Destruction - The game provides destruction in the form of killing enemies, as combat is a core part of the game and is required if players want to keep progressing. As such, players will naturally loop back to killing enemies and therefore destruction

Sensation - The game provides a satisfying sensation through finding loot by simply exploring the map, as well as a sense of pride once they realize they have explored the entire map. It also touches on the natural instinct of curiosity and discovery every...

Combat/Destruction

Exploration/Resource management

Combat system

Enemies system

Defeating enemies

A core aspect of the game, players must kill to progress through the game, be it for loot, to complete the quest or even just to stay alive
...

Opposition Mechanics

Bosses - The game will include boss battles that the players will encounter through the storyline, they can then go back and farm the boss after beating them the first time. The bosses will all have their own unique attack patterns and weaknesses, that can either work with or against a player's play style

Opposition Mechanics
Enemies - There will be 3 different tiers of enemies

Base tier: The easiest to kill and find in the map, usually in groups
Mid tier: Marginally harder to kill compared to base enemies and also quite common to find, rarely in groups
Top tier: Harder to find and will always spawn alone, will be much harder to kill compared to the base and mid tier enemies

Alternate Mechanics

Charged attacks - Players can perform a charged attack by holding down left click to deal more damage at the cost of using more stamina than a normal attack

Alternate Mechanics

Skills - Players will be given base skills but can find stronger ones later on, skills give players more choice on how to build their character and how they prefer to attack

Supports

Attacking

Players will use their weapons that they are given to attack enemies to get resources to progress, able to perform a charged attack to deal more damage to their enemies
...

Movement

Running, jumping and dodging are essential for players to learn as combat will require players to have a good grasp of movement in game

Character stats

Health[HP], stamina, strength and arcane
Depending on which class players chose, their stats in the beginning will be slightly different. Players can upgrade these stats once they gain the upgrade material which will affect how much damage they do and how fast they die to attacks
...

Input/controls

left click - basic attack
holding left click - charged attack
holding right click - lock onto closest enemy
Q and E - keys to activate skills

Input/controls

wasd to move, mouse to move camera, space to jump, hold shift to run and ctrl to dive/roll

Enhancement Mechanics

Temporary attack boosters - Players will be able to buy temporary attack boosters that will up the damage they deal to enemies for a short amount of time

Enhancement Mechanics

Optional dungeon challenges - These challenges reward players with resources based on how well they do against waves of enemies

Enhancement Mechanics

Upgrading attributes/skills - Attributes such as health, stamina etc. and the skills players get can be upgraded to help players grow stronger and build out their character based on how they'd like to fight

Modifies

Alternate Mechanics
classes

Paladin class- More melee focused class, combat is focused on close quarters and dealing heavy damage with just one attack. High health and damage but slow and uses up more stamina per attack

Alternate Mechanics
classes

Mage class- A ranged focused class, combat is focused on attacking as many times as possible as fast as possible. Fast, uses less stamina per attack but has low health and damage

Also linked to

Opposition Mechanics

Time limit - The dungeon challenges include a time limit to test the player's skills and adds pressure on them as well as prevents players from simply cheesing enemies to win a challenge

Looting system

Looting

There will be resources, skills, potions, weapons and armour scattered throughout the map that players can harvest/collect from enemy remains after combat or naturally from the world itself

Inventory

Players will have an inventory system for keeping their armours, weapons, skills, resources, key quest items, potions and the temporary attack boosters
...

Quests

Finishing up the main story quest will progress the story until the next main quest, aside from the main storyline quest players will be able to get normal quests from NPCs
...

Enhancement Mechanics

NPCs - They give out quests that players can complete for rewards, some might have the player do chain quests before giving them a special item. Specific NPCs like the wandering traders let players buy items/resources from them

Input/controls

Tab to open inventory and click through the menu to look through the items in your inventory

Input/controls

E to interact with NPCs and use the mouse to click on the dialogue options. For the wandering trader, picking the option to buy from them will pull up shop menu that you can click through to see and buy

Also linked to