

Overall Beat By Beat

1. Game Set up

- a. Setting up the system
 - i. User creates username/userID
 - ii. Player greeted with three options on how they would want to interact with their game initially
 - 1. Tutorial button
 - 2. Online Co-Op button
 - a. Add friend
 - b. Invite friend
 - 3. Single Player button
 - 4. Setting button
 - a. Audio/visual gaming setting
 - b. Control key binding settings
 - i. Controller
 - ii. Keyboard
 - c. Difficulty (Increase damage, lowers xp gain)
 - i. Storymode
 - ii. Normal
 - iii. Challenge
 - iii. Exit
- b. Starting the game
 - i. Customize character based on game mode (Unless continuing from previous save, which will just restart where left off):
 - 1. Choose character:
 - a. Mage
 - b. Ranger
 - c. Knight
 - d. Assassin
- c. Game start:
 - i. Shows your character's backstory with art panels and text overlaid
 - ii. Path to dungeon where character is only walking towards it
 - iii. You have to enter the dungeon with your character to start the gameplay

2. Gameplay experience:

- a. Tutorial
 - i. Controller + Keyboard configured level clear
- b. Solo / Co-Op Set Up
 - i. Player add their partner's username/userID if applicable
 - ii. Start game button
 - iii. Game file will be saved on party leader's file
 - iv. Both player and partner go through the following before playing the game
 - 1. Character selection
 - 2. Difficulty selection

- v. Player(s) are officially sent into the first game level for play-through
 - 1. Playthrough for each level will differ depending on selected difficulty
 - a. Story Mode
 - i. Player(s) and weapon stats are 30% stronger than initial stats if they choose to focus more on the story side of the game
 - b. Normal
 - i. Player(s) and weapon stats are normalized with equal emphasis on gameplay and story
 - c. Challenge
 - i. Enemy spawn at higher frequency
 - ii. Health loss 5% higher on player(s)
 - iii. If player(s) stays on each level longer than 7 minutes, tougher enemies will spawn for player(s) to battle
- c. Solo / Co-Op Gameplay experience
 - i. Player(s) will be loaded into the game
 - ii. Player(s) begin battle on loaded scene
 - 1. Player(s) find safe room
 - a. Player(s) interact with NPC
 - i. Player(s) accept quest
 - 1. Player(s) complete quest
 - 2. Player(s) goes back to interact with NPC to improve stats
 - a. These can be weapon updates, character stat improvement
 - ii. Player(s) upgrade weapon
 - 1. Weapon upgrade made possible from currency and enhancements earned from enemy loots
 - b. Player(s) can save game in the safe room
 - i. If player(s) had previously saved on a safe room
 - 1. This will allow them to complete quest and farm game economy if needed
 - 2. Player(s) interact with NPC outside the safe room
 - a. Player(s) accept quest
 - i. Player(s) complete quest
 - ii. Player(s) finds and interacts with NPC to improve stats
 - 1. These can be weapon updates, character stat improvement
 - 3. Player(s) complete an arbitrary number of levels. Level advancement will be similar to RNG (random number generators) where players can advance an arbitrary number of levels before reaching minibosses and bosses in order to progress deeper into the dungeon.

- a. Player(s) encounter miniboss
 - i. Player(s) defeat miniboss
 - 1. Collect loot
- b. Player(s) encounter boss
 - i. Player(s) defeat miniboss
 - 1. Collect loot
- 4. Players reach the bottom of the dungeon

3. **Ending the game:**

- a. Watch art panels and text overlaid of endings
 - i. If Mage - Looks at the King corrupted with knowledge and kills him
 - ii. If Ranger - Wanted the bounty for the king and claims it after finding him
 - iii. If Knight - Came to protect the king but sees he is corrupted and puts him out of his misery
 - iv. Assassin - Kills the king to complete his mission