

Labyrinth's Legacy-

Design Goal- The goal of this game is for players to build a base, defeat enemies, and craft better weapons and armor as they progress—just like in many survival games. However, this game isn't just about surviving; the main focus is on defeating powerful bosses to unlock new areas and continue your journey. Each boss battle serves as a steppingstone, challenging players to improve their gear and strategy as they advance.

Narrative- The story centers on your journey to attain godhood. Zeus has entrusted you to Hephaestus, the god of craftsmanship and invention, who has set a series of trials to test your worthiness. Your goal is to defeat the powerful bosses in each area, each infused with advanced, tech-inspired designs crafted by Hephaestus himself. These bosses are not only obstacles but tests of your skill, resilience, and determination. Prove yourself in these challenges, and you may ascend to godhood.

Gameplay- You begin the game with nothing and must explore the world, gathering materials to craft essential tools and items, much like other survival games. However, caution is key as enemies roam the area, ready to attack. While crafting a base is optional, crafting weapons, armor, and gear is essential to make your journey easier. As you grow stronger, you'll face increasingly challenging monsters, ultimately leading to an epic showdown with the boss.

Enemy- Boar: The boar will drop 2 items boar hide and boar meat. It will have one attack which is a dash towards the player. Will be the easiest enemy to defeat.

Gobber: The Gobber will drop amber and clothes. It will have to type of attack regular punch and throwing feces. Will need equipment to beat him.

Deer: The deer will drop deer meat and deer hide. The deer will not have any attack but will be hard to defeat. You will have to sneak and get him while he does not see you.

Boss: The boss will open the way to the new area. You will have to find where the cave is located to fight him. You will also need the material to summon him. He Will have a dash towards you and a regular slash.

Items- Amber: It is material that you get by defeating gobber. You can use it to craft and summon boss.

BoarHide: Material use to craft. You get it by killing boar.

BoarMeat: Material use to cook on campfire and eat to increase stamina and health.

Cloth: Use for craft get from Gobber

DeerMeat: Material use to cook on campfire and eat to increase stamina and health

DeerHide: Material use to craft. You get it by killing deer.

Stone: Pick up the stone on the floor and use for crafting/

Wood: pick up by destroying tree and use for crafting

BerryRed: pick up on bush and then can eat to increase stamina and health.

ArmHide: Gives you protection from enemy and need deerhide and boarhide to craft.

ChestHide: Gives you protection from enemy and needs deerhide, boarhide and wood to craft.

Hood: Gives you protection from enemy and need deerhide and boarhide to craft.

LegHide: Gives you protection from enemy and need deerhide and boarhide to craft.

Club: Does Bludgeon damage and use wood to craft

Torche: Lights your path. Need Wood and deer hide

WoodAxe: Does Slash Damage and use wood to craft

WoodSword: Does pierce damage and use wood to craft

Hammer: need stone and wood to craft. The hammer unlocks the hammer menu which you can use to craft building and workbench's.

Build-

- Wood floor wood needed
- WoodWall wood needed
- WoodStairs wood needed
- Bed (Will be the players respawn point) wood needed
- Workbench (Can craft more item with it) wood needed
- Campfire(can cook food with) stone and wood needed

UI- Esc menu: This menu will have 3 buttons. The first button will have Save game which will save the game. The second button will be controls so that the player can see the controls. The third button will have Exit to main menu, which will bring you back to the menu.

Tab menu: The tab menu will bring you to the inventory page and the first craft page. The inventory will show you what you have. The small craft page you will be able to craft the hammer, club and torch.

Hammer menu: The hammer menu will have to page the first one were you can craft building material to make a base and the second menu will bring you to the workbench page where you can build a workbench or campfire.

Workbench Menu: Will have the armor and weapons you can craft in the game.

Map-

