Gladiator Combat

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Primary Requirements

- Player will attempt to survive in an arena battle vs. a variety of opponents
- Game will implement text-based battle mechanics up front, may expand to basic graphics given time
- Arena will contain some traps and terrain types that affect player abilities
- An arena store will provide equipment for victory tokens if the player is successful in battle

Character Stats

- Strength: Physical capacity, melee strength
- Agility: Chance to double-strike, increases ranged damage
- Defense: Reduces incoming damage
- Vitality: Increases health
- Endurance: Used for running/physical skills
- Equipment
    - Belt – Store a swappable weapon
    - Leg – Armor rating+
    - Chest – Armor rating+
    - Helm – Armor rating+
    - Feet – Movement speed+
    - Left Hand – Shield/Dagger only, none if bow.
    - Right Hand – Longsword, Great Sword, Dagger, Bow

Player Actions

- Rush
    - Rush to high grass
    - Rush to pit
- Switch Weapon
- Attack
- Shove – Push opponent back a space

Arena Behaviors
- 20x20 grid
  - 2 starting point arrangements
  - Contains at least 3x4 area of high grass
  - Contains 5 random traps
- High Grass
  - Reduces visibility
  - Greatly reduces ranged hit chance
- Pit
  - 1 movement to enter
  - 3 movement to leave
  - Half ranged penalty inside

Enemy Types
- Criminal
- Snake
- Wolf
- Lion boss

Enemy Behaviors
- Move toward opponent
- Retreat/recover
- Attack
- Loot/Point Value

Additional game elements
- Traps
  - Hidden until player/manager discovers them. Persistent through career.
  - Pit – May contain spikes or creature.
  - High Grass – Spike plate impales for damage
- Arena store
  - Free starter weapons
  - Equipment storage
  - Enhanced weapons
  - Bandages
  - Armor pieces