

Ver 1.1	Modified 9/11/2018						
Ref #	System Name	Feature Supported	Feature Specifics	Priority	Difficulty	Risk	Comments
F001	Combat System						
F001a		Primary Combat		High	High	Med	3rd person, player character can roll with [i frames] (invisibility frames), skills can we 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.
			Melee Attack				
			Ranged Attack				
			Skill Cast				Active skills that are casted.
			Dodge				Roll with i frames (0.67 seconds)
			Friendly AI pets				Follow the player
F001b		Magic		High	High	High	Balance spells to be as much utility as 'big damage'
			Quick Cast				This is the basic ranged attack for Wizards
			Skill Cast				Active skills that are casted
F001c		Critical Hits		Med	Med	Med	This accounts for stealth, critical strike chance, and elemental damage types. If you hit a critical strike, you do double the normal damage.
			Stealth attack				
			Elemental weakness				
F001d		Mana		Low	Med	Med	Balance around 'Mana Regen', different spells different mana costs. The only class that has mana is Wizards
			Mana Regen				This is balanced through the Wisdom stat
F001e		Cover		Med	Med	Med	Would make the combat system more interesting, goes with senses system. Allows the player to hide behind objects to avoid projectiles or being spotted.
			Crouch				
			Collidable Objects				
F001g		Respawn		Med	Med	Low	When enemies respawn they come back for slightly reduced currency and a slight reduction to item drops
			Enemy Resurrection				
			Reduced drops				
F001h		Stealth		Med	Med	Low	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.
			Vision Recognition				
			Stealth attack				
			Reduced Audio				
F001i		Player Respawn		High	High	High	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 downs, the players restart the level. On restart, they lose all XP/equipment they had gained from the level. The level is also randomized.
			Down State				
			Revival				Hold [INSERT KEY] to revive
			Player Downed Count				
F002	Enemy System						
F002a		Various appearances for enemies		High	Low	Low	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, scuttlesfish. Key themes in dark fantasy and lovecraftian horror with the unknown tends to depict them with deep aquatic imagery (Chthulhu being giant octopus), enemies will have not just bipedal qualities but also more complex (possibly up to 8 legs for example and complex designs) References ->
			Distortion				
			Visual Changes				
F002b		Enemy Awareness		High	Med	Low	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]
			Vision Field				
			Hearing Field				
			Skill Interactivity				
F003	Inventory System						
F003a		Item		High	High	Low	Inventory needs to be set up in intuitive way, items need to feel impactful and fit within world
			Inventory System				
			Item Drop/Pickup				
F005	Progression System						
F005a		Currency system		Low	High	Low	Currency will be earned from combat. Can be used as a means to purchase items, upgrade items.
			Experience Points				Player earns XP from eliminating enemies. Once they reach a certain threshold, they immediately level up.
			Money				Can be used to buy consumables and interact with the blacksmith
F005b		Skill Progression		Med	High	High	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. They can click again on an earned skill to remove it and use the skill point elsewhere. You must remove the skills in the reverse order that you earned them. You cannot remove the starting 2 active skills per subclass.
		(Highlighted pink means that it is in the final design, but for our demo we aren't focusing on implementing it yet)	Enchanting Weapon Active Skill				Bless your weapon with holy damage
			Lesser Heal Active Skill				Restore a small amount of health to yourself or an ally
			God's Purification Active Skill				Large AOE DOT, holy damage
			Holy Protection Active Skill				Casts a shield on yourself and surrounding teammates
			Holy Projectile Passive Skill				Enchanting melee weapons allows for holy projectiles to shoot out when swinging
			Frenzy Active Skill				Increase attack speed/damage for a short time
			Berserker's Rage Active Skill				Reduce incoming damage and become immune to control effects
			Whirlwind Slash Active Skill				Unleash a spinning attack that hits all enemies within a short radius
			Undying Rage Active Skill				If one take fatal damage stay alive and become unkillable for a brief period
			War Machine Passive				Bonus from duel wielding weapons
			Commanding Shout Active Skill				Nearby allies receive a bonus to all stats for 20 seconds
			Knight's Loyalty Active Skill				Used on an ally, for a short duration the damage they take is redirected to the general
			A General's Guard Active Skill				Dash to a teammate granting them increased defense for a short period
			A General's Physique Passive Skill				
			A General's Proficiency Passive Skill				Increased stamina
							Plus 2 to all stats
			Enchanting Weapon Active Skill				Bless your weapon with holy damage
			Lesser Heal Active Skill				Restore a small amount of health to yourself or an ally
			Lights Bane Active Skill				Conjure AOE holy light that hurts undead
			Mihae's Holy Flame Active Skill				Cover yourself in holy flame and enhance faith spells for a period of time
			Holy Blessed Bolt Passive Skill				Bolt blessed to hit target
			Fireball Active Skill				Fires a projectile dealing instant AOE fire damage
			Chain Lightning Active Skill				Sends a bolt of lightning towards an enemy, which links to nearby enemies
							Create an AOE storm of hail and sleet, dealing DOT and reducing movement speed of enemies within
			Ice Storm Active Skill				Creates a lingering cloud of poisonous gas at a location, dealing damage over time
			Toxic Cloud Active Skill				Mana regeneration is greatly increased
			Oasis of Mana Passive Skill				Wield a magical bow, use mana as ammo and can charge shots for more damage
			Lesser Conjured Bow Active Skill				
			Lesser Conjured Shortsword Active Skill				Wield a magical shortsword, charging up with mana deals more damage
			Conjured Lesser Familiar Active Skill				
			Dread Zombie Active Skill				Summon a magical phoenix to fight with you
			Greater Conjunction for Weapons Passive Skill				Reanimate a corpse to fight on your behalf for a short period of time
							The bow pierces multiple targets, sword has extended range
			Shadow Strike Active Skill				A melee attack with bonus damage when used from stealth
			Poison Dart Active Skill				A ranged attack that poisons the target, dealing DOT
			Ambush Active Skill				Leap to your target from a distance, dealing damage when you come in contact
			Quick Pockets Passive Skill				Reduces the cooldowns on abilities involving stealth or agility
			True Rogue Passive Skill				Enemies have a harder time detecting you
			Piercing Shot Active Skill				Fire an arrow that pierces through enemies
			Volley Active Skill				Launch a barrage of arrows into the sky, raining down over an area for AOE damage
			Explosive Arrow Active Skill				An arrow that explodes on impact, dealing AOE damage
			Hawkeye Passive Skill				Increases critical hit chance with bows and improves the range of all bow attacks
			Poison Tip Passive Skill				Basic bow attacks deal DOT poison damage
			Feral Charge Active Skill				Send your wolf to charge an enemy, causing damage and a brief stun
			Primal Howl Active Skill				Your wolf howls, lowering enemy defense
			Pack Tactics Active Skill				Call upon the spirit of the pack, increasing your wolf's speed and attack speed
			Bond of the Wild Passive Skill				The wolf heals and damage increases as the player's health decreases
			Man's Best Friend Passive Skill				Increased stats of User summon
F005c		Stat System		Med	High	High	The player stats are Health, Mana, Defense, Strength, Dexterity, Lethality, Intelligence, Wisdom, and Agility. 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.
			Health				Total hit points
			Mana				Resource pool used to cast spells, only used by Wizards
			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				Depletes when player runs or dodges, but slowly charges back up
F006	Economy System						
F005a		Currency system		Low	High	Low	Currency will be earned from combat, Can be used as a means to level character, purchase items, upgrade items.
			Experience Points				Player earns XP from eliminating enemies. Once they reach a certain threshold, they immediately level up.
			Money				Can be used to buy consumables and interact with the blacksmith
F007	Explore System						
F007a		Environment selection		Low	High	Low	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)
			Level Generation System				
F007c		NPCs		Low	High	Low	NPCs offer services[in exchange for currency], smithing, merchants, questlines [with rewards]
			NPC Trading				
			NPC Smithing				
			NPC Quests				2 Different quest types: 1. Kill 15 enemies 2. Find and kill the floor miniboss
F007d		Rest		Med	High	Low	When player rests 'lesser' enemies can respawn, player character gets health/Mana back
			Regeneration				
			Enemy Rest Awareness				
F007e		Cover		Med	High	Med	Would make the combat system more interesting, goes with senses system
			Crouch				
			Collidable Objects				
F008	General System						
F008a		Lighting		High	High	Low	Different levels with have variations of lighting, player skills can interact with lighting
			Lighting Skill				
F008b		Player vision		High	High	Low	Camera follows the player in a 3rd person mode
			Vision Recognition				
			Vision Cone				The player can only see in the cone area
F008ba		Mini map		High	High	Med	Shows the basic level layout and enemies once they are detected by player vision
F009	Audio System		Revealing New Enemies				Map shouldn't show enemies before the player sees them
F009a		Audio		High	High	Low	The variations of audio allow for the player to distinguish between what is around and what isn't
F0010	Animation System						
F0010a		Animation		High	High	Med	Variations of animations range from attacks/speed/and current player use
F011	UI						
F011a		In Game Notification		Low	Low	Low	Needs to wait until we see some elements of the design
			Leveling Up				Should show a "Level up!" on the screen when the player levels up
F011b		Item Notification		Med	Med	Med	
F011c		Controls					
			Action Activation	Low	Low	Low	
F011d		Game Functions					
			Exit Floor	Low	Low	Low	
			Quit Game	Low	Low	Low	
			Save Game	Low	Low	Low	