Loot Game Design Document

1. Information

- The game is a **third-person 3D action-adventure game** built in Unity.
- It focuses on **exploration, combat, and crafting**, with an emphasis on dungeon crawling and resource management.
- The game features **VRM model support**, allowing players to import and use custom VRM models. All players will see the VRM model in-game.
- The game is **story-light**, with gameplay mechanics taking center stage.
- The world is divided into a **modern town** and **medieval dungeons**, connected by magical portals.
- The art style is **colorful and fun**, with vibrant environments and whimsical character designs.

2. Player

- Players will start with **simple and basic presets** for character creation.
- **VRM import is possible and encouraged**, allowing players to use custom models.
- All players will see the VRM model in the game world.

3. Economy

- Players can sell items in a **sell box**.
  - The sell box has **unlimited storage** but is cleared out at the end of every day.
  - Players are paid automatically for the items sold.
- The economy is straightforward, with no complex systems like taxes or city development.
- **SuperBlueMart** is a store where players can buy items but cannot sell directly.

4. SuperBlueMart

- SuperBlueMart is a modern-themed store where players can purchase items.
  - o It has a cash register, shelves, cashiers, stockers, and departments.
  - o Players can access shelves in the correct department for a list of related items.
- Selling items is not possible here; players must use the **sell box** instead.

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5. Crafting

- **Basic crafting** is done by the player:
  - o Simple recipes can be crafted directly by the player using gathered materials.
- **Complex crafting** is handled by NPC shops:
  - o Players can bring materials to specialized NPCs (e.g., blacksmiths, tailors) to craft advanced items.
- **Blueprints:**
  - o Blueprints for **powerful weapons, armor, and items** can be found in dungeons.
  - o Crafting NPCs can read these blueprints and ask for the required ingredients to craft the items.
  - o Items crafted from blueprints are always **very rare or better quality**.
- Crafting benches and tools are available for basic crafting.

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6. NPCs

- NPCs are **created as needed** for gameplay purposes.
- They serve functional roles (e.g., shopkeepers, crafters) rather than having deep personalities or storylines.
- NPCs may offer quests or services but are not central to the game's narrative.

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7. Inventory

- The inventory is **grid-based** and can be upgraded over time.
- Features **autosort** by item type, weight, and value for easier management.
- The **disassembly tool** is retained:
- Allows players to break down items into materials.
- Requires a scrapper guidebook to see potential outputs.

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8. Enemies

- Enemies are **not present in the overworld**. The overworld is a safe zone where players can explore, gather resources, and interact with NPCs without combat.
- Enemies are exclusively found in **dungeons**.
- The **difficulty of enemies increases the further down the player goes in the dungeon**.
    - Early dungeon levels feature weaker enemies with basic attacks.
    - Deeper levels introduce stronger enemies with unique abilities, rare materials, and backpacks containing loot.
- **Mini-Bosses:**
    - Mini-bosses are **enhanced versions of basic enemies** with a low chance of having **magic abilities** and a few enchantments.
    - They spawn with **extra basic enemies** nearby, making them more challenging.
    - Mini-bosses are tougher than regular enemies but easier than full bosses.

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9. Bosses

- Bosses are **extremely powerful enemies** with a wide array of **skills, enchantments, and natural magic abilities**.
    - Magic is rare and powerful, making bosses particularly dangerous.
    - Bosses can cast spells, summon minions, and use advanced combat techniques.
- Bosses guard **treasure** and also carry their own **inventory items**, providing **double loot**.
- Defeating bosses rewards players with rare and valuable items, including magical artifacts.

10. Dungeons

- Dungeons are **medieval-themed** and **randomly generated**, with increasing difficulty as the player progresses deeper.
    - Each dungeon level has a unique theme and layout.
    - The **further down the player goes, the harder the enemies and traps become**.
    - Rare materials and valuable loot are more common in deeper levels.
- Dungeons feature:
    - **Traps** that can damage the player or destroy items.
    - **Breakable clutter** that may hide loot or secrets.
    - **Bosses** guarding treasure and carrying their own inventory items (double loot).
- **Dungeon Dismantling:**
    - Certain parts of the dungeon (e.g., walls, floors, traps, and decorations) can be **dismantled for resources**.
    - Players can use tools like pickaxes or hammers to break down dungeon structures into materials (e.g., stone, metal, wood).
    - Dismantling is risky, as it may trigger traps or spawn enemies.
    - Some dungeon materials are rare and can only be obtained through dismantling.
- **Accessing Dungeons:**
    - Players access dungeons by walking through **magical portals** located in the modern town.

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11. City Map

- The city map is **stationary** and does not change much after the game begins.
- The layout is **randomly decided at the start of the game** and remains consistent throughout.
- The town is **modern-themed**, with a vibrant and colorful aesthetic.
- The **city map is fully revealed** at the start of the game.
- The **dungeon map** has **fog of war**, which is cleared as the player explores.
- The map is **transparent** and can be left open while playing for convenience.

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12. Food System

- Eating food is **not required** but provides **temporary bonuses**:
    - ○ **Health regeneration**.
    - ○ **Increased movement speed**.
    - ○ **Temporary stat boosts**.
- Food can be **found in dungeons** or **purchased from shops**.
- **Ridiculous Food Items:**
    - ○ **Pizza-eating enemies**: Some enemies are found eating pizza, which can be looted.
    - ○ **Hamburger trees**: Trees that grow hamburgers instead of fruit.
    - ○ **Soda geysers**: Geysers that erupt with fizzy soda, which can be collected.
    - ○ **Candy rocks**: Rocks made of candy that can be mined and eaten.

13. Skills

- Skills are **combat-focused** and are either learned or acquired through items.
- The player **cannot use magic without an item** (e.g., a magical weapon, scroll, or artifact).
- **Examples of Skills:**
  o **Sword Mastery:** Increases damage with swords and unlocks special sword techniques (e.g., a spinning slash).
  o **Shield Bash:** Allows the player to stun enemies with a shield attack.
  o **Critical Strike:** Grants a chance to deal double damage with melee attacks.
  o **Dodge Roll:** Lets the player quickly evade enemy attacks.
  o **Arrow Precision:** Increases accuracy and damage with bows.
  o **Berserker Rage:** Temporarily increases attack power at the cost of defense.
  o **Stealth:** Allows the player to move silently and avoid detection by enemies.
  o **Parry:** Enables the player to deflect enemy attacks and counterattack.

- **Examples of Enchantments (Item-Based):**
  o **Flaming Weapon:** Adds fire damage to attacks, igniting enemies over time.
  o **Frostbite:** Slows enemies on hit, reducing their movement and attack speed.
  o **Vampiric Touch:** Heals the player for a percentage of damage dealt.
  o **Shockwave:** Creates an area-of-effect knockback when striking the ground.
  o **Poison Edge:** Poisons enemies, dealing damage over time.
  o **Lightning Chain:** Causes attacks to chain lightning between nearby enemies.
  o **Stone Skin:** Temporarily increases defense when activated.
  o **Windstep:** Increases movement speed and jump height for a short duration.

- **Skill Progression:**
  o Skills are unlocked by finding **skill books** in dungeons, purchasing them from NPCs, or completing specific quests.
  o Some skills are tied to **equipment** (e.g., a magical sword that unlocks a fire-based skill).
  o Players can **upgrade skills** by using them repeatedly or spending rare resources.