Class Ideas for Heroes, Monsters, Items, and Rooms

Hero:

* Chef

Name: Jeff

MaxHP: 150

Strength: 40

Defense: 10

Speed: 10

Skill: Double Portion – 70 food points to an enemy.

* Butcher

Name: Beefcake

MaxHP: 185

Strength: 60

Defense: 8

Speed: 7

Skill: Protein Up – Raises strength of all party members by 20%.

* Vegan

Name: Sunflower

MaxHP: 115

Strength: 25

Defense: 15

Speed: 20

Skill: Healthy Snack – Restore 40 HP to a single party member.

* Baker

Name: Leven

MaxHP: 130

Strength: 35

Defense: 10

Speed: 10

Skill: Always Room – Stuns enemy for one turn.

Monster

* Snacker

MaxHP: 70

Strength: 20

Defense: 15

Speed: 17

Skill: None

* Bruncher

MaxHP: 130

Strength: 40

Defense: 20

Speed: 15

Skill: None

* Feaster

MaxHP: 175

Strength: 50

Defense: 17

Speed: 13

Skill: None

* Glutton

MaxHP: 200

Strength: 70

Defense: 25

Speed: 10

Skill: None

Items

* Healing
* Offense/Attack
* Buffs

Level Design

* Restaurant level will be first one played.
* Add optional branching path to consecutive boss fights.
* Direct access to boss room is okay, but exploration is encouraged to help prepare for the boss.
* Levels will be played one right after another (Example: Restaurant 🡪 Street Boulevard 🡪 Candy Factory)