

# General

- [Roadmap 2025](#)

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## Player Death

Death is now part of progression!  
Respawn, adapt, and push further

## New Scenes

Six new locations to explore,  
expanding Act 1's world and challenges

## Randomized Rewards

Complete objectives, choose your path,  
and claim your reward before advancing

## Permanent Upgrades

Unlock new abilities like extra dash charges,  
death defiance, and power rerolls

## Weapon Upgrades

Wield, master, and evolve weapons!  
Unlock blueprints, gain unique powers,  
and empower your arsenal

## Combat Overhaul

Refined mechanics for a smoother,  
more impactful combat experience

## Story & Dialogue System

Bringing narrative depth  
with interactive dialogues  
and story-driven events

## Boss Fights

Face powerful foes!  
Three intense boss encounters  
are planned for Act 1

## Saving & Progression

Keep track of your progress  
(and reset it when testing new features)

## Affixes System

Introduce challenge modifiers  
for unique playstyles  
(used later for endgame difficulty tuning)

## New Weapon: Two-Handed Axe

A new combat style enters the battlefield!  
Heavy, devastating swings with brutal execution