

# Elden Ring Game Debrief:

## Executive Summary:

The player awakens into a world overgrown by plant life, and they must fight against the monsters of this world, living plants given sentience by the gods, in order to collect the parts of a magic spell which will allow them to set the invasive tree that is home to the plant god on fire.

Your fellow men will also resist you in an attempt to claim your powers for themselves and be the first to reach the tree.

<b>Theme</b>	Exploration & Battle
<b>Goals</b>	Collect the Parts
<b>Opposition</b>	Plants & Players
<b>Decisions</b>	Choice of weapons, spells and tactics in combat
<b>Rules</b>	Death causes your money to drop onto the ground and you have one chance to retrieve it.
<b>Interaction</b>	<p>You can choose to fight against the plant monsters and collect the spell pieces yourself, or you can invade and challenge another player to a duel to the death.</p> <p>Alternatively, if another player is invaded, you can choose to assist them and if the invading player is destroyed, you collect half of the invaders money for yourself.</p>

**# of Players:** 1-3

## Goals:

- Collect 5 runes by defeating each great monster once
- Escort a maiden to the mountaintop to ignite the great flame

## Opposition:

- There are 5 major bosses, each of which will perform a series of attacks.
- You must memorize their attack sequences and play the right action in response to each attack.
- Failure to do so three times will cause you to be defeated and sent back to the last camp.
- Players with an 'Invasion' action can do so once, as long as you are not currently fighting a boss to duel with you.

## Decisions:

- Choice of Playstyle
  - Sword & Shield
  - Two-Handed
  - Magic Weapons
- Choice of Weapons
  - Sword & Shield - light, medium, heavy
  - Two-Handed - double dagger, spear, greatsword, great hammer,
  - Magic Weapons - spellblade, holy symbol, magic wand
- Choice in Combat
  - Attack
  - Dodge
  - Drink Potion (Limited)
  - Cast Special Attack (Limited)
  - Block (shield only)
  - Parry (two-handed only)
  - Summon Spirit (magic only)

## Rules:

- You can only take 3 hits
- You can drink a potion to restore 2 hits of damage
- Blocking reduces your ability to attack
- Dodging requires you to rest afterwards before you attack
- On death you leave your money behind
- You can only cast three specials
- You can choose to spend your money to improve your weapon, your health or your spell pool

## Interaction:

- NPCs will give you optional missions
- Enemies will attack you on sight
  - You can play your actions (Attack, Dodge, Potion, Special, Block, Parry, Summon) based on your available resources
  - If you both attack at the same time, the faster attack hits.
  - Dodge negates an enemy attack
  - Specials overcome a block
  - Block negates one attack, but two blocks back to back will cause you to be stunned
  - Summoning creates an ally temporarily who will distract the enemy allowing you to attack, but it consumes all of your mana
- You can spend your money at campsites to buy more actions
- Enemies have a chance to drop weapons and armor
- Bosses will always drop one piece of the great spell needed to win the game

## Title: Elden Ring

