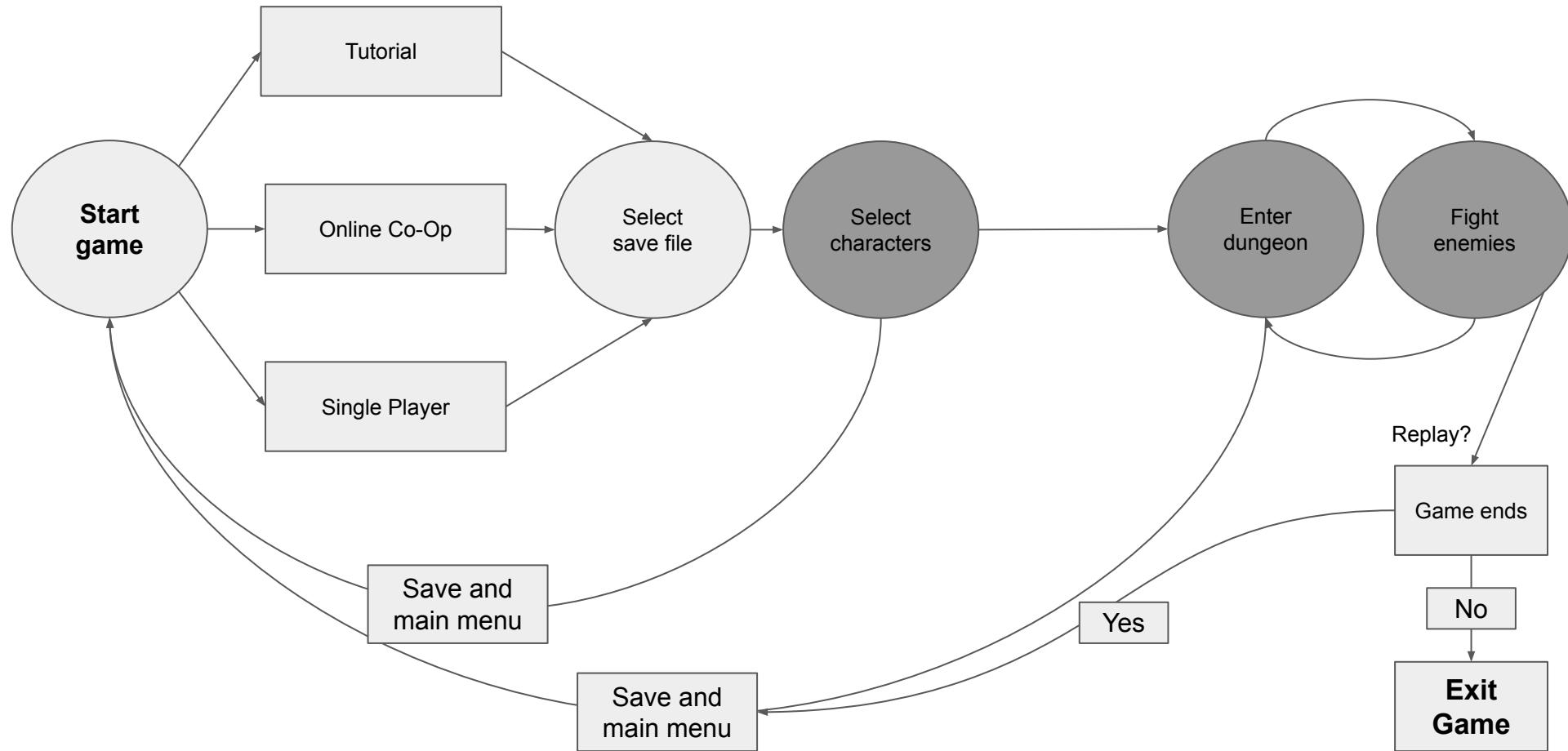


# Game loops for Barb's Dungeon

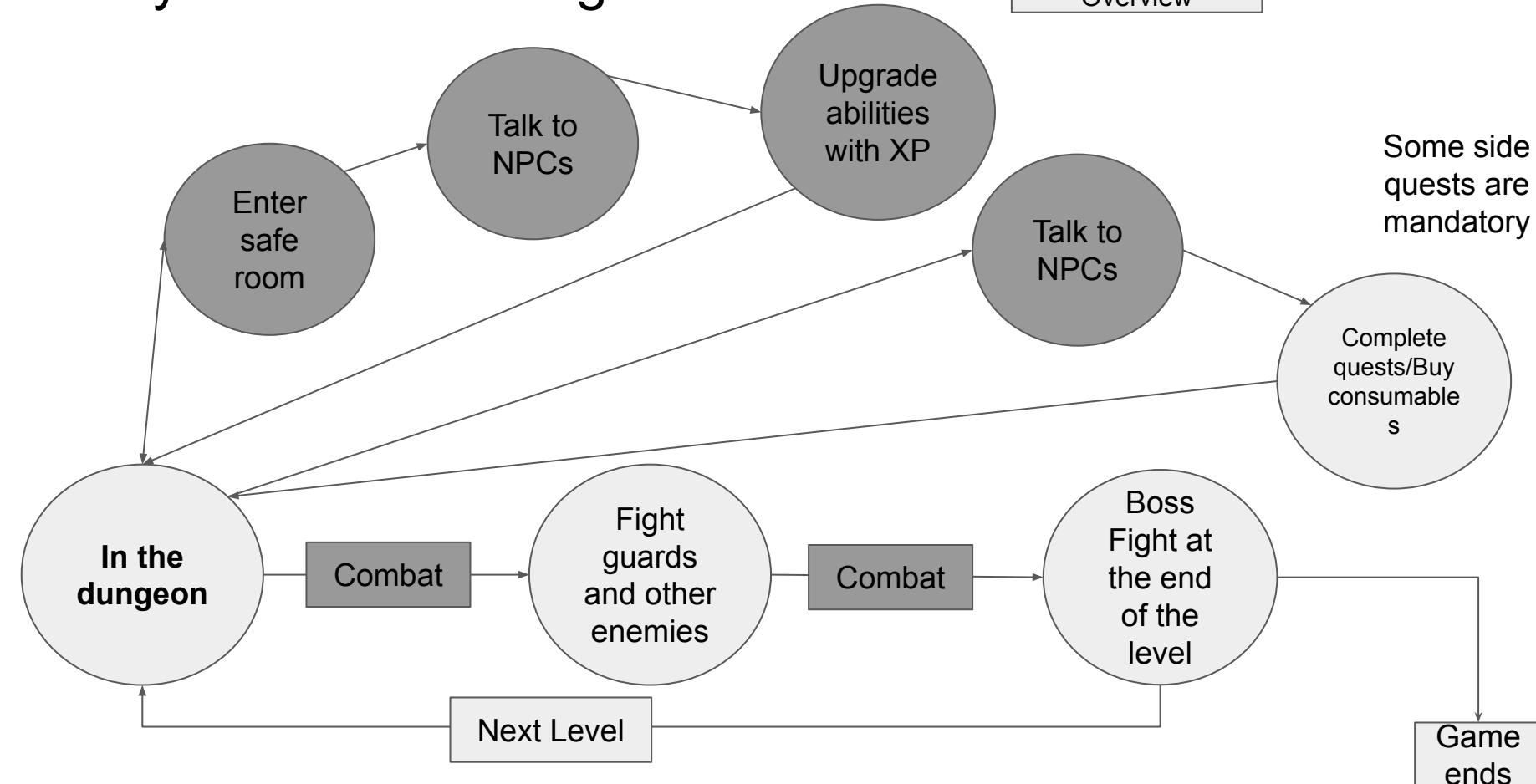
High Level

# Game overview loop [Start to end]



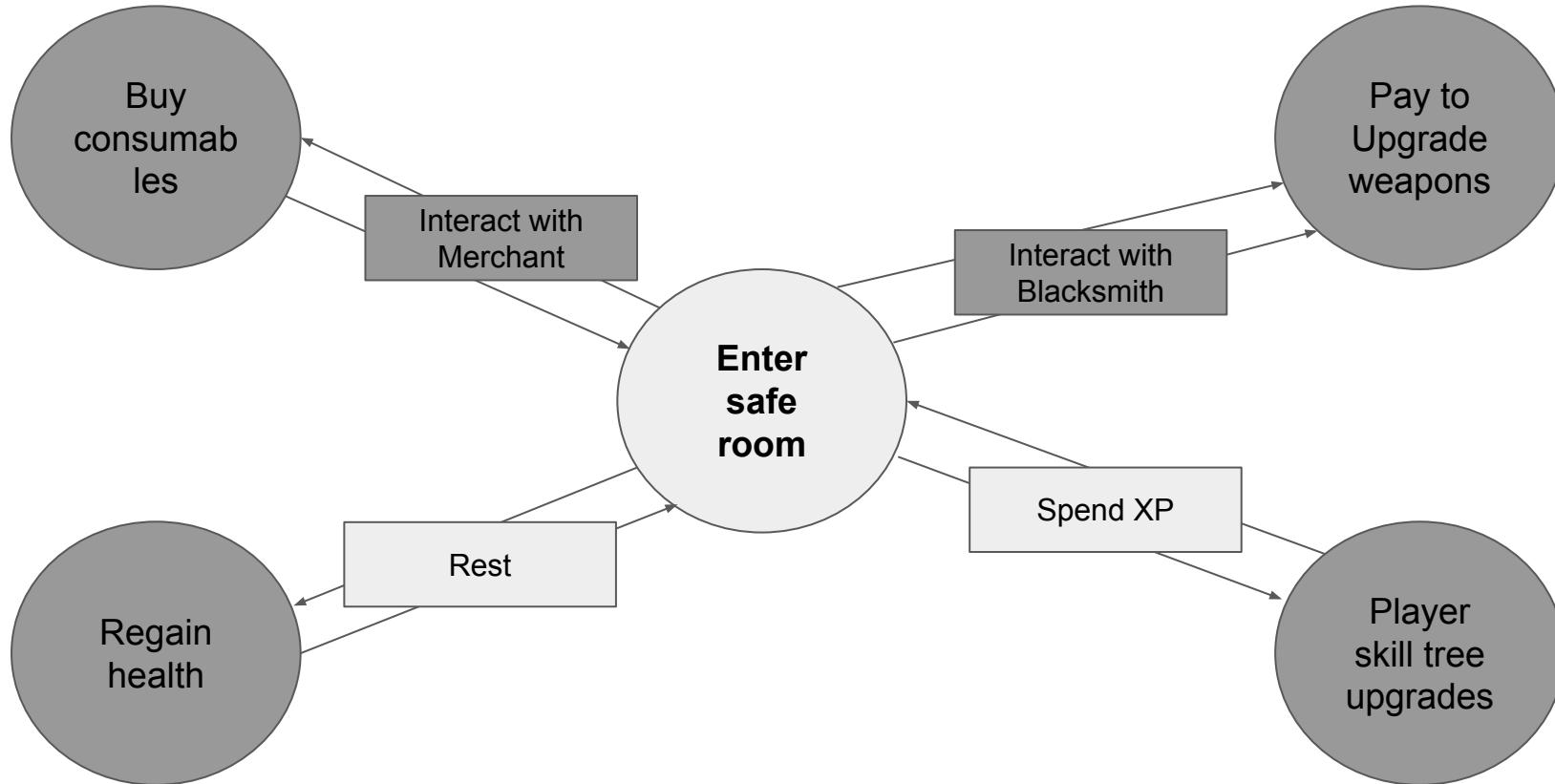
# Every level of the dungeon

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# Every level of the dungeon - Inside safe room

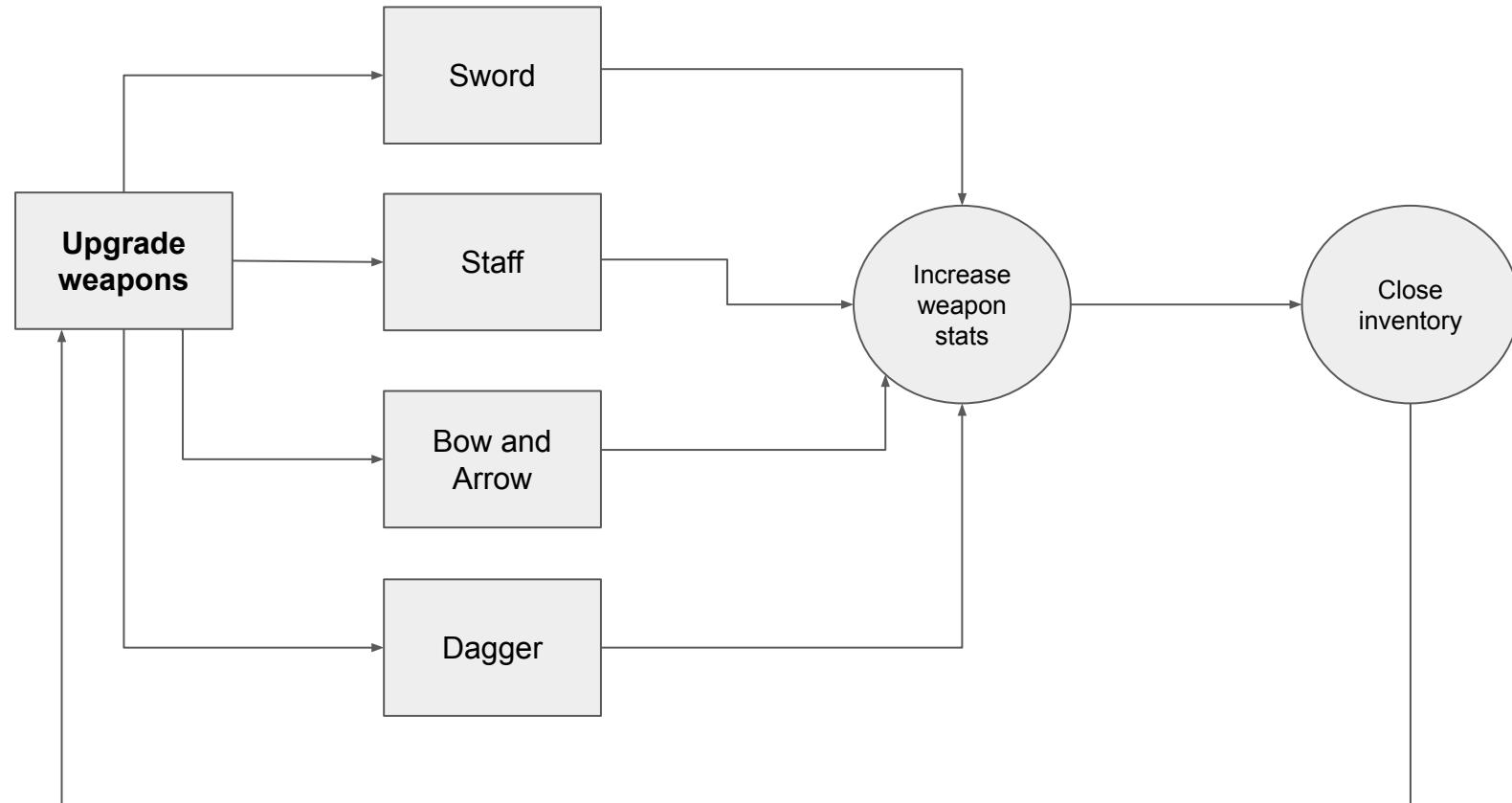
Back to Dungeon  
Level



# Inside safe room - Upgrade weapons

Back to Dungeon  
Level

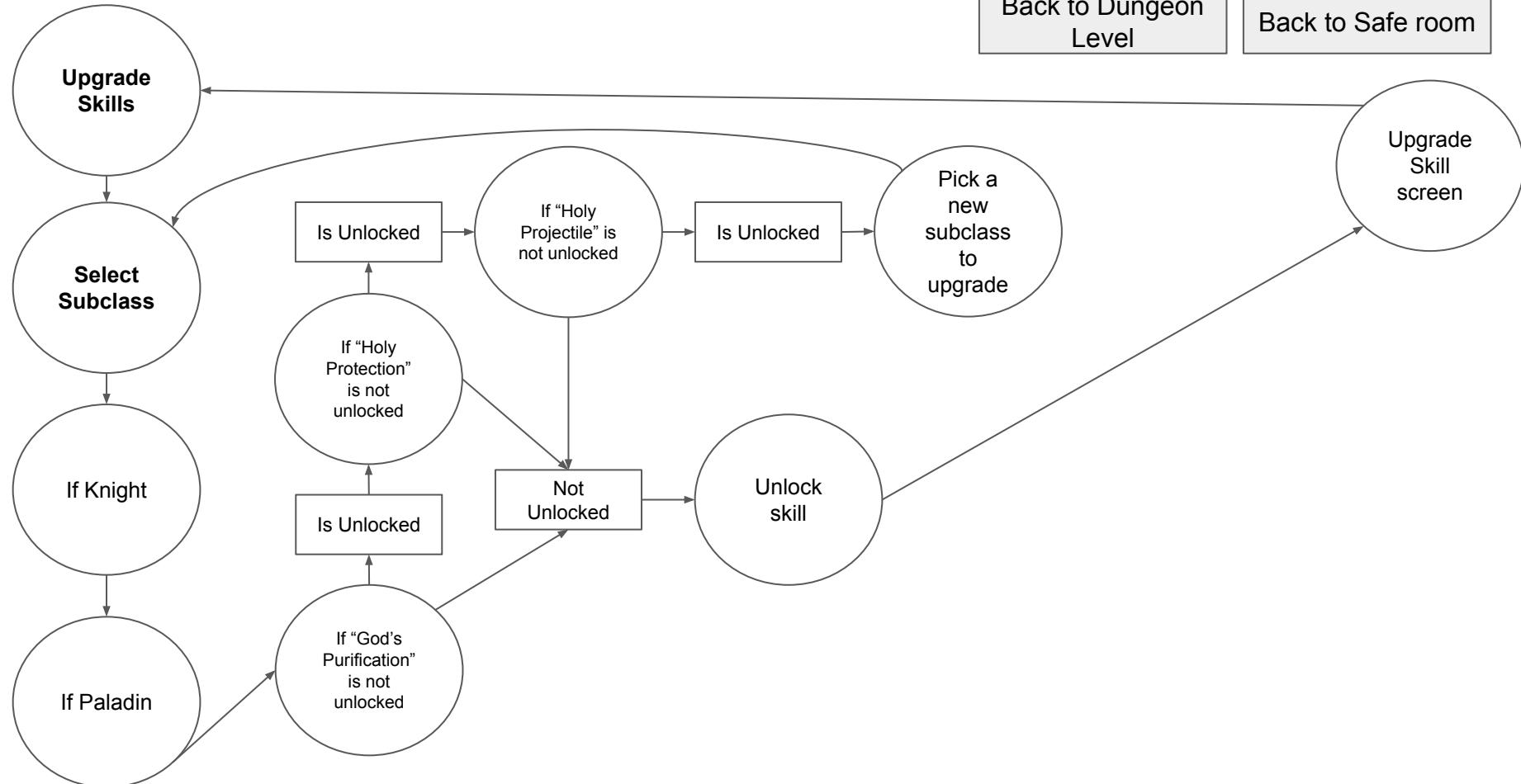
Back to Safe room



# Inside safe room - Upgrade player skills

Back to Dungeon  
Level

Back to Safe room

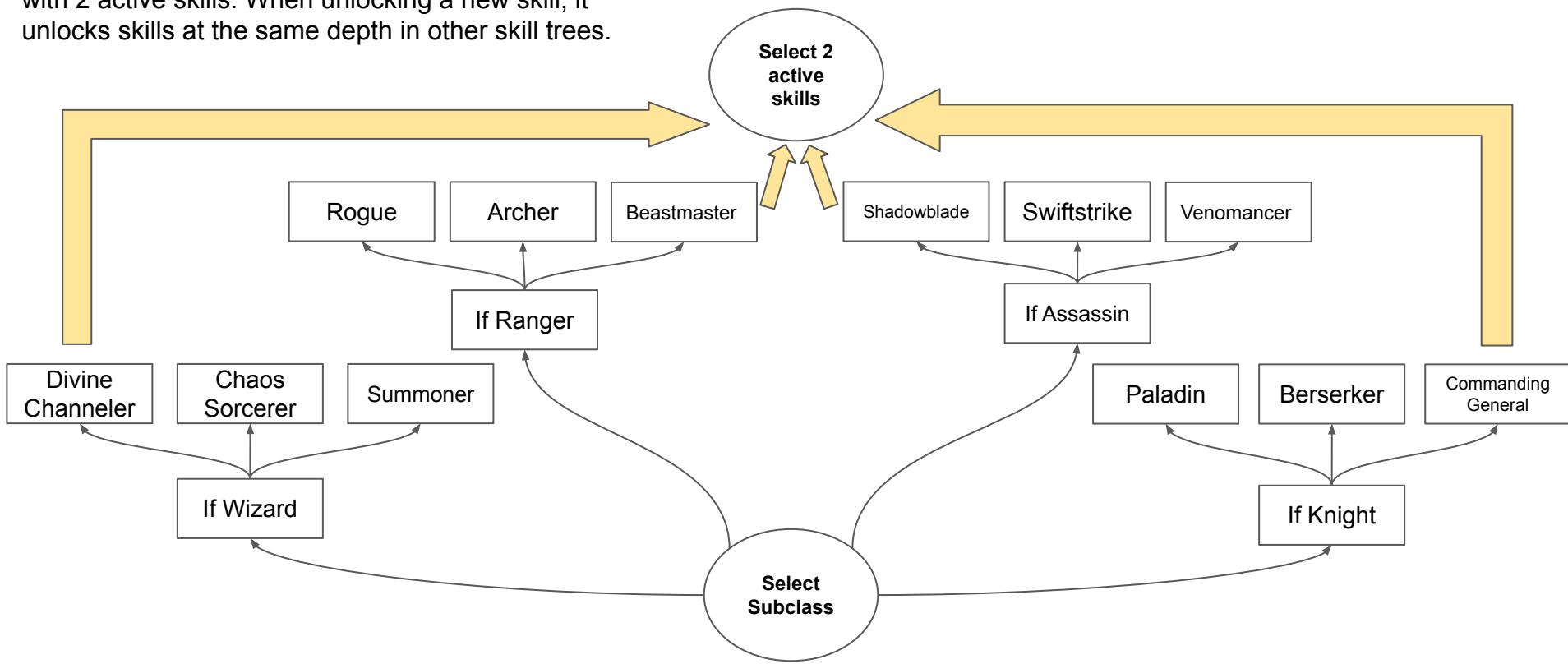


# Inside safe room - Change player subclass & skills

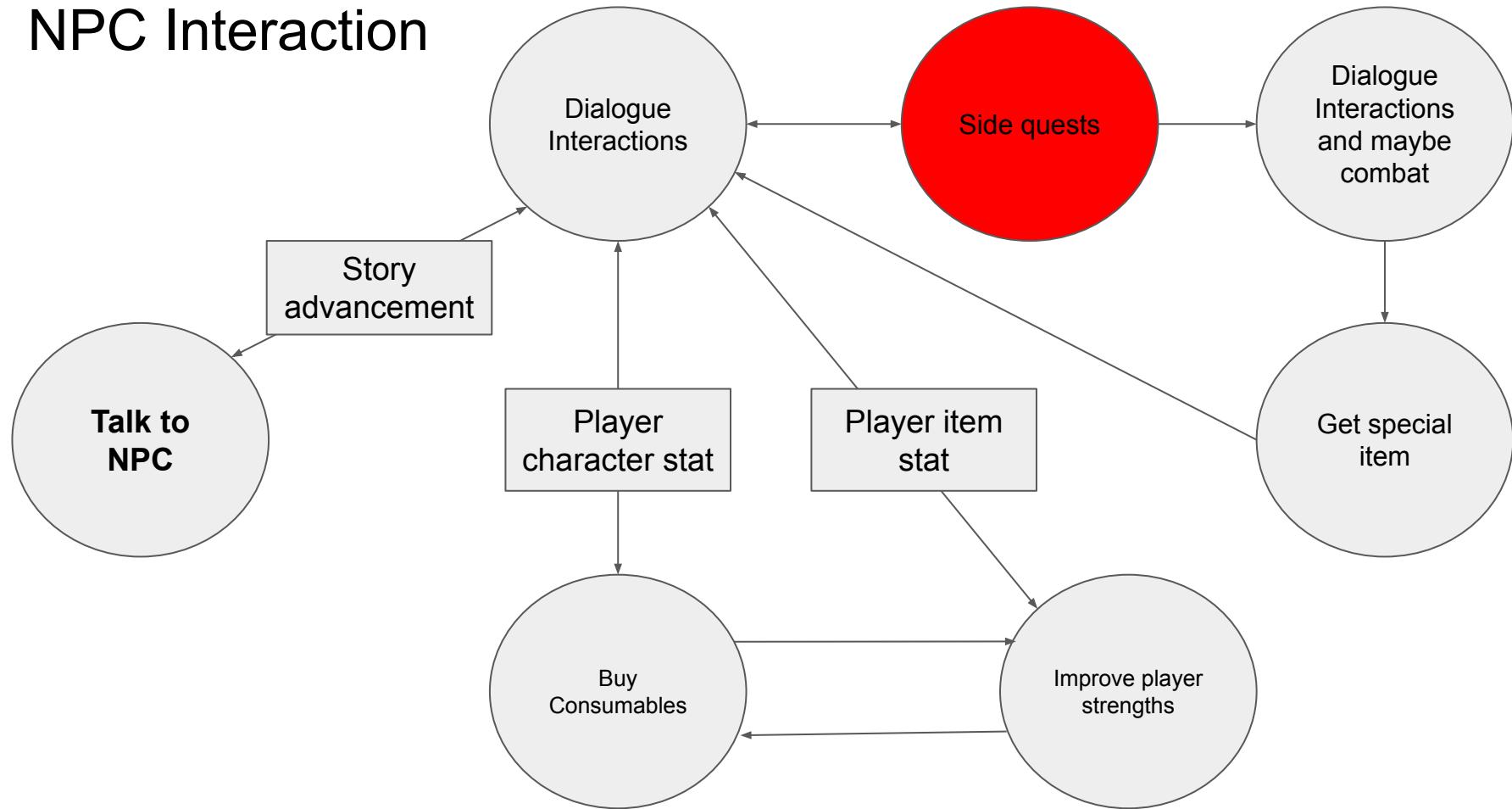
Players can only use skills from one subclass at any given time. Two active and unlimited passive skills are equippable at a time. Each class starts with 2 active skills. When unlocking a new skill, it unlocks skills at the same depth in other skill trees.

Back to Dungeon  
Level

Back to Safe room



# NPC Interaction

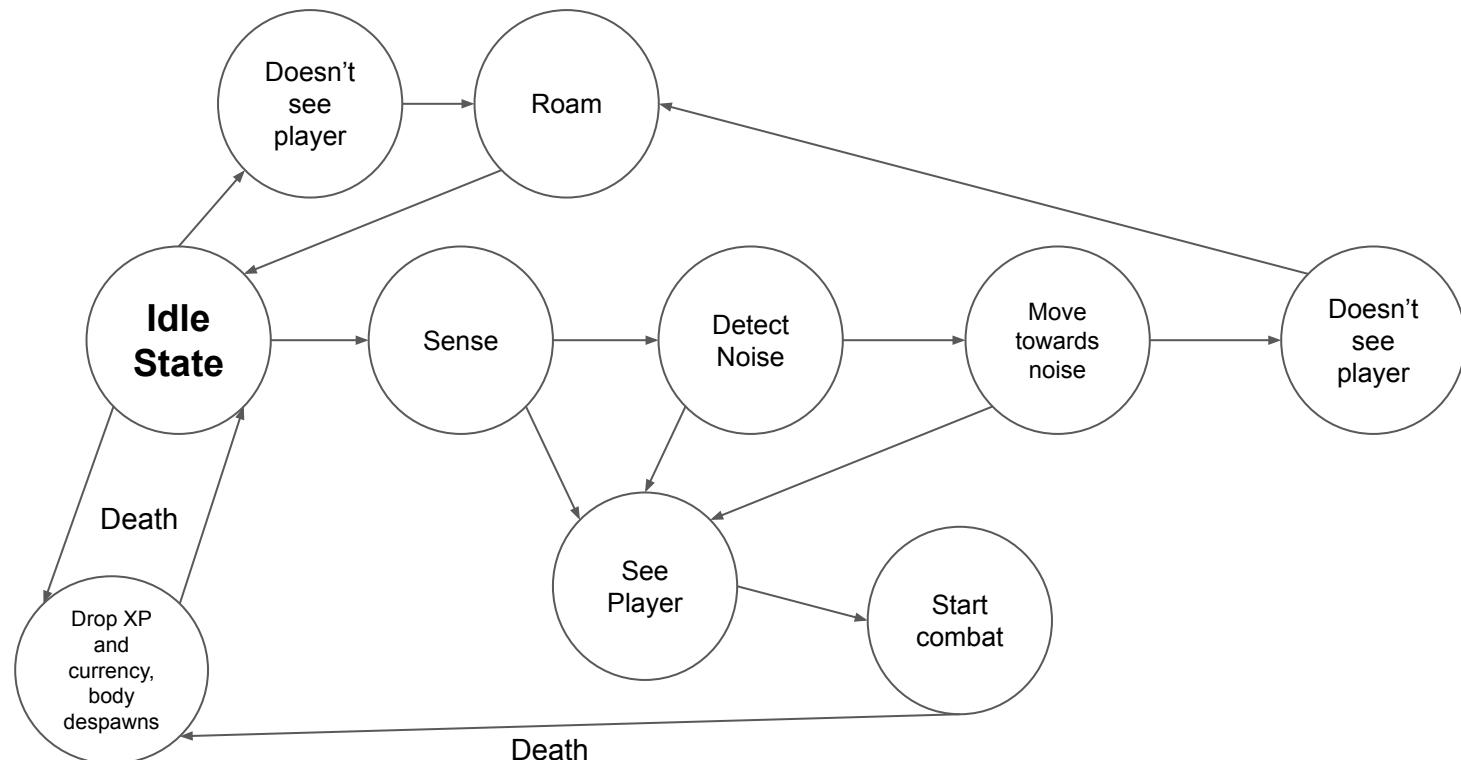


# Enemy AI Loops

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Non-boss enemies will follow this loop

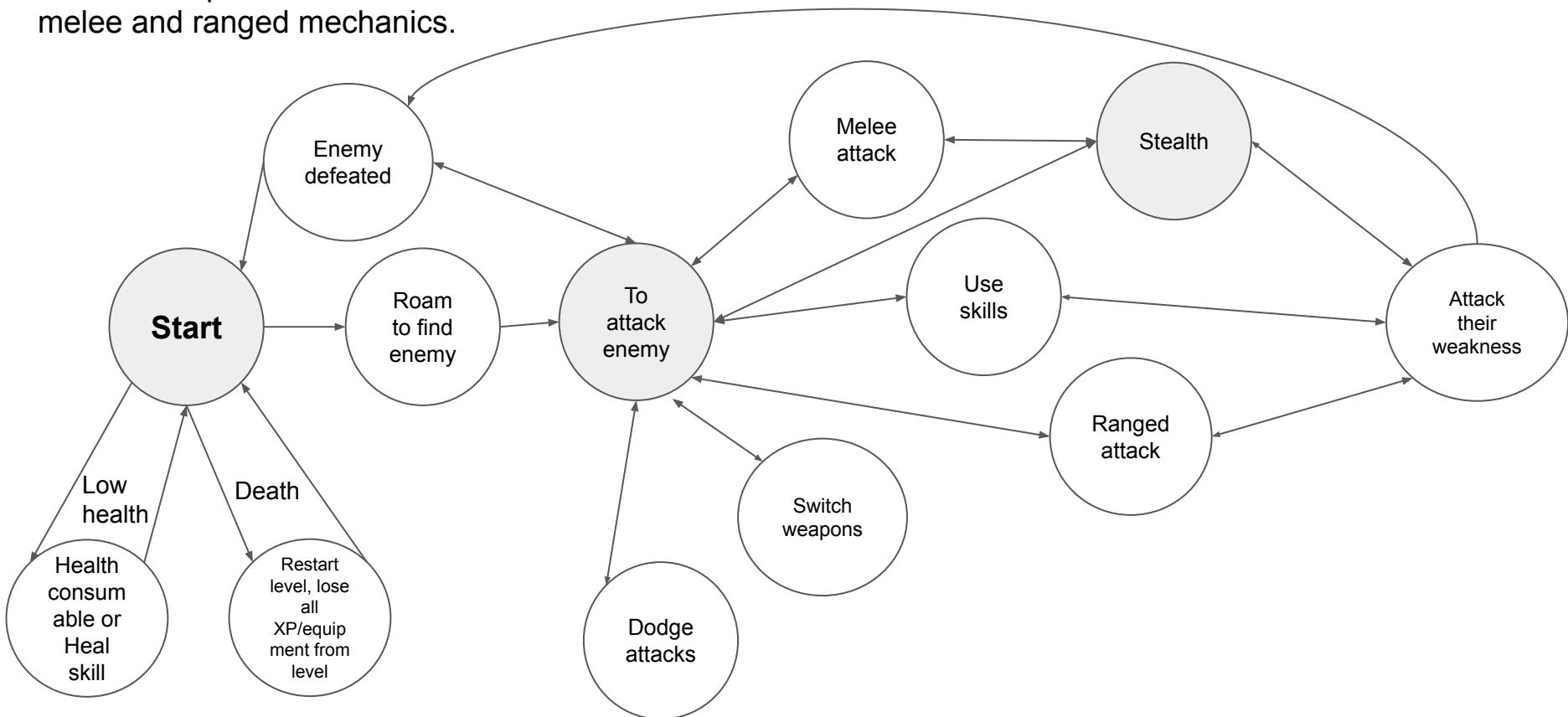


# Combat Loops

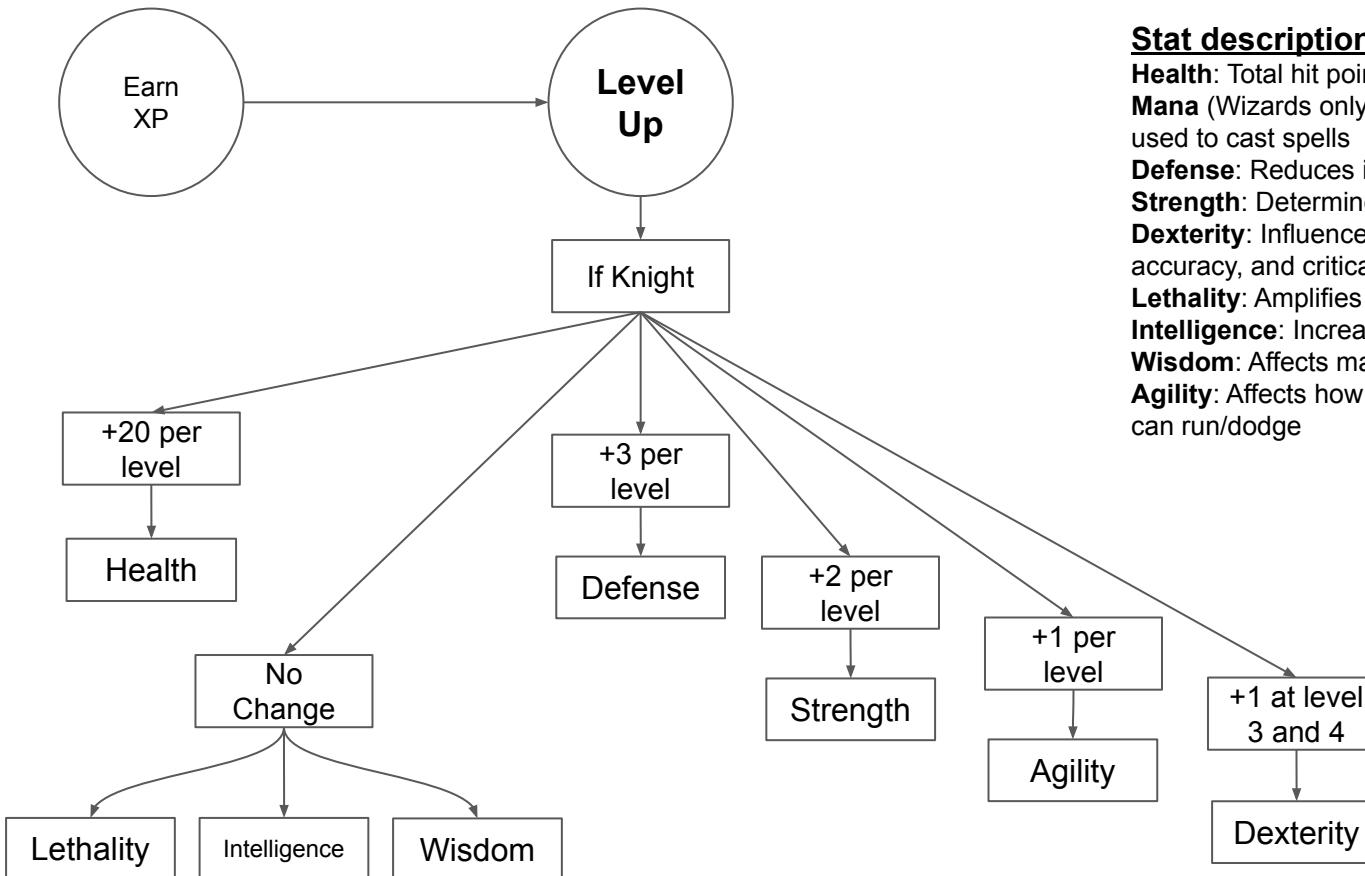
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Real-time top-down combat with mixed melee and ranged mechanics.



# Stat System Loop

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## 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

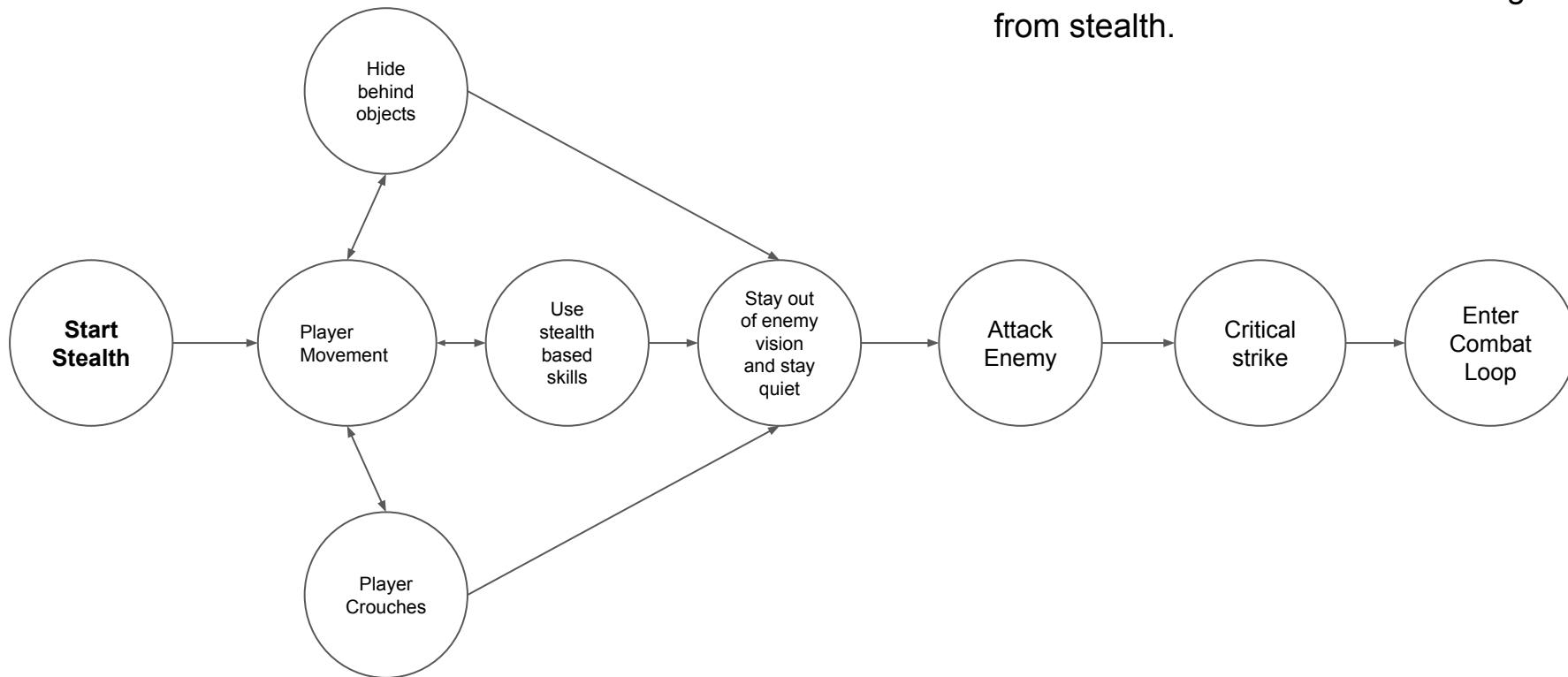
## Note:

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

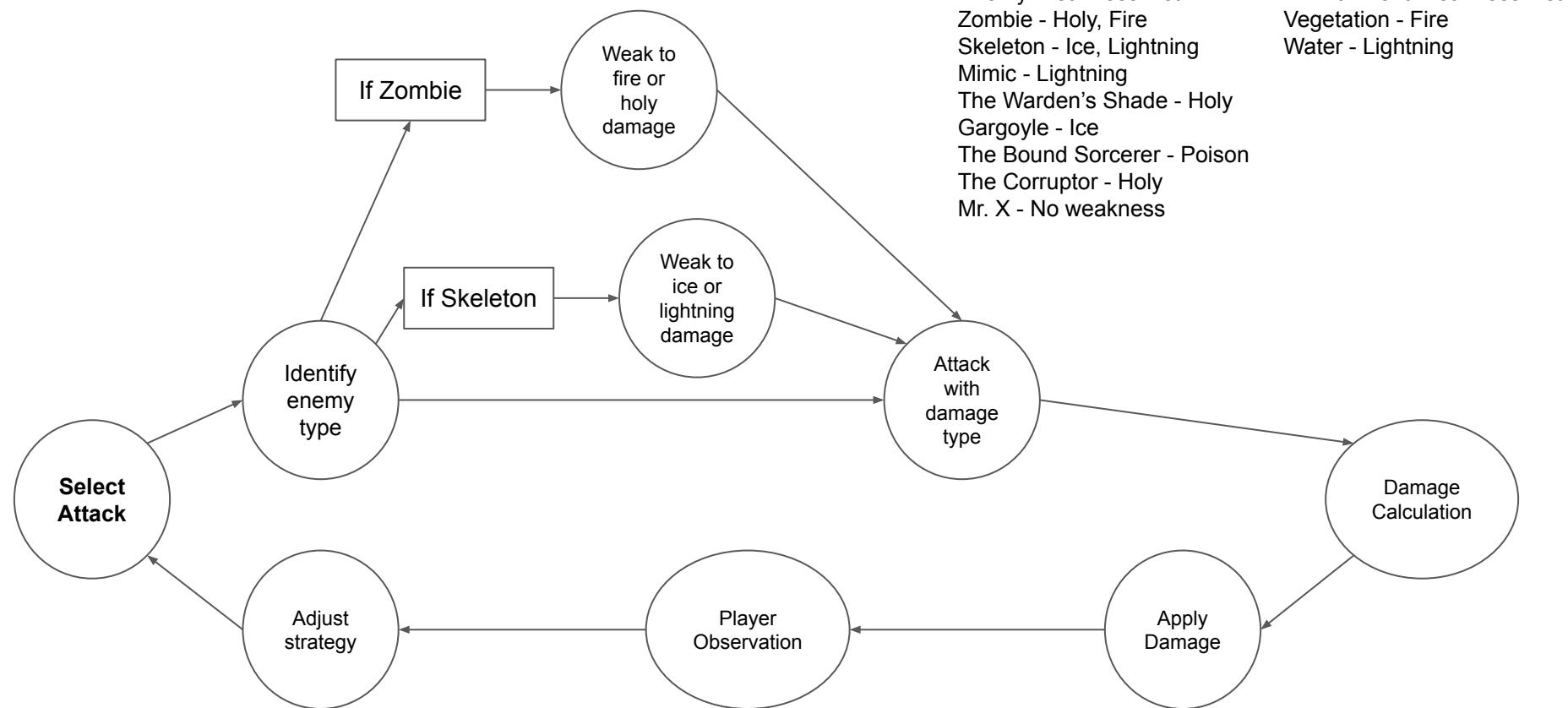
# Stealth System

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# Weakness System

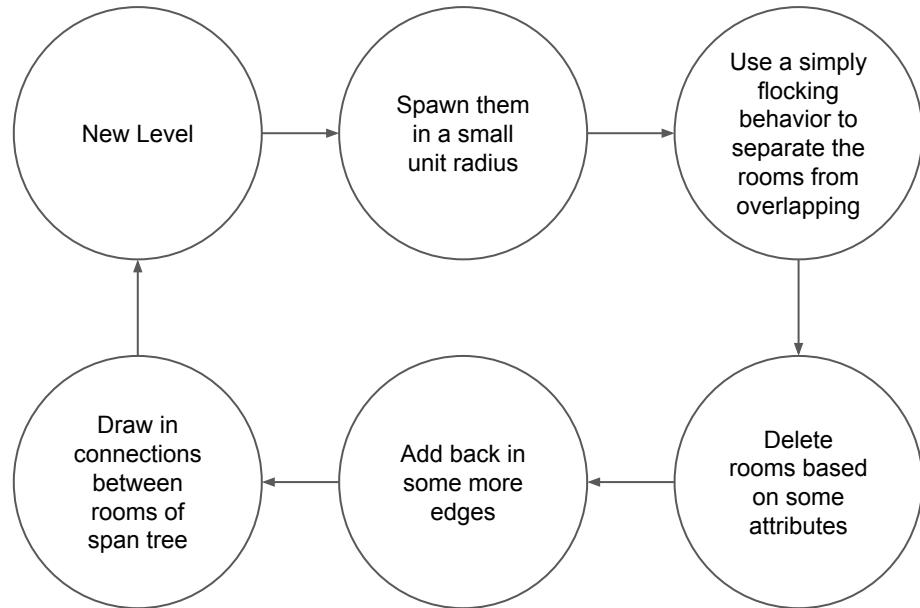
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# Level Randomizer Loop

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Loop that is ran when the player first enters a level

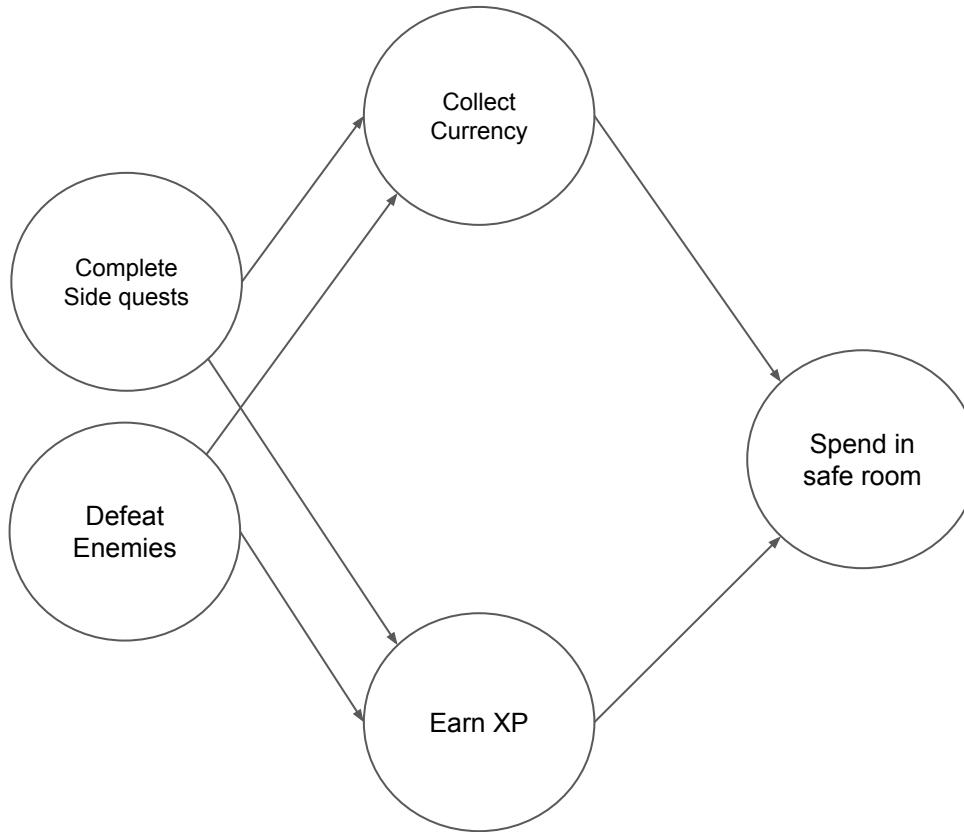


# Economy System

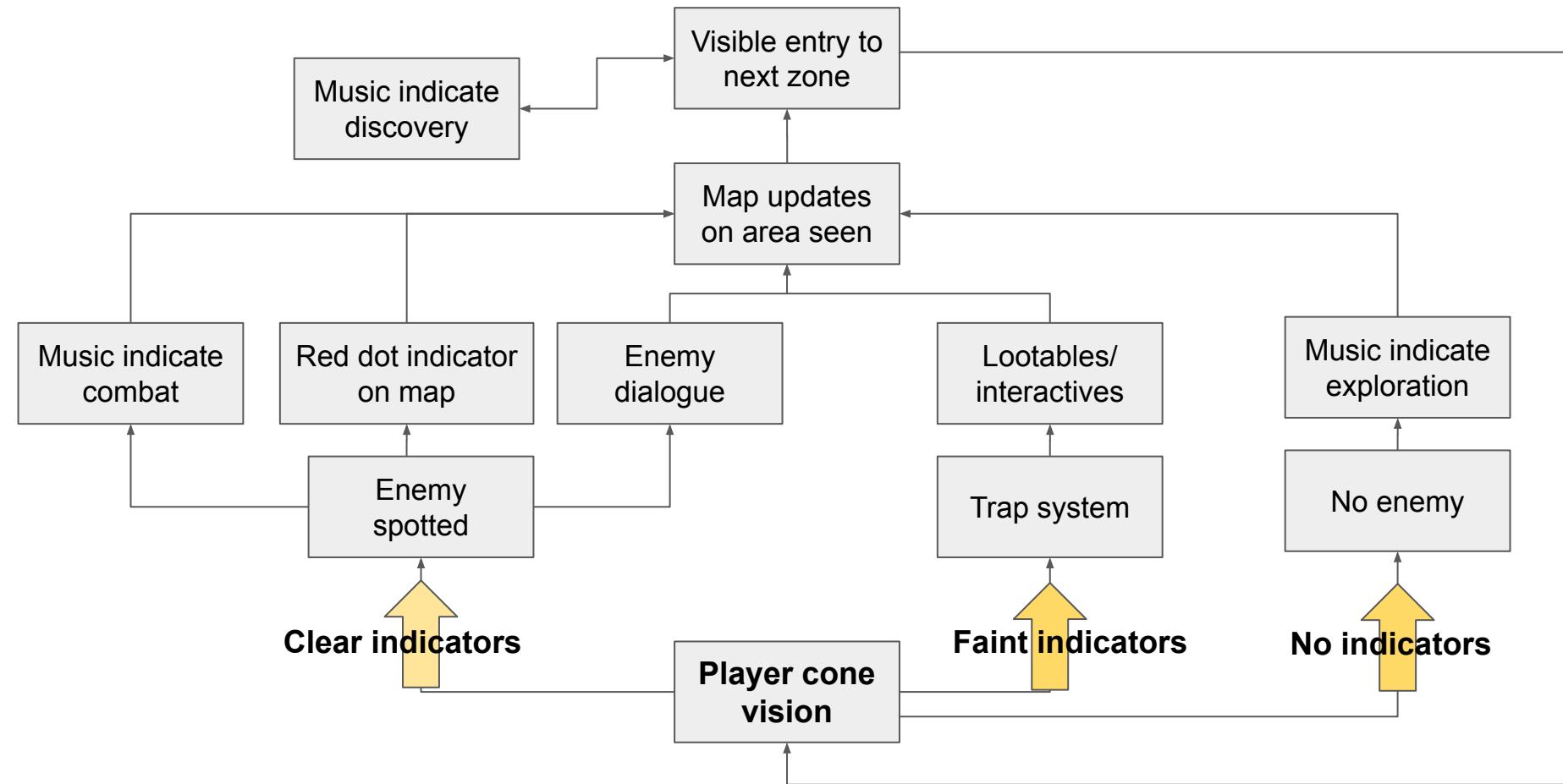
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Economy system will be earned from combat and side quests. Can be used as a means to level character, purchase items, and upgrade items.



# Audio Visual System



# Level Variation/Change

