Gladiator Combat

# Lee Shuman, Mobile Application Development – OC Spring 2019

## 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