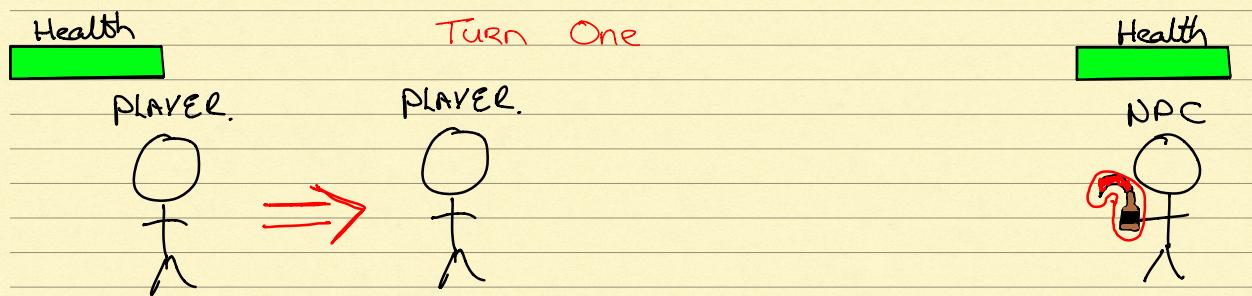


Players Turn first, both NPC and Player will have the same attack and defend options. (Sprites will be different in game)



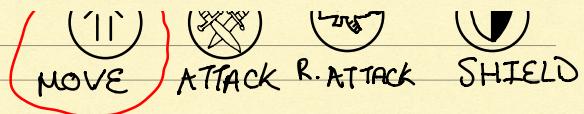
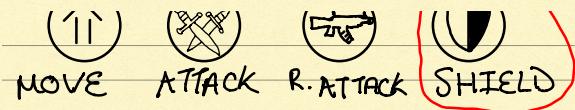
Phase 1

Player Chose to move forward - moving closer so damage will register.

AI Chose Ranged Attack - Won't damage player.

Damage Works Within So many Spaces.





Phase 2

AFTER Each turn it changes who goes first.

Player → Player chose to shield (damage block)

AI → Chose To push forward, closing the gap (disable movement)

Turn Three

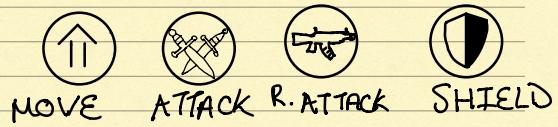
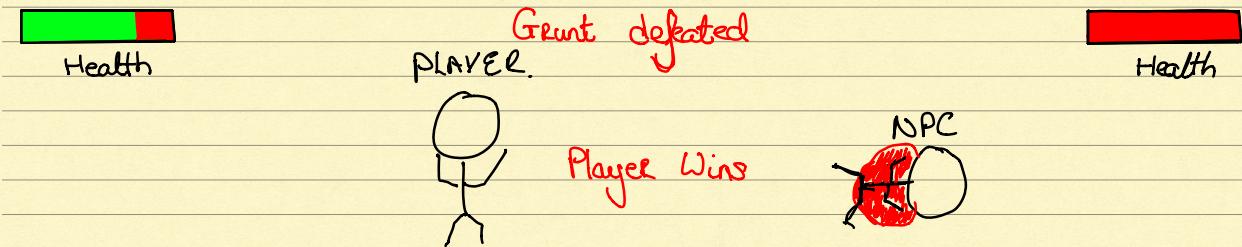


Phase 3

Player → chose Ranged Attack (Gained extra Crit Hit damage)

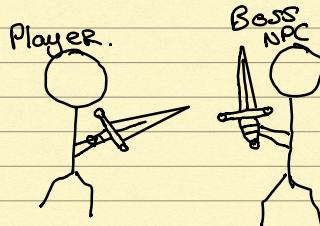
AI → Chose Regular melee

* Crit chances are awarded to both the player and AI. % of happening less than 20%



- During this turn the player defeated the AI, players health gets Reset.
 - Victory Message displayed
 - Warning Message displayed about upcoming Boss fight.
-

Health



Health

MOVE ATTACK R. ATTACK SHIELD

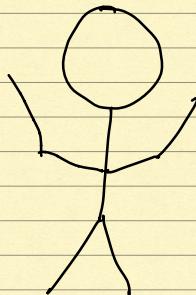
MOVE ATTACK R. ATTACK SHIELD

* fighting Boss → Player about to Win Game.

* Once player defeats Boss Game is Complete.

Congratulations Player!

Enemies defeated:
2.



Time Elapsed: 5mins 36secs

Well done Player you defeated
all the enemies.