This is my map theres nothing much to say about it really its quite basic and has some basic features including a shop and a basic story to piece together over time each tiles movement was colour coded and shows where I can and cant move as the player. This allowed me to visalise the map and using this I created the boundaries and areas on the map seen in the later arrays however no map would be complete without…

The monsters these are the creatures that roam my fantasy world terrorising the natives and attacking the heros on their valient quest I have devised a system in which the enemies attack in turn based combat and furthermore the player has 3 possible moves when the monster attacks the player can fight to attack dealing random damage between 1 and (4 plus the players level) and the monster strikes back with damage between 1 and its maximum bound which Is defined based on the creature you fight, another possiblity is to open your bag where you have the possibility of using 3 potions (only 1 if you havent bought the other 2)