Игровой Дизайн: Монстры и Оружие

# Начальные параметры игрока:

HP: 100

Damage: 10

Initial\_Weapon: Rusty Sword

Additional\_Mechanics: None

Inventory: Health Potion x1

# Улучшенные Монстры:

## Goblin Scout

type: Common

hp: 80

damage: 8

loot: Common: Scout's Dagger

additional\_mechanics: Stealth

movement\_speed: Fast

experience\_drop: 20

## Goblin Shaman

type: Common

hp: 100

damage: 12

loot: Common: Shaman's Totem

additional\_mechanics: Healing Spells

mana: 50

experience\_drop: 20

## Stone Guardian

type: Guardian

hp: 600

damage: 55

loot: Rare: Guardian's Gem

additional\_mechanics: Stun and Area Damage

armor: 30

experience\_drop: 50

## Emerald Sentinel

type: Guardian

hp: 400

damage: 40

loot: Rare: Sentinel's Bow

additional\_mechanics: Long-range Attacks

evasion: 15

experience\_drop: 50

## Frost Dragon

type: Boss

hp: 1200

damage: 110

loot: Epic: Dragon's Ice Gem

additional\_mechanics: Frost breath, Flight, Ice Spikes

elemental\_resistance: High Ice Resistance

experience\_drop: 100

## Fire Wyrm

type: Boss

hp: 900

damage: 90

loot: Epic: Wyrm's Fire Core

additional\_mechanics: Fire breath, Lava Pool

elemental\_resistance: High Fire Resistance

experience\_drop: 100

# Улучшенное Оружие:

## Short Sword

type: Melee

damage: 18

cost: 80

additional\_mechanics: Quick Attacks

durability: 80

## Long Bow

type: Ranged

damage: 16

cost: 150

additional\_mechanics: Multiple Arrow Types: Fire, Ice, Poison

range: Long

## Fire Staff

type: Magical

damage: 28

cost: 230

additional\_mechanics: Burn and Ignite

mana\_usage: 10

## Thunder Hammer

type: Melee

damage: 35

cost: 300

additional\_mechanics: Stun and Area Damage

weight: Heavy

## Shadow Daggers

type: Melee

damage: 15

cost: 100

additional\_mechanics: Stealth and Backstab

stealth\_bonus: 20

# Система Уровней и Опыта:

Initial\_Experience: 0

Experience\_To\_Level\_Up: {'Level 1': 100, 'Level 2': 250, 'Level 3': 450, 'Level 4': 700, 'Level 5': 1000}

Rewards\_Per\_Level: {'Level 1': 'Unlock Skill: Fireball', 'Level 2': 'Unlock Skill: Heal', 'Level 3': 'Unlock Weapon: Thunder Hammer', 'Level 4': 'Increase Max HP by 50', 'Level 5': 'Unlock Skill: Ultimate Strike'}

# Сбалансированный Дроп Опыта:

Goblin Scout: 20 XP

Goblin Shaman: 20 XP

Stone Guardian: 50 XP

Emerald Sentinel: 50 XP

Frost Dragon: 100 XP

Fire Wyrm: 100 XP