

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 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.
		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 down, the players restart the level. On restart, they lose all XP/equipment that they 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 theme, enemies could become very distorted, reminiscent of arachnids, octopi, flat-tulipfish. Key themes in dark fantasy and Lovecraftian horror with the unknown tends to depict them with deformed multi-limbed (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) 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 Shoot 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					Increased stamina
		A General's Proficiency Passive Skill					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
		Michael'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
		Ice Storm Active Skill					Create an AOE storm of hail and sleet, dealing DOT and reducing movement speed of enemies within
		Toxic Cloud Active Skill					Creates a lingering cloud of poisonous gas at a location, dealing damage over time
		Oasis of Mana Passive Skill					Mana regeneration is greatly increased
	Lesser Conjured Bow Active Skill	Lesser Conjured Bow Active Skill					Wield a magical bow, use mana as ammo and can charge shots for more damage
		Lesser Conjured Shortsword Active Skill					Wield a magical shortsword, charging up with mana deals more damage
		Conjured Lesser Familiar Active Skill					Summon a magical phoenix to fight with you
		Dread Zombi Active Skill					Reanimate a corpse to fight on your behalf for a short period of time
		Greater Conjunction for Weapons Passive Skill					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
		Silent Strike Active Skill					A deadly melee attack that deals extra damage when used from stealth
		Smoke Bomb Active Skill					Creates a smokescreen that temporarily blinds enemies
		Shuriken Flurry Active Skill					Rapidly throws small blades at all nearby enemies, dealing moderate damage
		Assassin's Guile Passive Skill					Killing an enemy reduces cooldowns of all abilities
		Shadowmeld Passive Skill					When not in combat, slowly become invisible over time
		Dash Stab Active Skill					Quickly dash through an enemy, dealing damage and ending up behind them
		Momentum Shift Active Skill					Perform a rapid combat roll that increases melee attack damage for a short period
		Caltraps Active Skill					Throw caltraps on the ground, slowing and damaging enemies who pass over them
		Momentum Passive Skill					Each successive hit on the same target deals incrementally more damage, up to a limit
		Adrenaline Surge Passive Skill					Gain a speed and attack damage boost when health drops below 50%
		Venomous Blade Active Skill					Coat your weapon in poison, causing your next hit to deal extra DOT and weaken the enemy
		Infiltrate Active Skill					Become undetectable to enemies for a short duration
		Toxic Trap Active Skill					Set a trap that releases a toxic cloud when triggered, AOE poisoning enemies
		Quick Reflexes Passive Skill					Passively gain a chance to dodge incoming attacks
		Lethal Doses Passive Skill					Increases potency of poison, dealing more damage and lasting longer
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					Reduces damage taken
		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, immediately level up.
		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					