind cover, cover can take many shapes like a wooden beam, to a slab of wood
		Damage	Damage animation once the player is hit by enemy also affects healthbar
C18		Ranger Default Attack/Skill Cast	Player aims their bow and shoots. Used to cast <b>Piercing Shot</b> , <b>Volley</b> , <b>Explosive Arrow</b> .
C19	Weapon Models	Wooden Bow	
C20		Crossbow	
C21		Arrow	
C22	Audio	Bow animation sound	Should give a sense of tension, incorporated with wood creaking
		Arrow hit sound	Should reflect a striking sound produced from arrow head
		Magic Combat	
C23	Animations	Quick Cast	Quick casts should reflect the fact that the spell was 'tapped' and should look weaker but also quicker
C24		Charge Cast	Holding down on the spell keybind should cast it giving it a more powerful feel, animation, and have bonus particle effects so the user feels powerful charging it
C25		Destruction Cast	Destruction spells should have a different impact and effect when casting them, 'destructive looking'
C26		Conjuration cast	Conjuration spells should have a different impact and effect when casting them, the weapon develops throughout the animation etc
C27		Faith based spell cast	Faith spells should have a different impact and effect when casting them, 'holy looking'
		Spell interactions	Spells in co-op should be able to interact with each other in interesting, dynamic ways
		Default Spell Cast	Player raises their weapon into the air. Used to cast <b>Frenzy</b> , <b>Berserker's Rage</b> , <b>Undying Rage</b> , <b>Commanding Shout</b> , <b>Enchanting Weapon</b> , <b>Lesser Heal</b> , <b>Mihael's Holy Flame</b> .
		Wizard Spell Cast	Player points their weapon in front of them, signifying where they intend to aim their attack. Used to
C28	Weapon Models	Wood Staff	Larger magical catalysts that also serve as a weak melee weapon, longer cast times with more damage
C29		Bone Staff	Larger magical catalysts that also serve as a weak melee weapon, longer cast times with more damage
C30	Audio	Charge cast	Quick casts should reflect the fact that the spell was 'tapped' and should look weaker but also quicker
C33		Quick Cast	Holding down on the spell keybind should cast it giving it a more powerful feel, animation, and have
		Enemy System	
D			
D1	Animations	Basic Attacks	Attacks depending on enemy choreographed to player, clear openings to what hitbox should be
D2		Charge Attacks	Longer animation, wider movement, do more damage than basic attacks but are further choreographed
D3		Walking	The set should include the transition to run, jump and crouch
D4		Walking left	Strafing animation can do attacks/block out of 'Walking left' animation
D5		Walking right	Strafing animation can do attacks/block out of 'Walking left' animation
D6		Walking backwards/ backing up	Can do attacks/block out of 'Walking left' animation, since walking backwards is a defensive maneuver more likely to block from this
D7		Charge	This is when an enemy 'Blitz' player character to get into close proximity
D8		Walking forward	Can do attacks/block out of 'Walking left' animation, since moving forward is an offensive maneuver more likely to attack from this
D10		Damage	Damage animation to indicate that the player scored a hit point
D13	Enemy Models	Skeleton	Early level of dungeons, still has clothes from living form (i.e. prison guard outfit), moderate speed
D14		Zombie	Early level of dungeons, still has clothes from living form (i.e. prison guard outfit), low speed
D17		The Warden's Shade	The spirit of the last warden of the dungeon, bound to protect its secrets beyond death. He is a miniboss that haunts the corridors, attacking those he perceives as intruders.
D21		The Corruptor	The source of the dungeon's corruption, a being that seeks to expand its influence beyond the dungeon walls. They will serve as the boss of the third level and will be the last boss of the game.
D22	Audio	Basic Attack Sound	Depending on what attack an enemy does in their basic attacks they have specific sound cues for that
			Skeleton (Immitate bone hitting object using wood), Zombie (Thud of flesh hitting against flesh)
			The Warden's Shade (Sharp hiss), The Corruptor (Varies)
D23		Charge Attack Sound	Other sound cues that warn the player to prepare for a charge attack
			Skeleton (Bone Rattle against other bones), Zombie (Grunt)
			The Warden's Shade (Gissando or sucking in air), The Corruptor (Varies)
D24		Charge/Rush Down/Blitz	Audio cue should involve a shrieking, barbaric shout to warn player to expect the enemy to do
			Skeleton (Bone breaking), Zombie (Higher Pitch Grunt)
			The Warden's Shade (descending gissando or sharp exhale), The Corruptor (Varies)
D25		Enemy Damage Sound	Sound cues based off dealing damage to enemy, makes dealing damage more impactful
			Skeleton (Bone Snapping), Zombie (Flesh tearing/pumpkin ripping)
			The Warden's Shade (Souls moaning), The Corruptor (Dependent on clothing and area of hit)
D26		Haste System Audio	Music and audio become more intense as you stay in an area for too long, Mr.X will come after player
		Inventory System	
E			
E1	Animations		
		Name of the item for pick up	When a player comes close enough to the item, a name of the item appears above the item, indicating can be put in inventory
E3		Item disappears in the environment	Item disappears in the environment once the player clicks the button to pick it up
E4		Item appears in the inventory	Item appears in the inventory once the player clicks the button to pick it up
E5		Selected item disappears in the inventory	Item disappears in the inventory once the player selects it to use/consume from the inventory
E6		Selected item appears in the environment	Item appears in the environment once the player selects to use/consume it from the inventory
E7		Switching spell sets	Animation to change a set of spells once the player clicks the button to do this action
E8	UI	HUD inventory bar for spells	2 spells organized in a form of a diamond in the right bottom corner.
E9		HUD for items	Small size HUD on the bottom left corner with 2 icons indicating 2 items in use (health/mana potion)
E11		HUD for armor	Small size HUD on the bottom left corner with currently selected armor on the player
E12		HUD for health	Rectangle health bar
E13		HUD for mana	Rectangle mana bar
E14		HUD for stamina	Rectangle stamina bar
E15	Model	Icon for each item	Icons visually represent items in the inventory after they are picked up
E16	Model: potions	Healing potion	Green color affects health bar, can be stored in the inventory up to 20 items
E17		Mana flask	Blue color affects mana bar, can be stored in the inventory up to 20 items
E24	Audio	Item Pickup Sound	Should be rewarding for player, also should differ based on the rarity or power of item
E25		Item Selection sound	For immersion metallic items should have a metal sound when equipped with more magical weapons/
E26		Special sound for equipping armor	For immersion metallic items should have a metal sound when equipped with more magical weapons/
E27		Metallic equipment sounds	Should feel impactful and rewarding for player character
E28		Special sound for equipping weapons	For immersion metallic items should have a metal sound when equipped with more magical weapons/
E29		Magical equipment sounds	Should feel impactful and rewarding for player character
		Character Picker	
F			
F1	Character Sprites	Class: Knight	One preset option, no impact on combat or NPC interaction
F2		Class: Ranger	One preset option, no impact on combat or NPC interaction
F3		Class: Mage	One preset option, no impact on combat or NPC interaction
F4		Class: Assassin	One preset option, no impact on combat or NPC interaction
	Audio	Voice: Various voices limited to class	One preset option, no impact on combat or NPC interaction
		Progression System	
G			
G1	Animations	Level Up Animation	When player gets enough experience and level up there should be a clear animation and audio queue
G2		Leveling up Skill Tree Animation	Unlocking a new skill in your skill tree should be exciting this should be reflected in an animation and
G3		Skill Tree skill preview	Preview of a skill in order to allow the user to get a better idea of how it works
G4		Deselecting a skill	Should be clear that you have regained skill point to reallocate, Shows up in UI as a +1 and adds onto
G5	Models	Skill Tree skill preview	Preview of a skill in order to allow the user to get a better idea of how it works
G6		Deselecting a skill	Should be clear that you have regained skill point to reallocate, Shows up in UI as a +1 and adds onto
G7	Audio	Skill Tree skill preview	Preview of a skill in order to allow the user to get a better idea of how it works
G8		Level Up Animation	When player gets enough experience and level up there should be a clear animation and audio queue
G9		Leveling up Skill Tree Animation	Unlocking a new skill in your skill tree should be exciting this should be reflected in an animation and
G10		Deselecting a skill	Plays a sound cue reminiscent of drainage of energy should be clear that you have regained skill point to
		Economy System	
H			
H1	Animations	Earning currency	Killing an enemy and gaining a bit of currency the player should be able to see their current currency and it progressively going up from a new encounter
H2		Losing currency	Spending currency or losing some upon death the player should be able to see this if they look over at their currency value
H3		Currency Items	When using a 'goody bag' found as a boss fight reward a satisfying animation and audio should play
H4	Models	Currency UI	Displayed in the bottom right of the screen, values will reflect current currency and whenever currency is added or lost
H5		Currency Items	After a boss get a 'goody bag' that when opened will give player character a large amount of currency
H6		Store front models	When visiting a store look at the item, weapons models will be clear to player character with an inspect feature
H7	Audio	Currency Items	When using a 'goody bag' found as a boss fight reward a satisfying animation and audio should play
H8		Earning Currency	A faint sound cue of the player character gaining money after a purchase or some other event
H9		Losing Currency	A faint sound cue of the player character losing money after a purchase or some other event
		Explore/Environment System	
I			
I1	Animations	NPCs	Different NPCs have different looks, player has the option of killing many of them, they should have their own weapons and attacks
I2		Rest	Player goes to sleep to heal up it should play in the animation
I3			Player goes to sleep to heal up it should play in the animation
I4	Models	Level Generation	Each level NPCs have different looks player has the option of killing many of them, they should have their own weapons and attacks
I5		NPCs	When killing many NPCs, player has the option of killing many of them, they should have their own weapons and attacks
I6		Fast Travel Portals	Fast travel through safe room portals should have their own animation and audio
I7	Models : Environment	Variations of Cobblestone	Variations of cobblestone architecture (reminiscent of cobbled streets) can include atmospheric elements like moss, and other foliage, including chips, cracks, large break offs, rubble, etc (photo in Barb's Dungeon/Narrative)
I8		Variations of Brick	Variations of brick architecture (reminiscent of Newgate Prison of England as a main reference (photo in Barb's Dungeon/Narrative/lore.doc) with cobblestone and moss) can include atmospheric elements like moss, and other foliage, including chips, cracks, large break offs, rubble, etc (photo in Barb's Dungeon/Narrative/lore.doc)
I9		Variations of Stone	Variations of stone architecture (reminiscent of Newgate Prison of England as a main reference (photo in Barb's Dungeon/Narrative/lore.doc) with cobblestone and moss) can include atmospheric elements like moss, and other foliage, including chips, cracks, large break offs, rubble, etc (photo in Barb's Dungeon/Narrative/lore.doc)
I10		Variations of medieval furniture	Consider that this building used to be lived in. Medieval furniture would be found in the rooms
I11		Vegetation, Foliage, Vegetation, Foliage	To show the progression of deterioration the dungeon in lower levels vegetation and foliage of various sorts would play a role in later levels that distorts the environment from a pristine state to a ruined state over time so
I12		Corruption	Corruption plays a role in later levels that distorts the environment from a pristine state to a ruined state over time so traversing through these environments should radiate themes of oldritch darkness and reminiscent of ideas previously started and further elaborated on here
I13		"Lived in feel"	As previous workers and prisoners though they have been forgotten or changed once there should be places for living barracks, kitchens, library, guard stations, cellars, gallows, torture chambers, prison cells with iron bars, iron maidens
I14		Metal Furniture	With the settings being medieval europe we should incorporate local pottery but those are kept twisty, including variations of real European metal furniture types will help, local impurities, varnishes, paints, and other material including chips, cracks, large break offs, rubble, etc
I15		Grass	Grass should feature clouds that move and have many variations, throughout game if player ever returns to the first floor depending on progress in game the sky should start to look more distorted and corrupt with an eclipse slowly happening, showcasing a large theme of the story and give impact to
		Skybox	the player character is going through
I16	Audio	Fast Travel	NPCs should be able to give out quest lines and be merchants for the player to interact with
I17		Fast Travel	Fast travel through safe room portals should have their own atmospheric and audio
I18		Rest	Rest is one of the few times the player isn't actively in a stressful environment player calming, relaxing audio they deserve it
		General System (Lighting)	
J			
J1	Animations	All lighting effects	Dynamic lighting system, further talk about lighting effect on models below
J2	Models:Skills/Spells/	All lighting effects	Dynamic lighting system, further talk about lighting effect on models below
J3</			