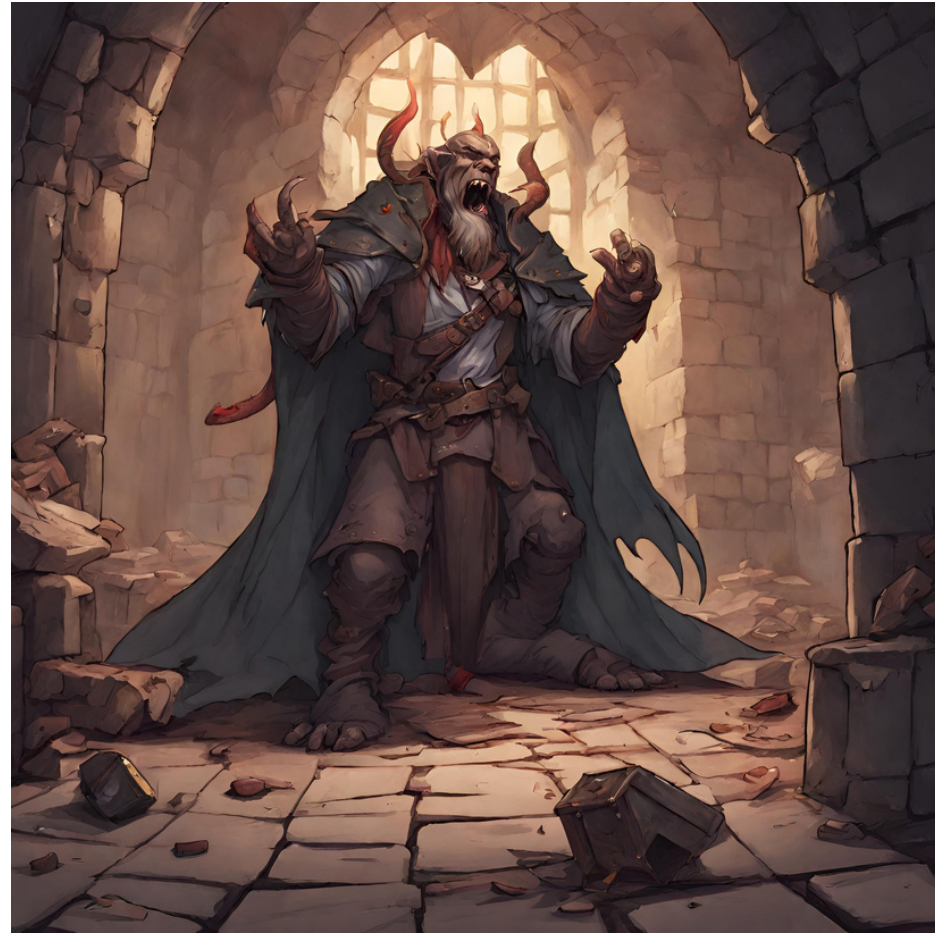


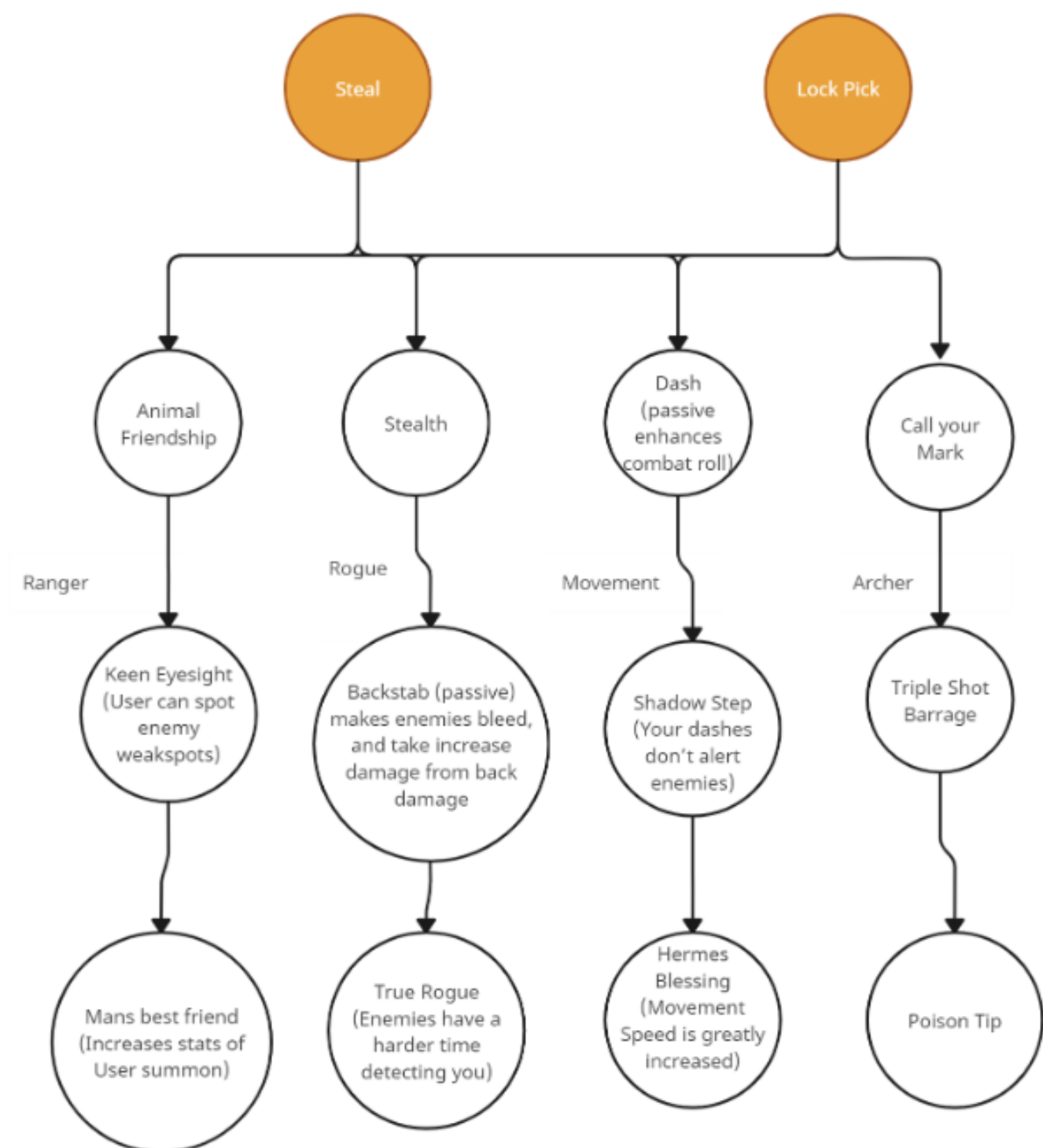
Prototype system combat



Party encounters boss fight at the end of one of the dungeon floors

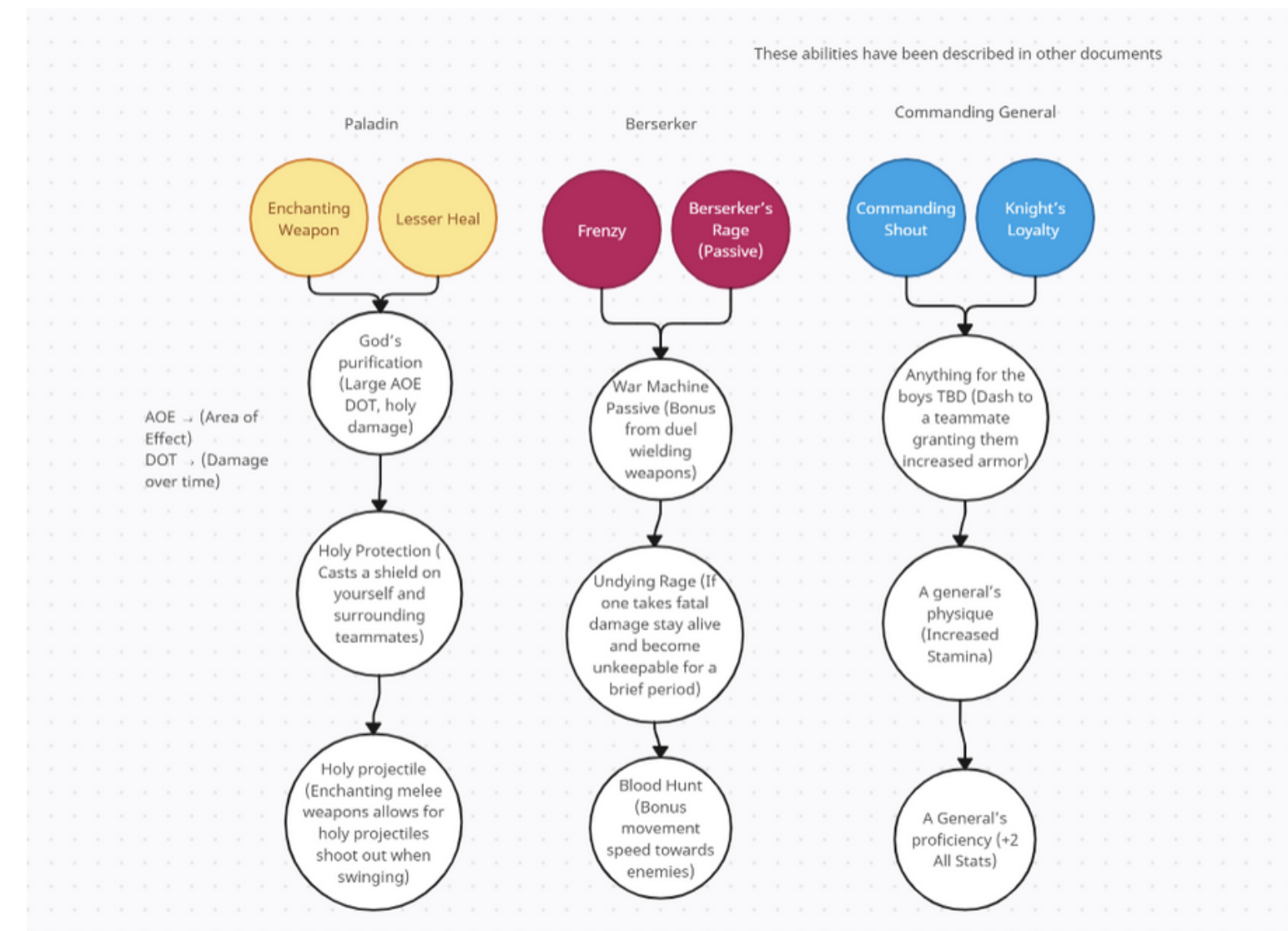
Skill Trees

Ranger



Ranger initates combat with a strong range attack

Ranger has the choice of using different skills from poison tip(depicted right) and call your mark (depicted left) as examples for how they could engage the combat from range. Player would have freedom to choose which skills to intiate with.



Knights Early skill tree

A party member is weakened by the boss's attack

The knight casts holy protection that covers party in a shield to protect them from monster damage

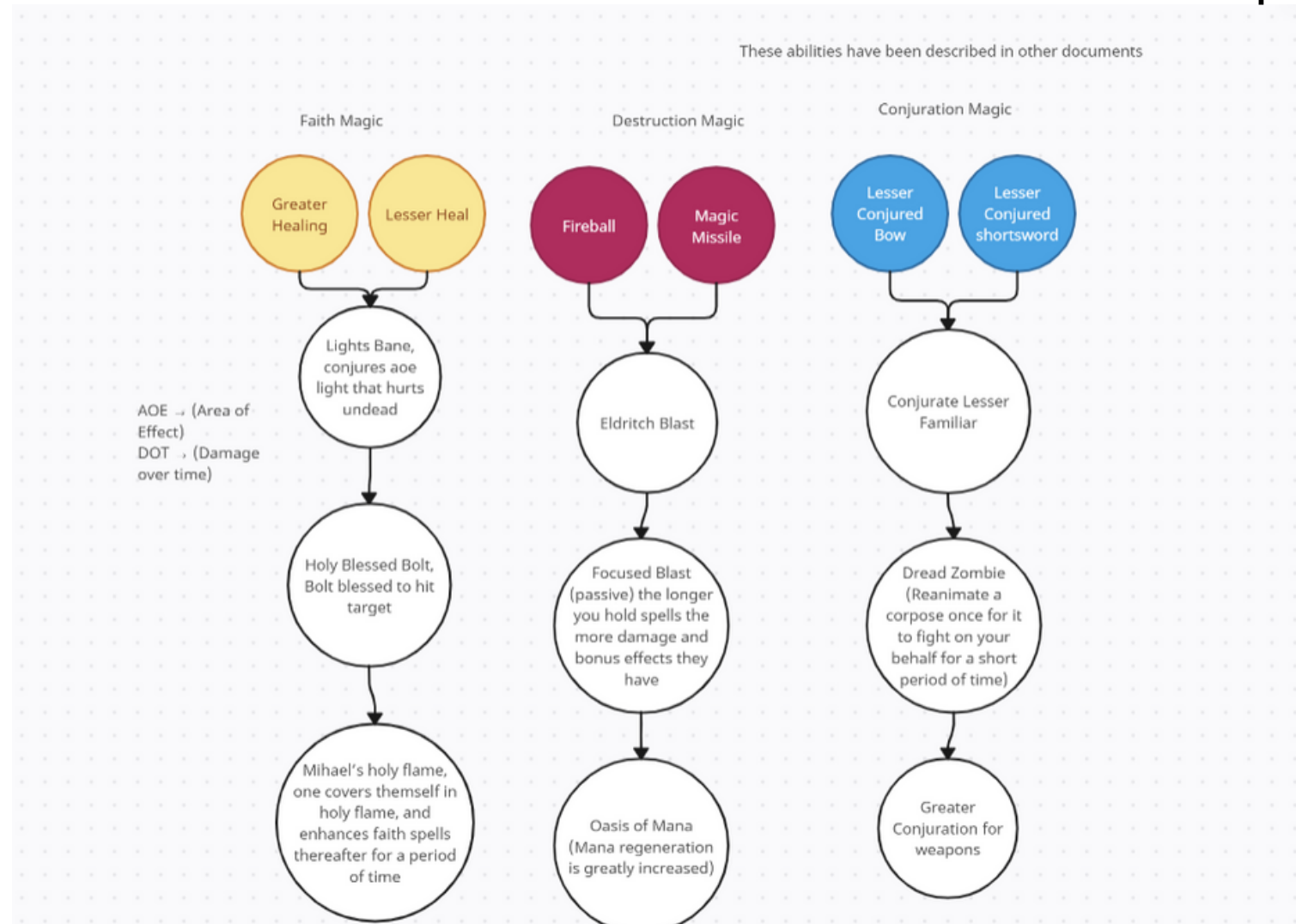
Knights Early skill tree

Knight has the opportunity to have a selfless playstyle with bolstering allies with different buffs, magic, or opting into a more selfish melee combat style up to the player how exactly they handle the boss this is only one example



Wizard casts a large finishing spell thanks to his party holding off the boss

Wizard skill tree has the option of various magics each with their own offensive and defensive capabilities.



The boss falls to their knees defeated thanks to the party's teamwork





Post challenging combat/Boss Fight

Player characters gain cool loot and currency from fight ready to progress further if they are ready



Player characters get to interact with a fun and interesting batch of npcs to progress their stories when unlocking more of the dungeon post boss fight



Player characters rest about to explore further into the dungeon