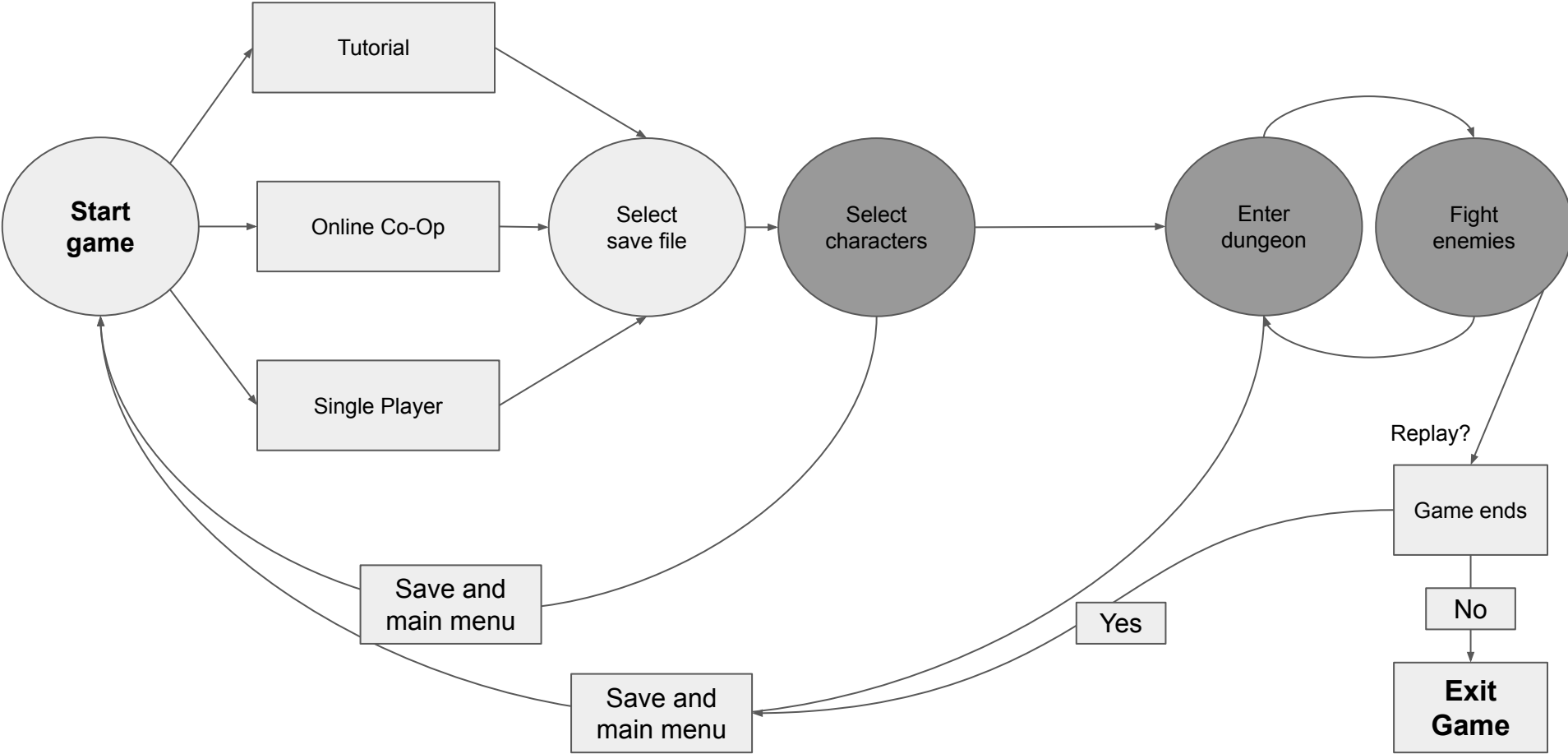


# Game loops for Barb's Dungeon

High Level

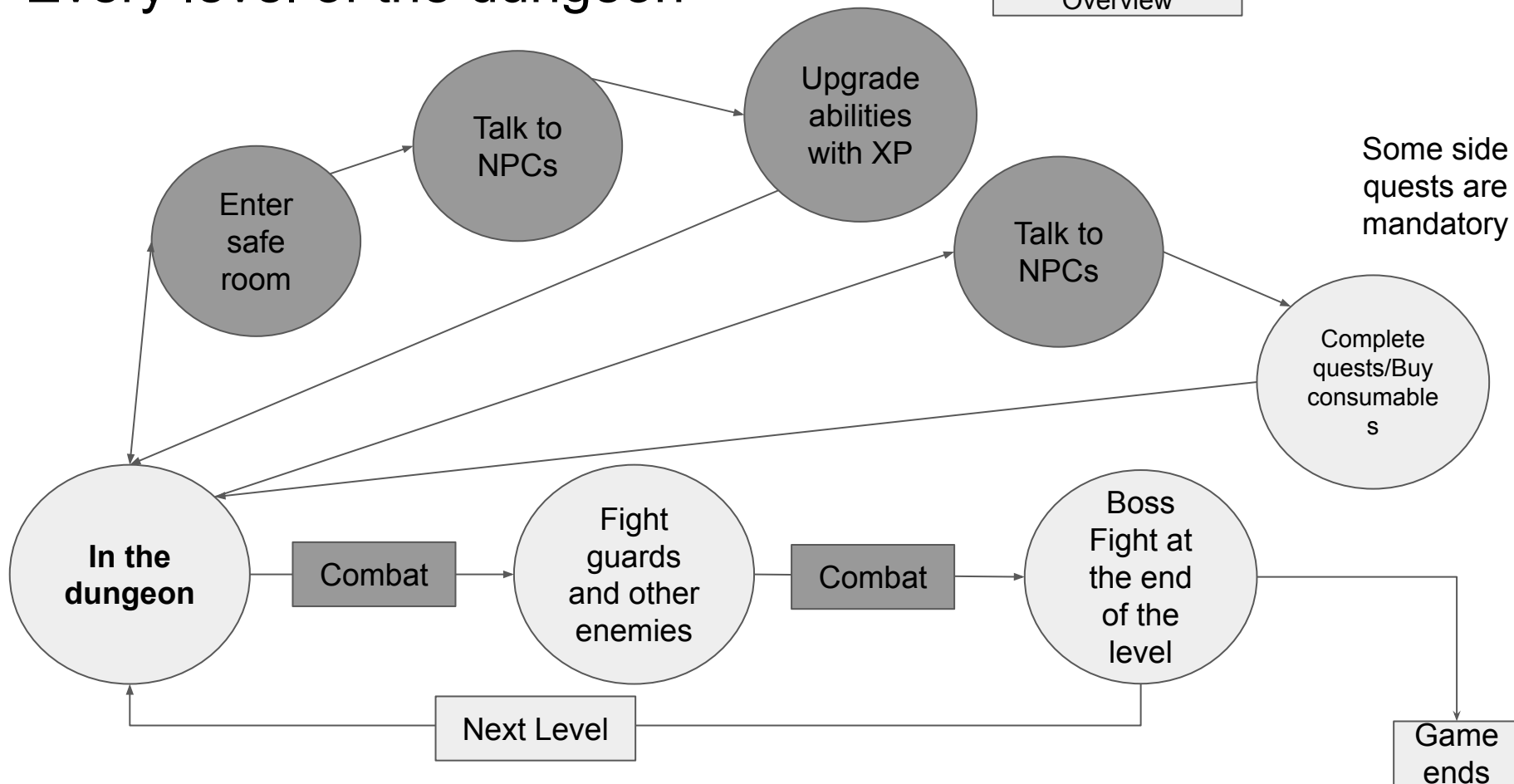
# Game overview loop [Start to end]



# Every level of the dungeon

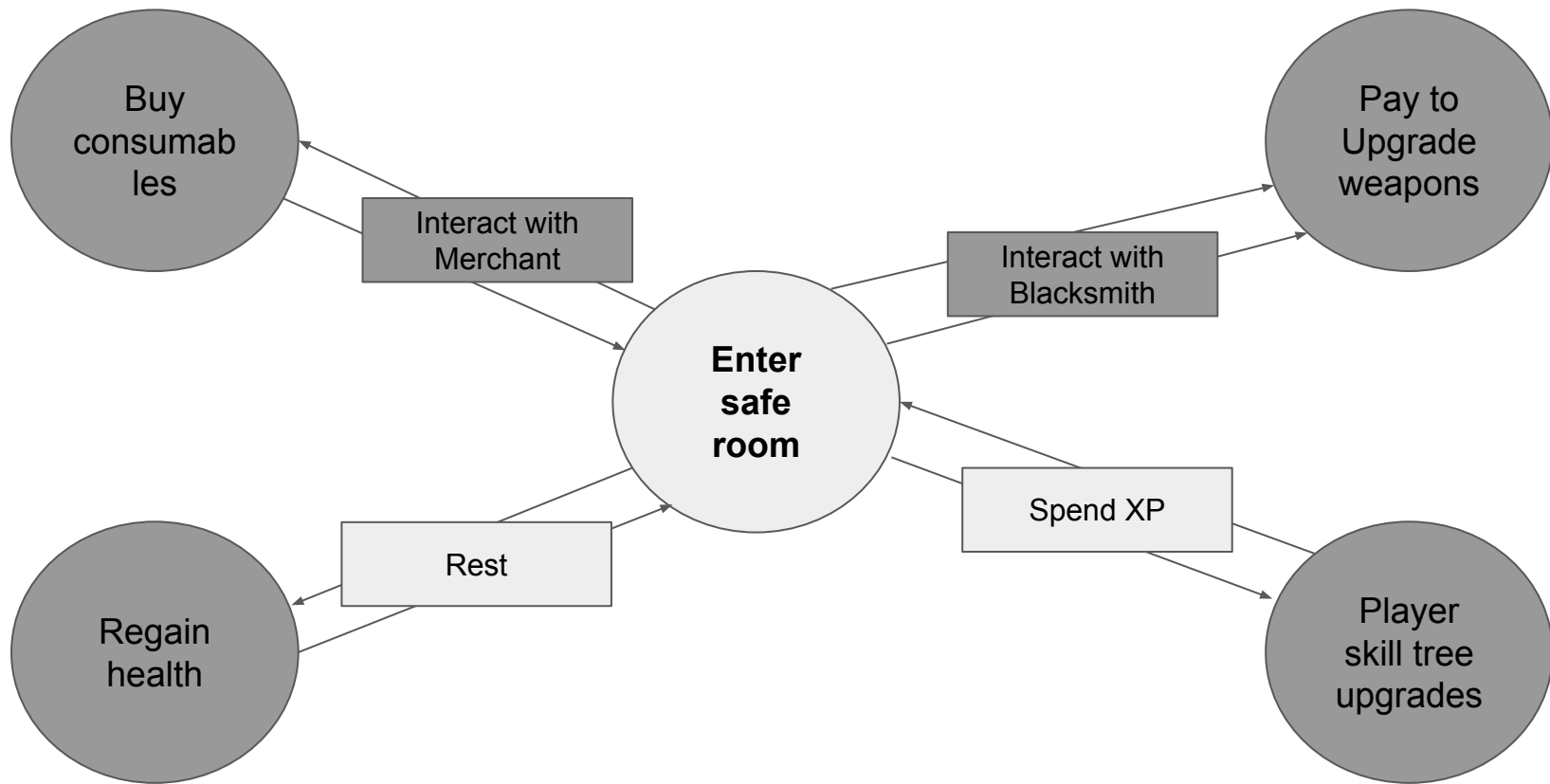
Back to Game  
Overview

Some side  
quests are  
mandatory



# Every level of the dungeon - Inside safe room

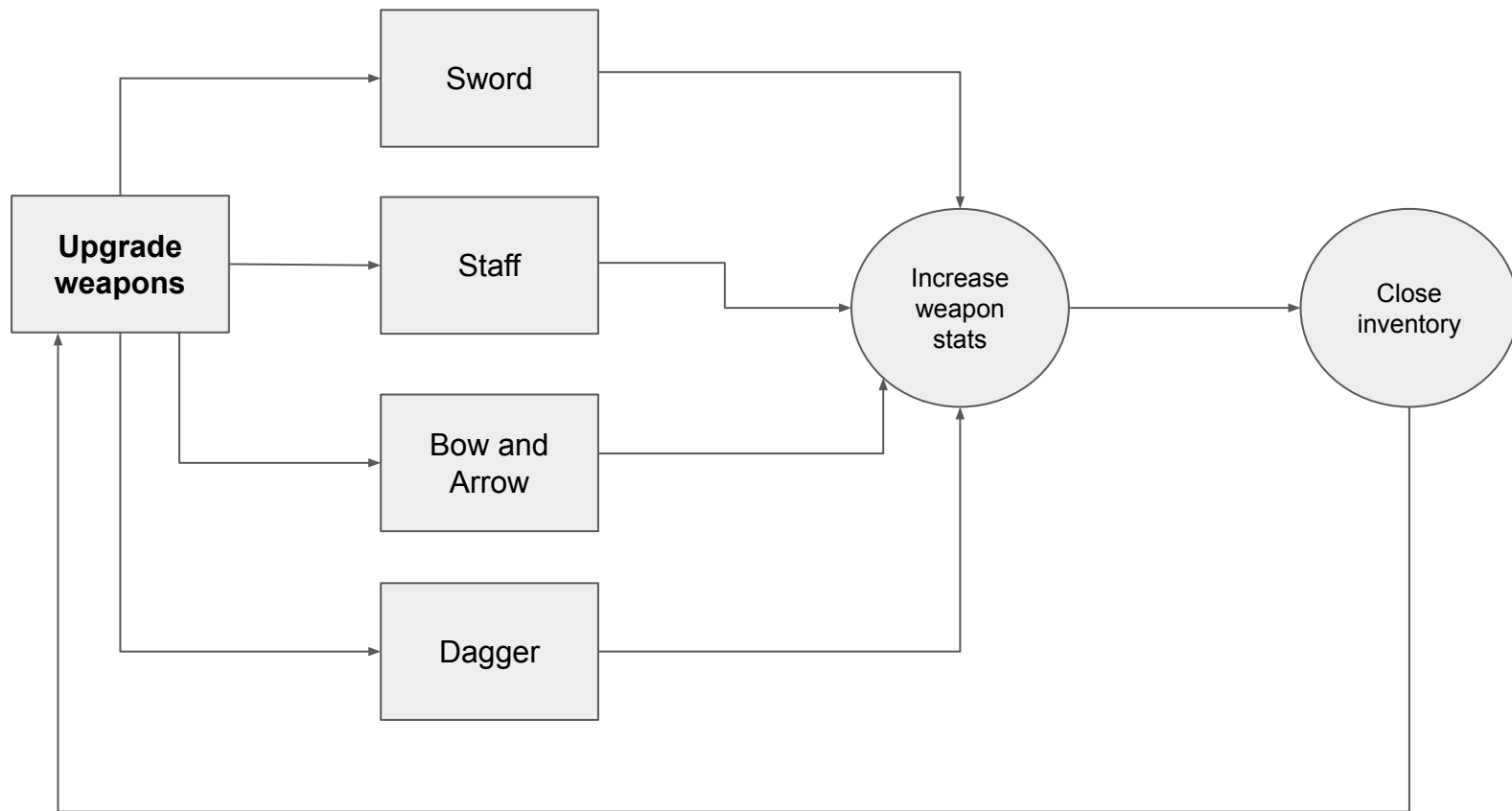
Back to Dungeon  
Level



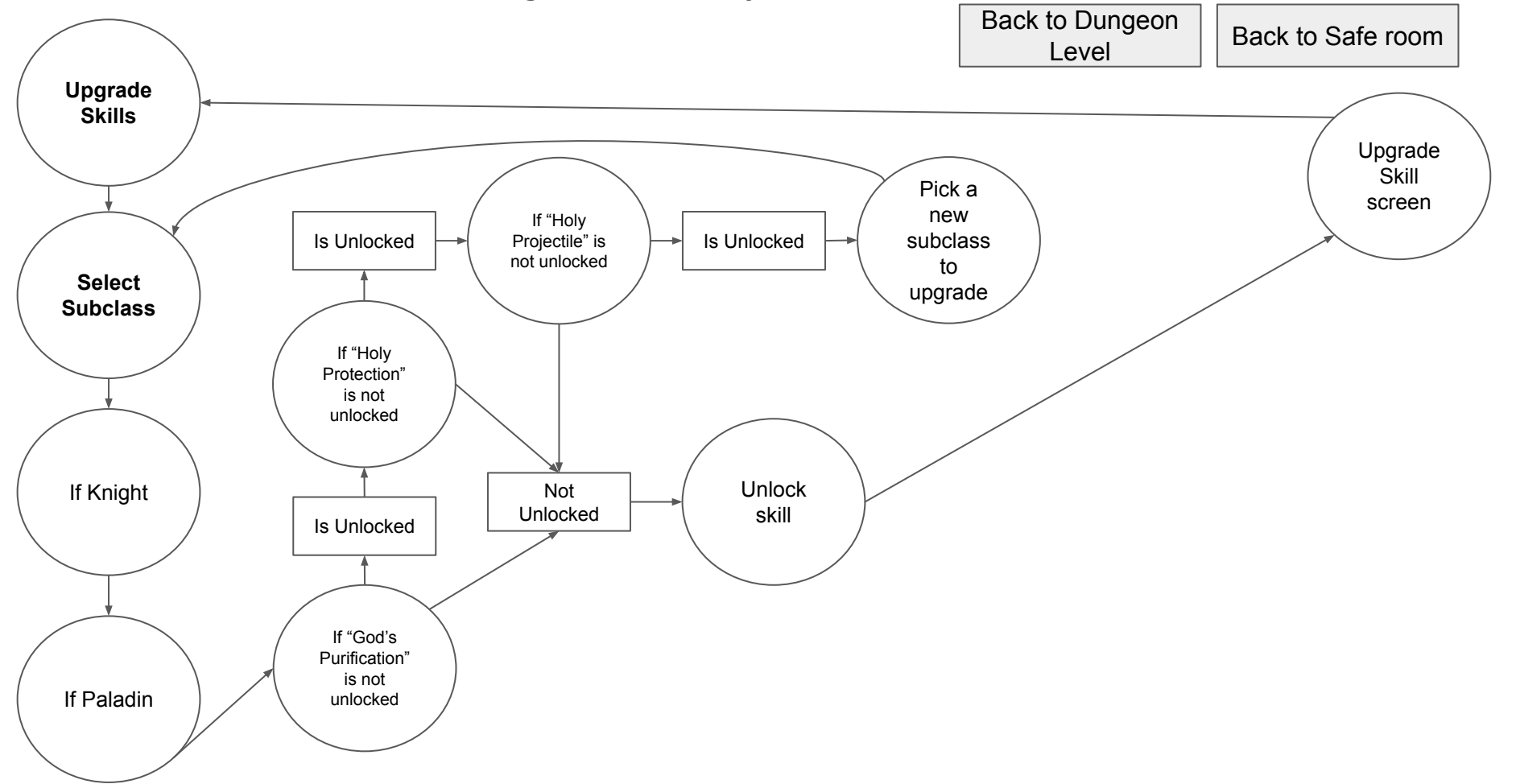
# Inside safe room - Upgrade weapons

Back to Dungeon  
Level

Back to Safe room



# Inside safe room - Upgrade player skills

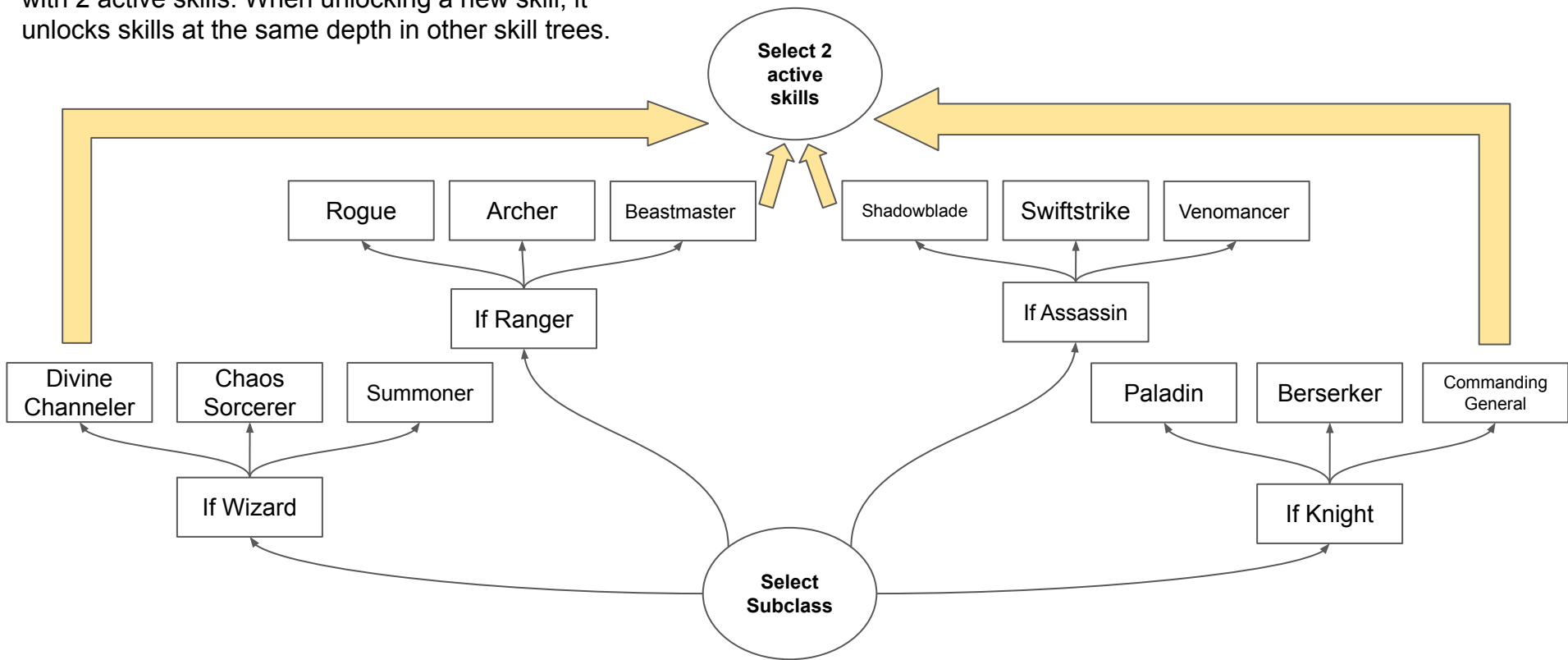


# Inside safe room - Change player subclass & skills

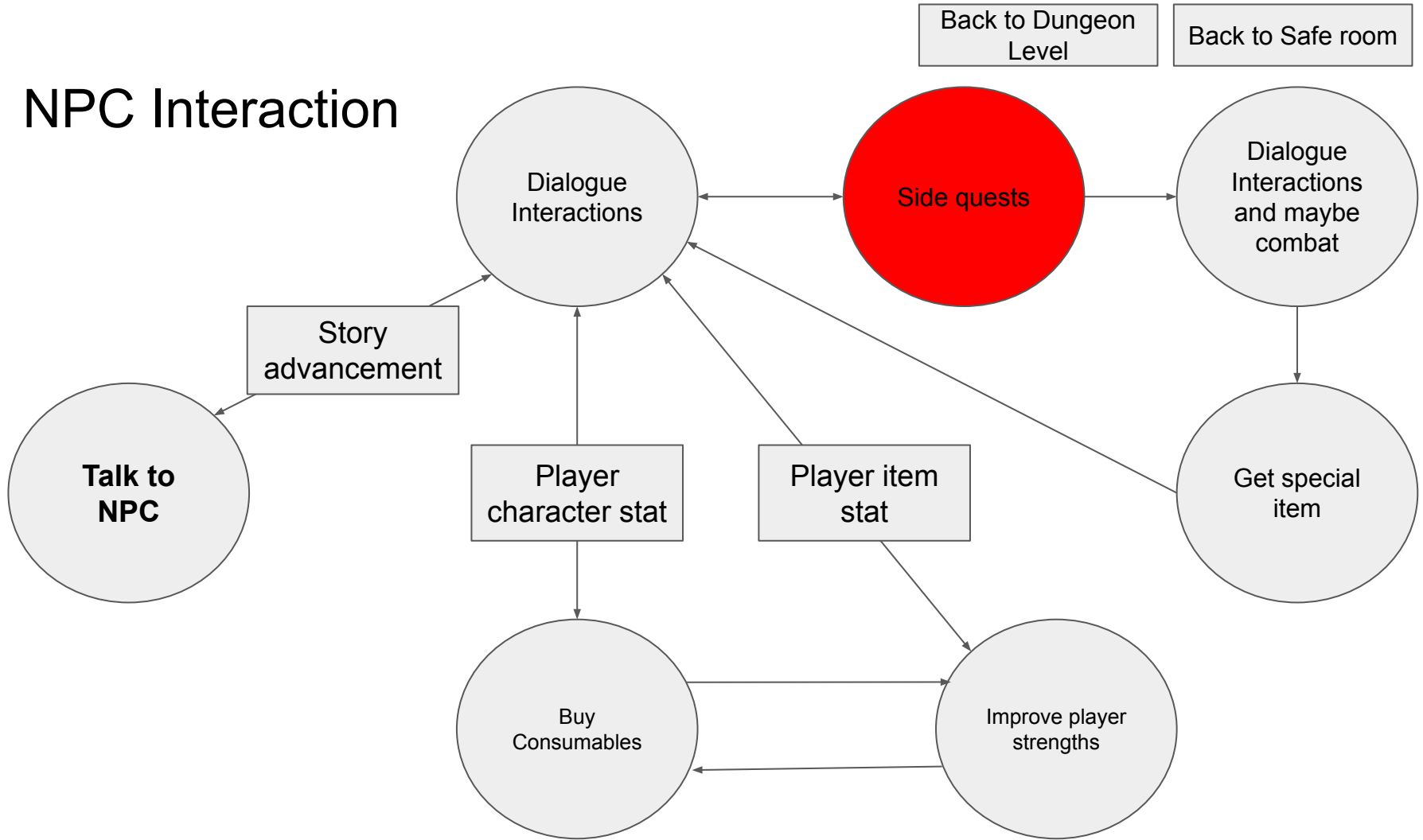
Players can only use skills from one subclass at any given time. Two active and unlimited passive skills are equippable at a time. Each class starts with 2 active skills. When unlocking a new skill, it unlocks skills at the same depth in other skill trees.

Back to Dungeon  
Level

Back to Safe room



# NPC Interaction

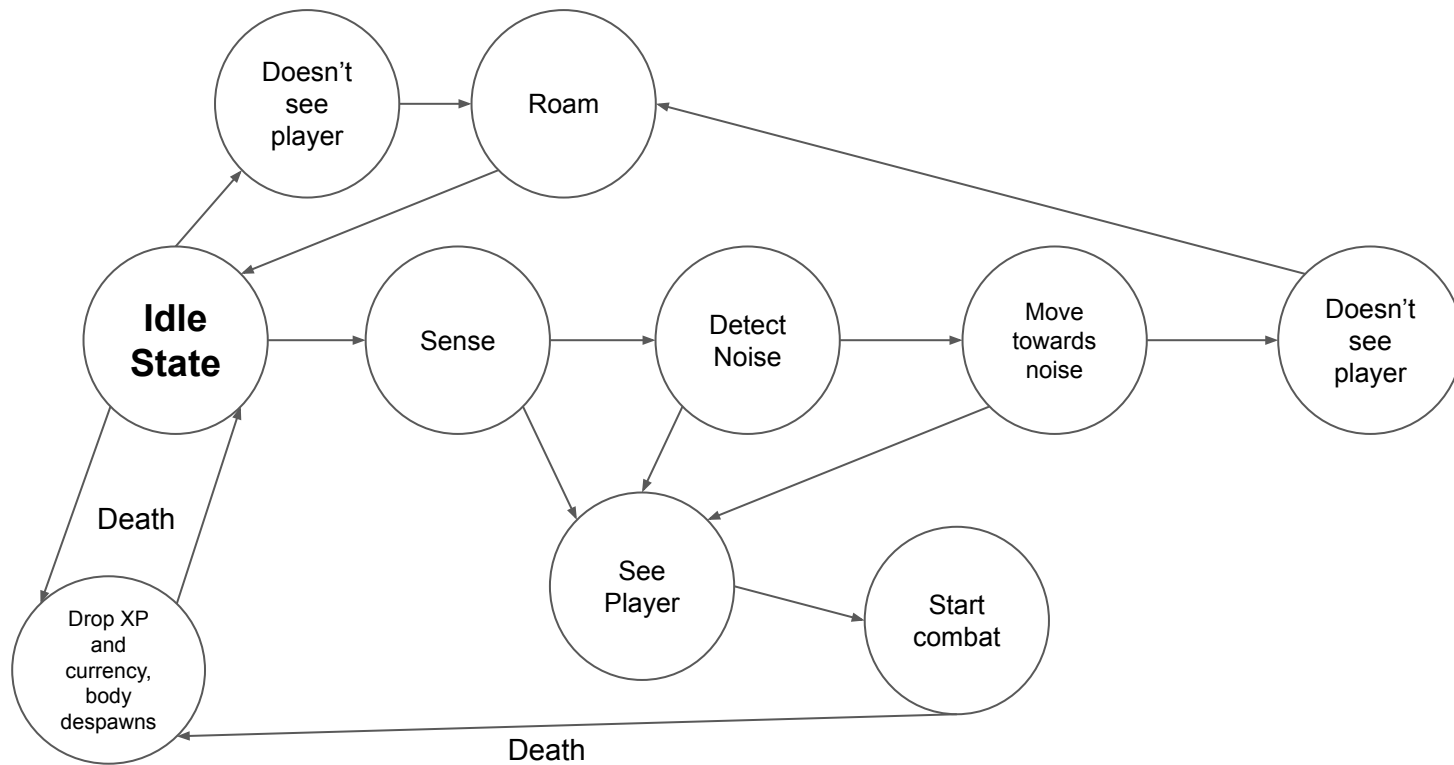




# Enemy AI Loops

[Back to Game  
Overview](#)[Back to Dungeon  
Level](#)

Non-boss enemies will follow this loop

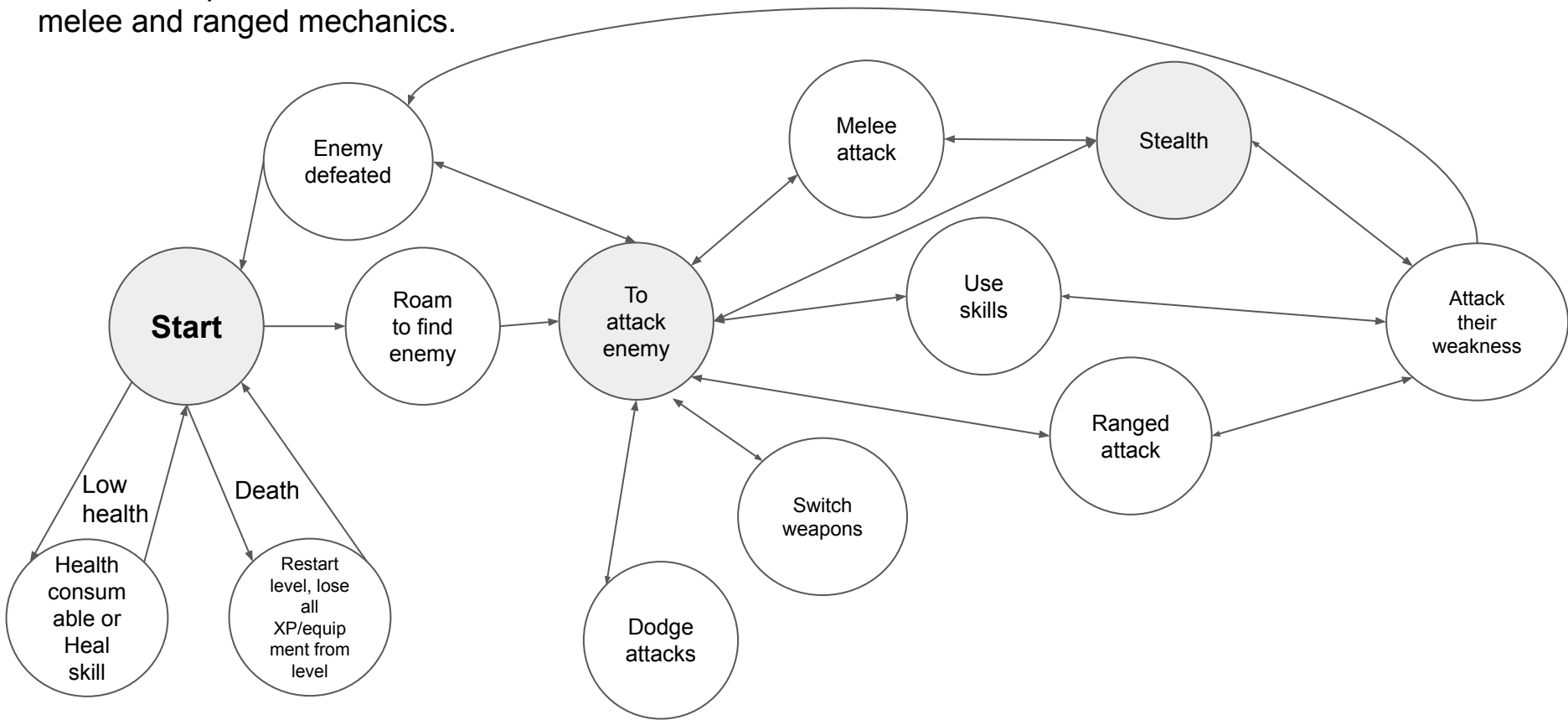


# Combat Loops

[Back to Game  
Overview](#)

[Back to Dungeon  
Level](#)

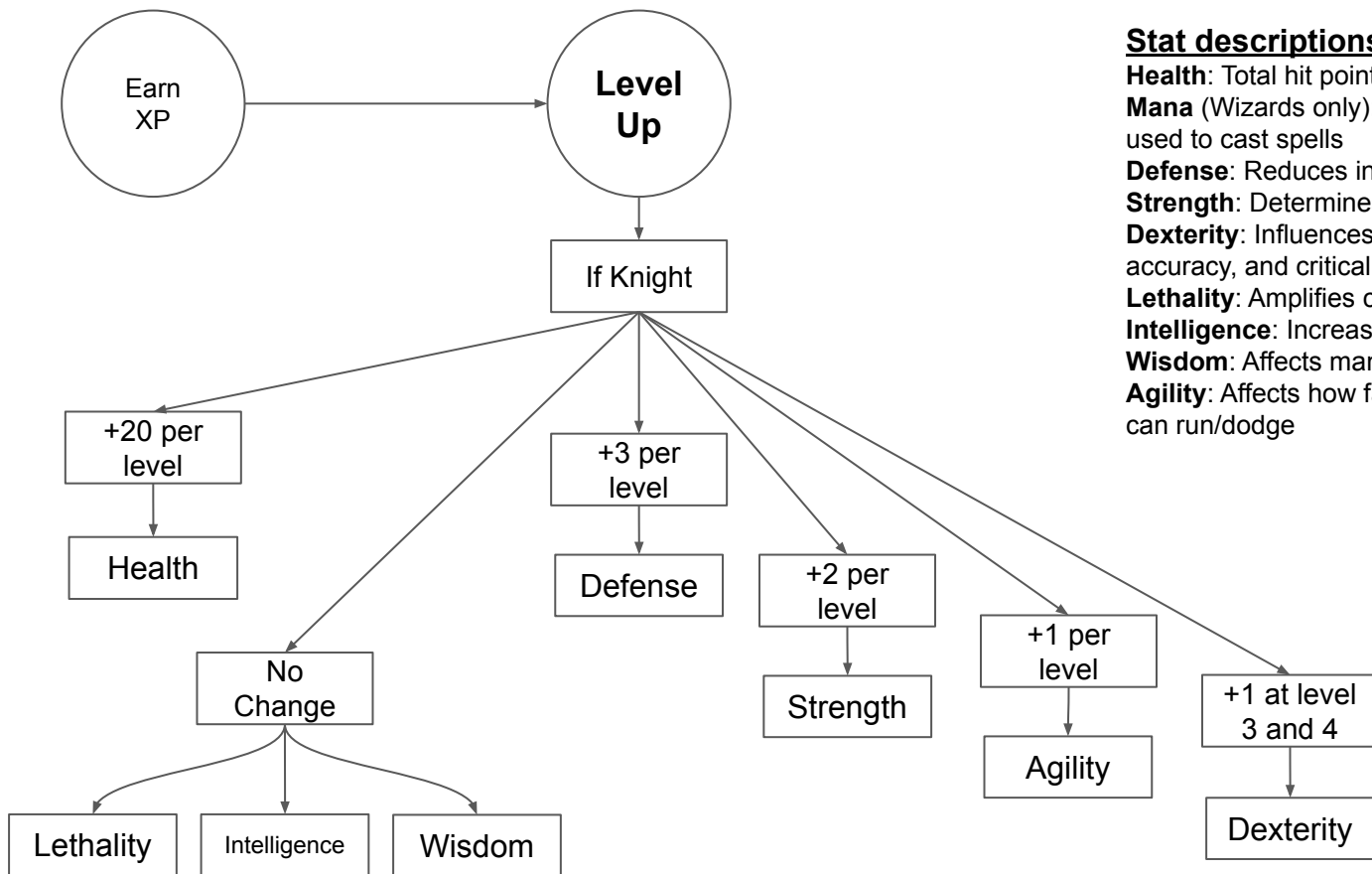
Real-time top-down combat with mixed  
melee and ranged mechanics.



# Stat System Loop

[Back to Game  
Overview](#)

[Back to Dungeon  
Level](#)



## Stat descriptions:

**Health:** Total hit points

**Mana** (Wizards only): Resource pool used to cast spells

**Defense:** Reduces incoming damage

**Strength:** Determines melee damage

**Dexterity:** Influences ranged damage, accuracy, and critical hit rates

**Lethality:** Amplifies critical hit damage

**Intelligence:** Increases spell power

**Wisdom:** Affects mana regen rate

**Agility:** Affects how fast/long player can run/dodge

## **Note:**

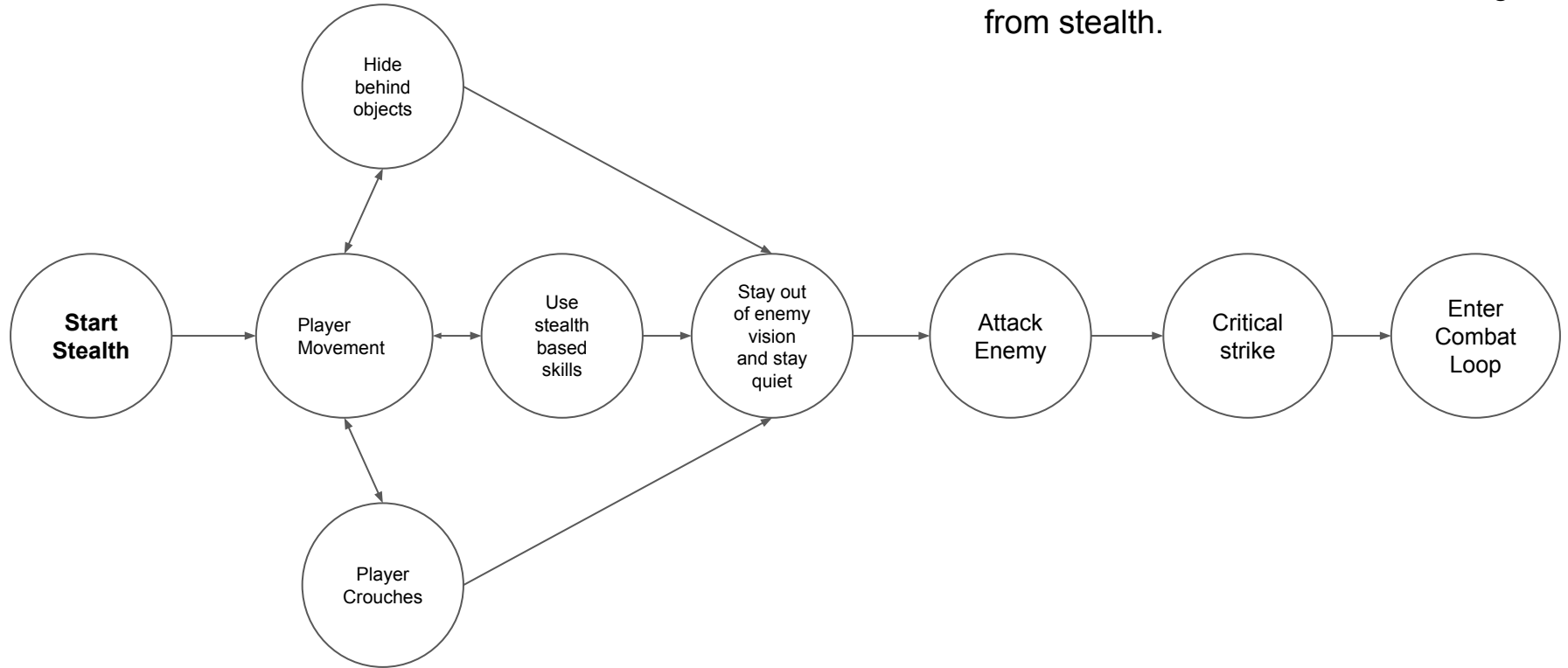
The player starts at level 1, and max level is 4.

# Stealth System

[Back to Game  
Overview](#)

[Back to Dungeon  
Level](#)

Keeps player from being attacked.  
Guaranteed critical strike if attacking  
from stealth.



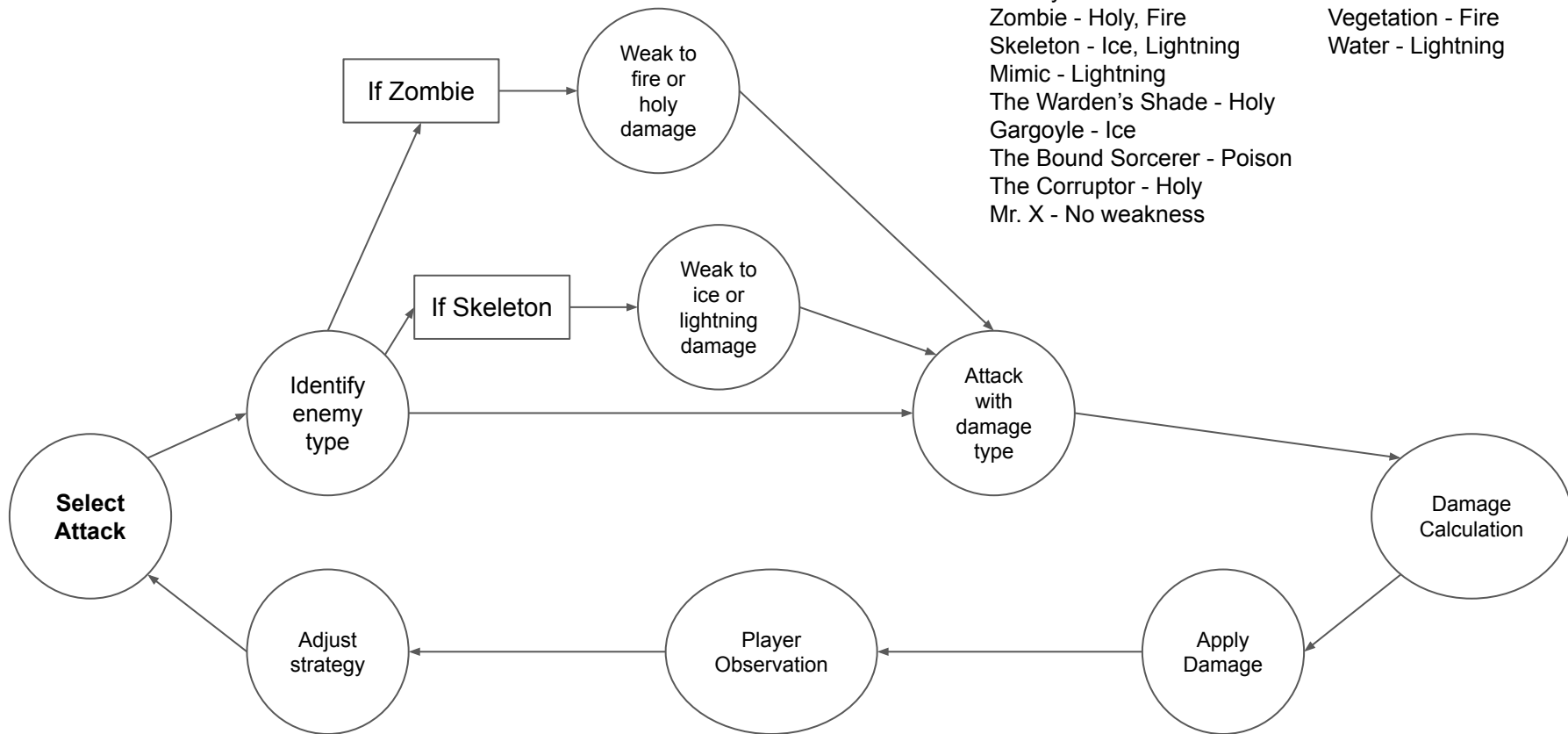
# Weakness System

[Back to Game  
Overview](#)

[Back to Dungeon  
Level](#)

Enemy Weakness List:  
Zombie - Holy, Fire  
Skeleton - Ice, Lightning  
Mimic - Lightning  
The Warden's Shade - Holy  
Gargoyle - Ice  
The Bound Sorcerer - Poison  
The Corruptor - Holy  
Mr. X - No weakness

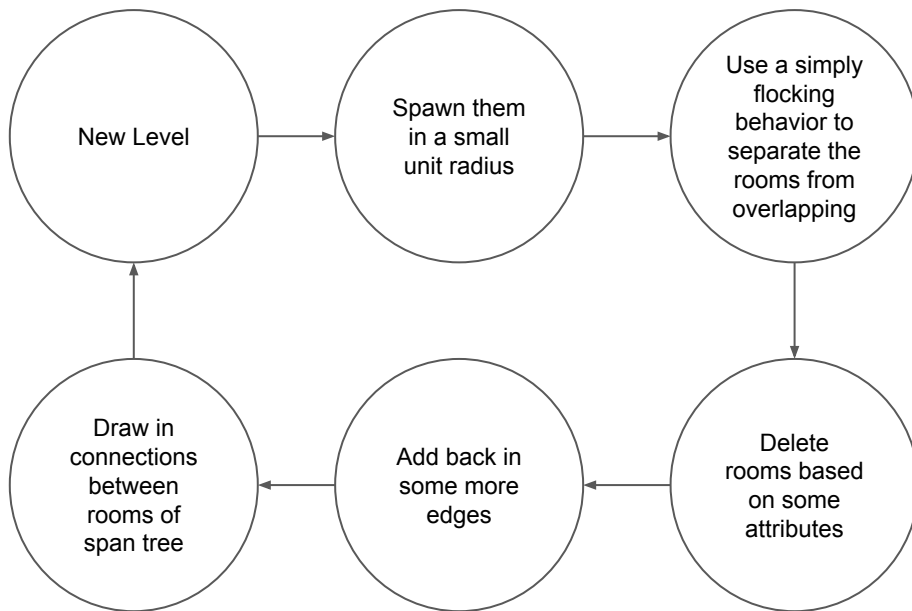
Environment Weakness List:  
Vegetation - Fire  
Water - Lightning



# Level Randomizer Loop

[Back to Game  
Overview](#)[Back to Dungeon  
Level](#)

Loop that is ran when the player first enters a level

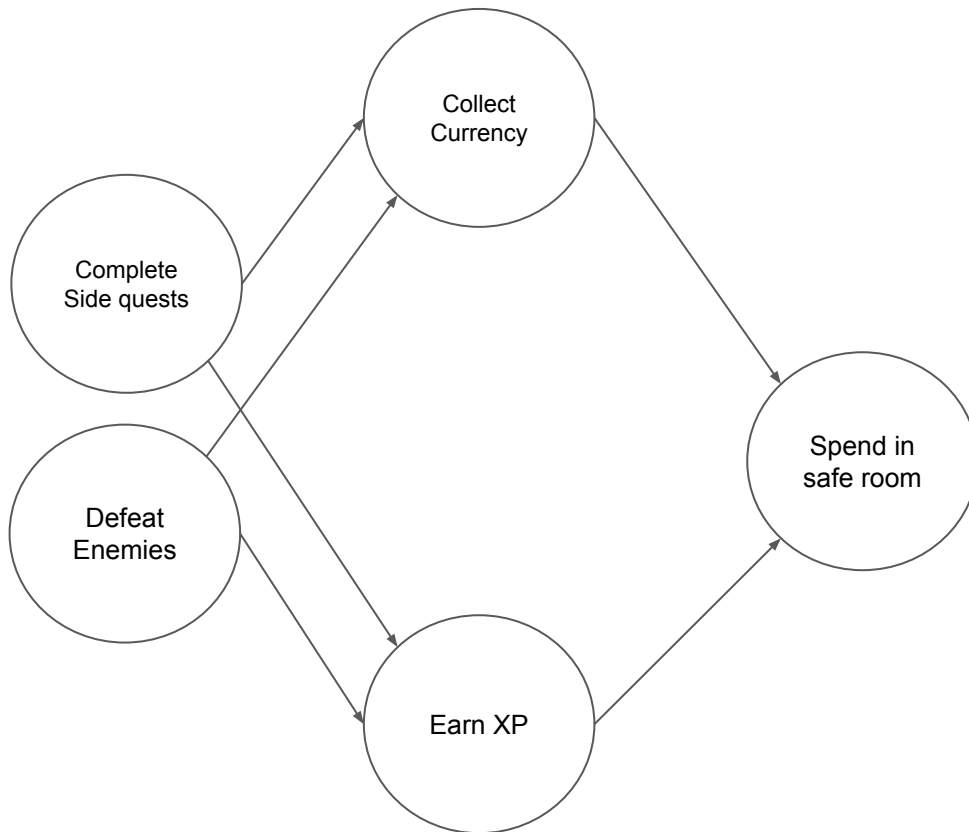


# Economy System

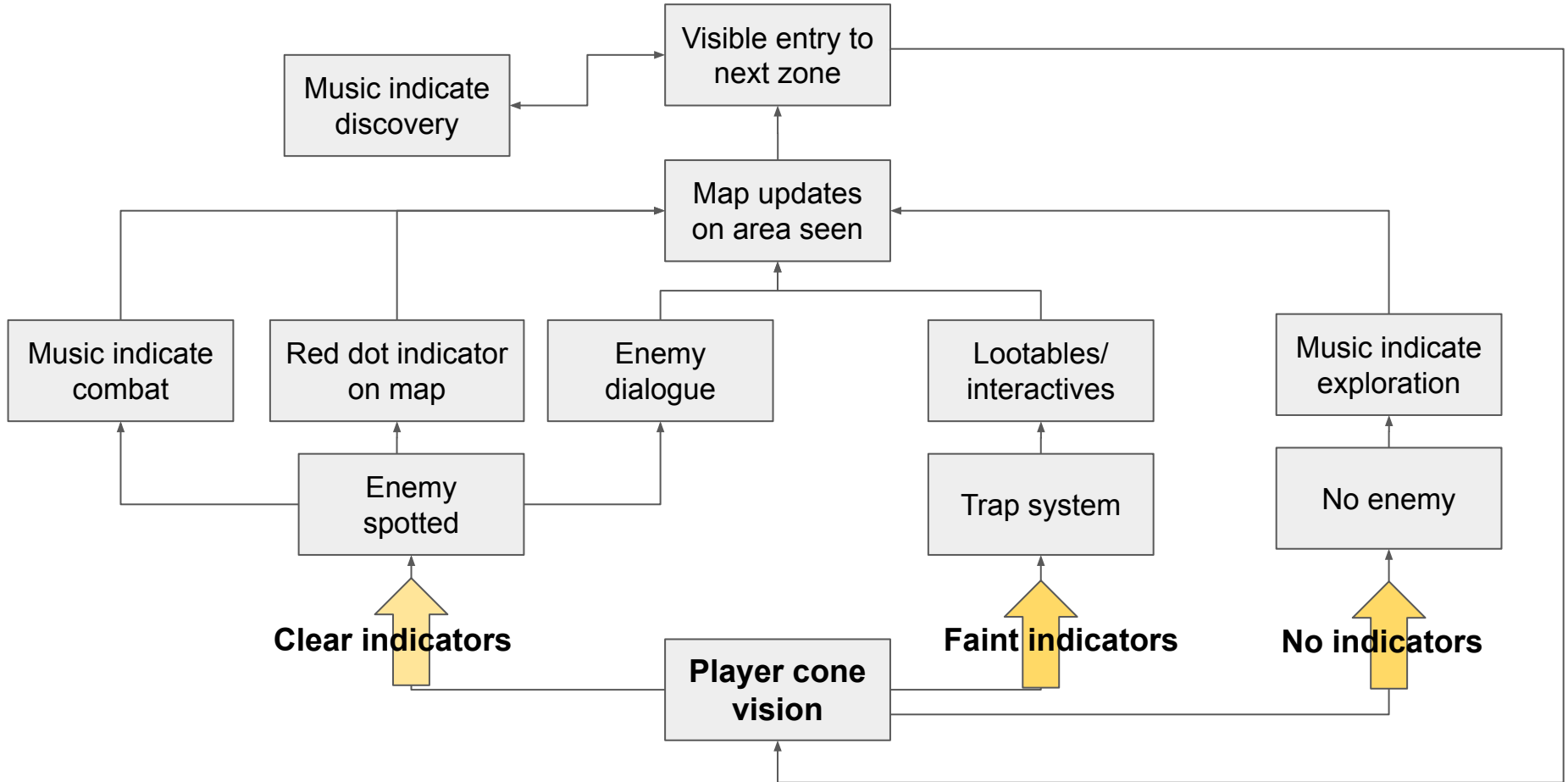
[Back to Game  
Overview](#)

[Back to Dungeon  
Level](#)

Economy system will be earned from combat and side quests. Can be used as a means to level character, purchase items, and upgrade items.



# Audio Visual System





# Level Variation/Change

