X

X

X

Y

starting
square
for player

— Day for 5 turns
— might for 5 turns

character
+ ~~Kar~~ move (N, W, E, S)
+ pickup ⟶ strength ≥ = weight
+ drop ⟶ access inventory
+ attack
+ inventory ⟶ print inventory + gold
+ exit.

character abilities

- *attack
- *attack chance
- *Defence
- *Defence chance
- *Health -
- *stregth

```
                    △
```

Human

SD never cause dmg

Elf

SD always increase health by 1

Dwarf

SD never cause dmg

Hobbit

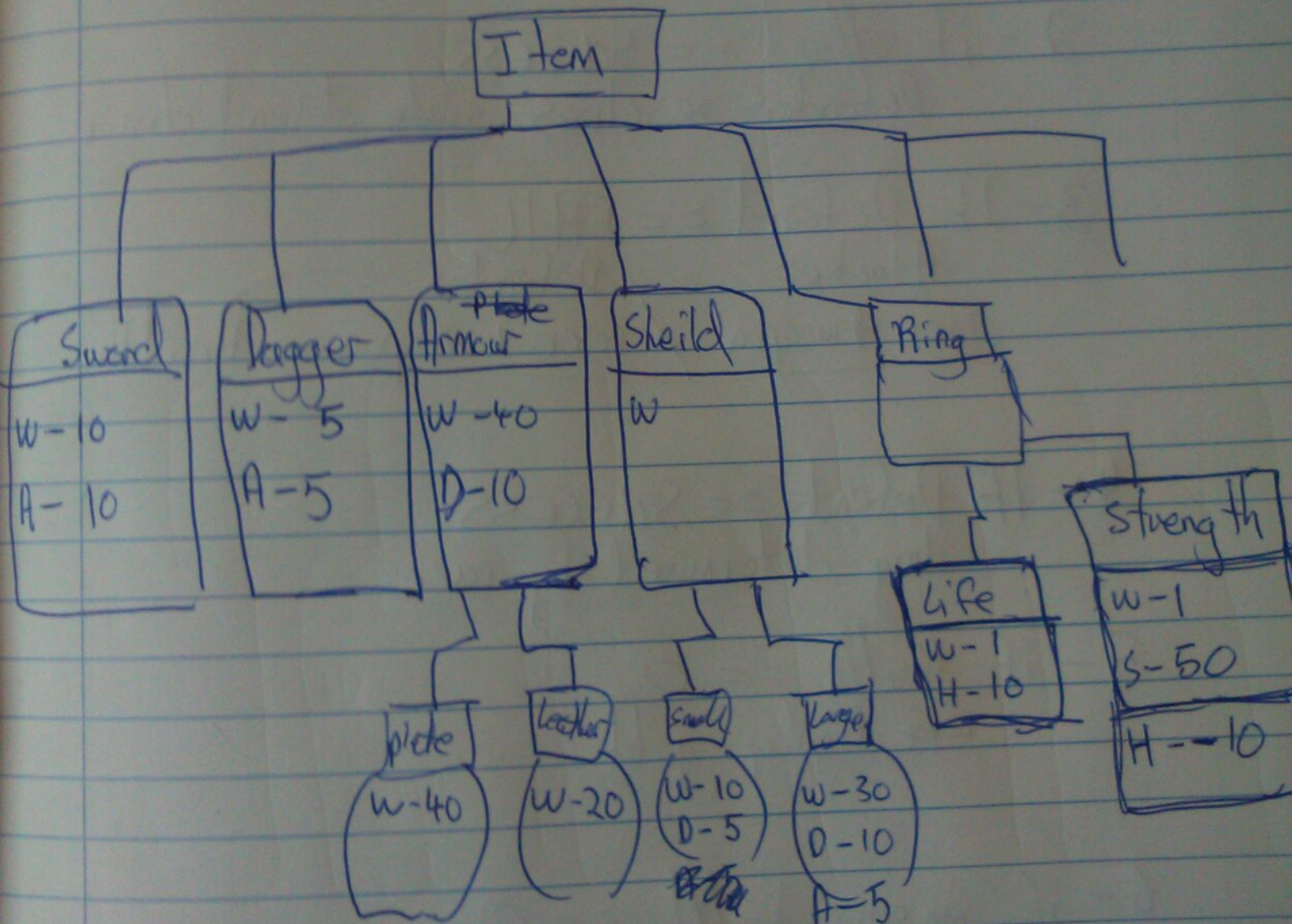SD cause 0-5 dmg regardless of ATK value.

Orc

Day time: SD

' night'

setters...
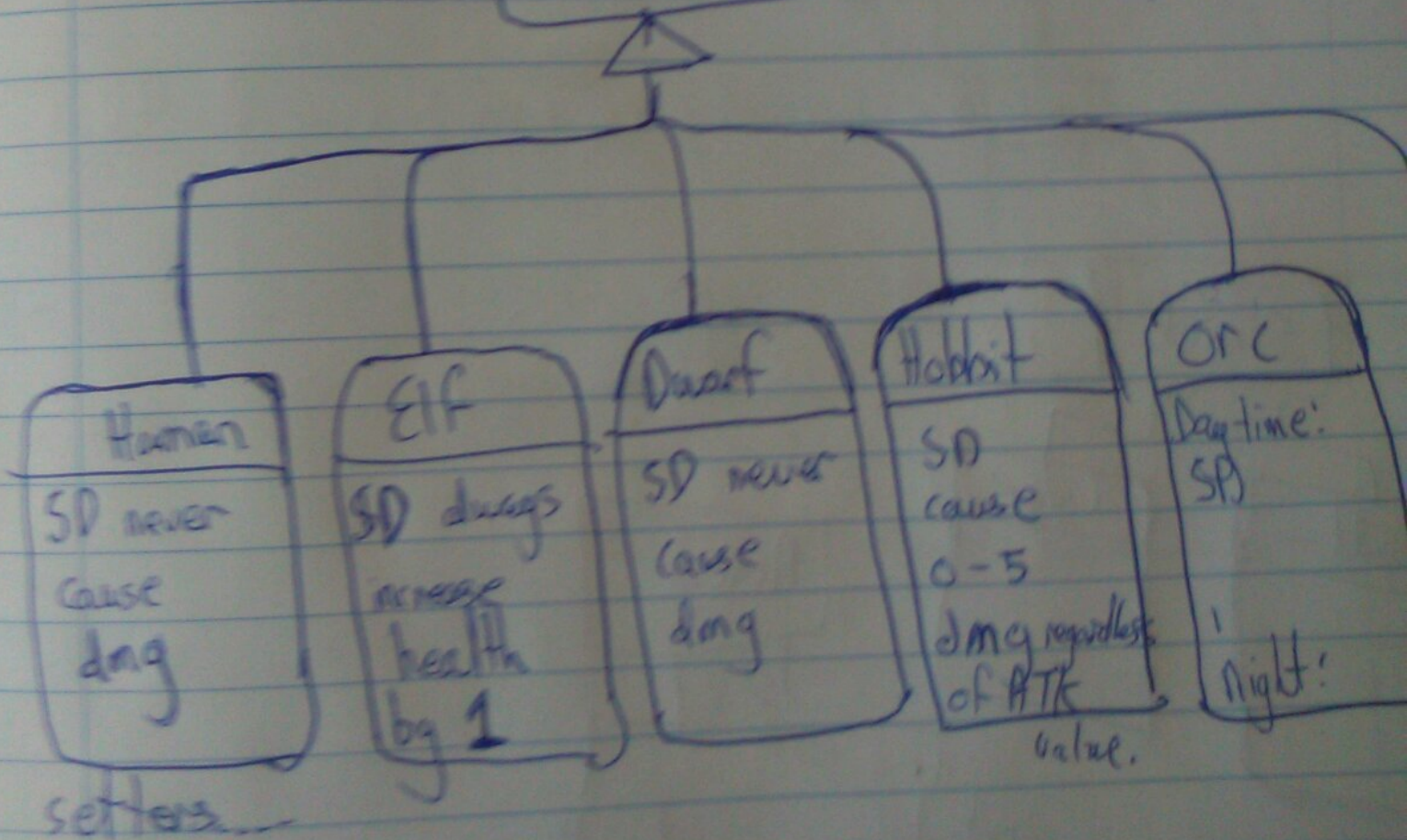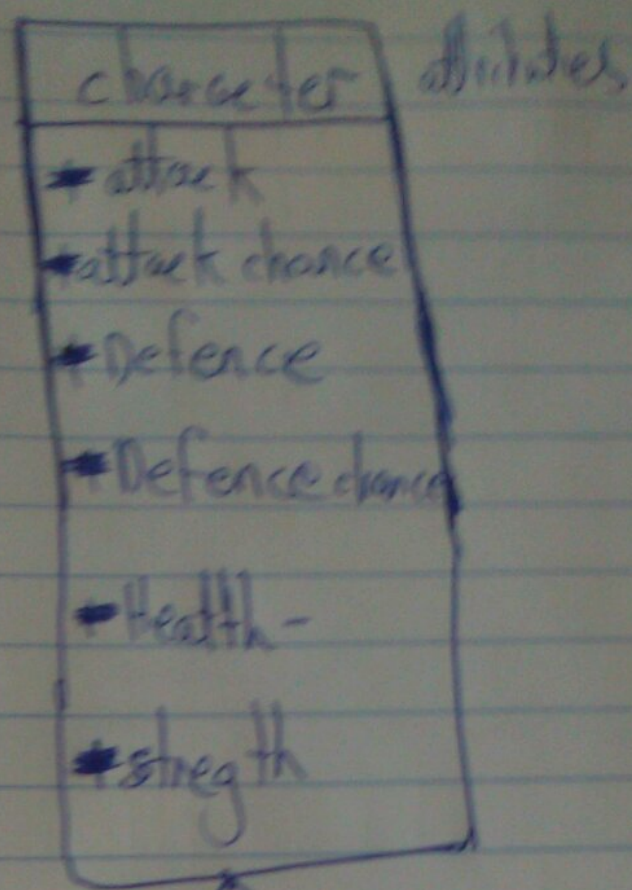
Items character

Can carry items up to a weight indicated by its strength.

- Can only carry 1 item of each type, except rings.
-

```
                        ┌─────────┐
                        │  Item   │
                        └─────────┘
      ┌──────────┬──────────┼──────────┬──────────┐
```

Sword	Dagger	Plate Armour	Sheild	Ring
W - 10	W - 5	W - 40	W	
A - 10	A - 5	D - 10		

plate	leather	small	huge
W - 40	W - 20	W - 10	W - 30
		D - 5	D - 10
		etc	A - 5

Life	Strength
W - 1	W - 1
H - 10	S - 50
	H - -10

Combat rules.

For each attack the following applies

1 - iff attack == success
    player plays again

2 - if attack == success
    Defender resolves ~~state~~ defend chance

3 - IF Defend == FAIL
    Attacker   Defender
    (race + weapon / race + weapon) - Health.

4 - IF Defend == success
    dmg determined by race

5 - if Health == 0
    die display gold

6 - if enemy health == 0
    remove from board.

Board object

Item

empty

character

player

enemy

gold