Locations: city-> forest labyrinth>Scavengers->Ruins,-> city on fire->final battle location

Act 1: The Hero's Emergence

- **Location: City**
- **Gameplay Loop: Exploration → Story Build-Up (Enya's victory and ceremony) → Dungeon (Tutorial within city) → Story Conclusion (Becoming the hero) → Story Wind-Down (Preparations for the journey)**
- **Spell Unlock: Storm (During the ceremony), lightning(after the ceremony)**

Act 2: The First Artifact and Labyrinth

- **Location: Forest Labyrinth → Scavenger Lands**
- **Gameplay Loop: Exploration (Forest Labyrinth) → Story Build-Up (Meeting Fugio and learning about King Vulture) → Dungeon (Scavenger Lands) → Story Conclusion (Confronting King Vulture and acquiring the first artifact) → Story Wind-Down (Reflecting on the journey and preparing to return)**
- **Spell Unlocks: Sun (Discovered in the Labyrinth and Scaveng)**

Act 3: The Second Artifact and City Under Fire

- **Location: Ruins**
- **Gameplay Loop: (Skip Exploration) → Story Build-Up (Learning about the second artifact in the ruins) → Dungeon (Ruins) → Story Conclusion (Acquiring the second artifact) → Story Wind-Down (Return to the city to find it under siege)**
- **Spell Unlocks: Rain & Snow (Gained during the journey to and discovery in the Ruins)**

Act 4: The Third Artifact and Betrayal

- **Location: City (Under Siege)**
- **Gameplay Loop: Exploration (of the besieged city) → Story Build-Up (Discovering the elders' secret and the third artifact) → Dungeon (Defending the city from the villain and zombies) → Story Conclusion (Villain's defeat and elders' betrayal) → Story Wind-Down (Confrontation and decision making)**
- **Spell Unlock: Cloud (Unlocked during the battle for the city)**

Act 5: The Final Artifact and Encounter with the Past

- **Location: Resting Place of the Previous Hero**
- **Gameplay Loop: Exploration (Journey to the resting place) → Story Build-Up (Learning of the previous hero's fate) → Dungeon (Battle with the supreme magic**

zombie) → **Story Conclusion (Claiming the final artifact)** → **Story Wind-Down (Return to the city with all artifacts)**

Act 6: The Sacrifice and Rebirth

- **Location: City (Renewed)**
- **Gameplay Loop: Story Conclusion (Enya's sacrifice and rebirth) → Story Wind-Down (The city flourishing and remembering Enya's legacy)**

Final Battle Location: The Resting Place of the Previous Hero
Description: A sacred and ancient site, filled with echoes of the past. It's a place of powerful magic and somber memories, where the lines between the living and the dead blur. This location should be visually and thematically distinct, representing both the weight of history and the potential for renewal.

IMPLEMENT
- Overworld
    - Movement **(Priority)**
        - Walk**(I would suggest using the Character Controller)**
            - Player should not be able to walk off ledges
    - Interact **(Priority)**
        - Universal interact button(npc's, ledges, ladders, puzzles?)
        - Attach to **enter/space**
    - Attack **(Priority)**
        - Melee? attack in front of player that pulls them into battle with an advantage
        - Uses **E**
    - World Mechanics **(Priority)**
        - Bonfire: recovers (player condition)
            - Saves
        - Chests
            - Holds items
        - Npcs text
    - Locations
        - City
        - Scavenger group???
        - Cursed Temple
        - City Attack
        - Hero's Tomb???
        - Sacrifice location??

    - UI (Preferred)
        - Player Condition
            - Portrait, Health, heal resource count, mp

- Is Interacable
    - Interaction text
    - indicator

- -
    - RPG menu
        - Status
            - Displays Core Stats
        - Gear
            - Up to 3 stat modifiers
                - No piece effects more than one stat
        - spells
            - Attached to fire type
            - Gain with level?
        - Items
            - Story items
            - Current heal resource count
            - Logs?
    - Map?
    - Options?
        - Pause
        - Music
        - Exit
        - save

- Progression
    - Level Up
        - **Unified across party**
        - Exp
            - Square relation with level(resource)
        - Stats
            - Each fire type has unique:
                - Base stats
                - Growth rates
        - New spell?
    - Spell stats
        - Attackpower
        - Mp cost
    - **Damage equation**
        - (attackStat+(randVal(0,X))*attackPower*CritMultiplier*BlockMultiplier*DefenseMultiplier*WeaknessMultiplier*Heat Multiplier*IgniteMultiplier)
    - Core Stats
        - statModeEquation
            -
        - Attack
            - attackStat:(BaseAttack) * (1 + sum of Attack Percentage Additives) + (sum of FlatAttackBonuses)
        - Defense

- BlockMultiplier: 1 - (defense)
  - Health
  - Speed
    - turnOrder(speedStat+rand(-x,x))
  - Mp
  - Crit rate
  - Block rate

- Battle **(Priority)**
  - Combat
    - Attack
      - **E**
    - Spell
      - **Q**
        - **Opens menu**
      - **Uses mp**
        - **Cost unique to spell**
    - Ignite(a system that powers up attacks)
      - **C**
      - **Uses Fuel**
        - Up to 5 fuel can be stored
        - Up to 3 can be used on 1 turn
    - Item
      - **R**
    - Buttons open enemy targeting
      - Puts target icon, on current target, scroll with movement keys
      - Execute by pressing again

  - UI
    - Player actions
      - Names and buttons
    - Player condition
      - Health, level, mp
    - Party condition
      - Heat, OverheatLock
    - Enemy condition
      - Health, OverHeatLock, Enemy weaknesses
    - Combat reactions
      - Damage number, special condition(weakness, vulnerable,block crit)
    - Turn wheel
      - List with thumbnails character action order
      - What turn state is (Freeze or Burn)

➔ **Combat sub systems**
- Turn wheel
  - Characters take actions based on **speed**
- Fire Types
  - DPS: **Storm**(destruction,aoe,red), **Lightning(**rage,single,purple), **Cloud**(Spread, propagation,green), **Sky**(Humanity)?
  - Support: **Sun**(light,healing,yellow), **Rain**(purification,buff,blue), **Snow**(cold,)?
- Clone system
  - Attached to story item
  - Party member, sprite that uses different Fire
- Heat System
  - Heat Gauge: Yellow -> green->red
    - ◆ Using spells moves it to the right,
    - ◆ **Yellow** does nothing, **green** increases damage done. **red** you will also take more damage
    - ◆ If it **fills** you will **overheat**
      - become vulnerable
    - ◆ Hitting enemy with spells will move their own bar
      - Will move more if they are weak to it
      - Certain enemy spells may also move their own bar?
- Vulnerable
  - While vulnerable secondary modifier may be applied
    - ◆ Freeze or Burn
      - **Cold Air Sinks:** lock them in place for **2** more turn
      - **Hot Air Rises:** lock **1** turn and decrease defenses
    - ◆ It is applied based on turn state, which alternates every turn
  - Lasts till their next action
- Ignite
  - **Unified** resource that boosts damage
    - ◆ Uses **fuel**
      - Built up by using the **"attack"** option
    - ◆ Moves heat bar more
- Active time reactions (?)
  - Pressing **enter** before getting hit
    - ◆ Pass heat from you to enemy, reduce damage
  - Pressing **enter** as your hit connects
    - ◆ For attacks build more fuel
    - ◆ For spells lower heat buildup
  - Will need an audio queue for successful executions

- Battle Entry(?)
  - Bonus for hitting first
    - Get fuel?
    - Change effect with element?
    - Start with more mp?
- Spells
  - Costs mp
  - Using attack will give back mp
  - **Storm**
    - ◆
  - **Lightning**
    - ◆
  - **Cloud**
    - ◆
  - **Sun**
    - ◆
  - **Rain**
    - ◆
  - **Sky??**
  - **Snow??**
- Status ailments
- Supers?
- Items
  - Heals
  - Limited to **6** times per battle
- Battle exit
  - Mp is set to **50%** at the end of battle if below
  - Downed characters revive with 15%
- Enemies
  - Stats
    - Weaknesses
      - Each enemy may have a weakness
        - When weakness is attacked their heat increases
  - Battle AI
    -
  - Aggro
    - If the player enters a certain range enemies will path towards them
      - If the enemy touches the player they enter battle

Inspiring Mechanics

Active timing attacks - mario rpgs
Break/Boost - octopath
Menu - Persona
break/launch - chain attack - xenoblade
Combat entry - Star Rail

Wants

I want it to feel snappy,

- Clicking attacks
  - Short animations
  - Map options to buttons
- Entering battle
  - Combat entry
    - Play into break system?
- Exiting battle
  - Chain system?
  - Battles take place in overworld

I want to simulate a party in battles

- Clone system
  - Change characters resonated elements
  - Way to add party member in battle
    - Use a player model(maybe wispy shader?)
    - Color coded to selected element
    - Geared separately

I want to emulate aspects of action combat

- Active time reactions
  - Boosts for timing a button while attacking
  - Boosts for time a button while being attacked
- Launch
  - Only possible after breaking enemy
    - Make them take more damage?