*Planet Jumper:Mercy of Dice* gameplan

You go to three planets (Apollo, Delta,and Groverland) and fight the aliens there to win items and their planet. In the end you fight Zlorg – Emperor of the Galaxy Andromeda (where the planets are located) D6 is the main game mechanic for winning battles. At the end if you win the is a leaderboard and score (based on health in the end, and the value of leftover items)

**Apollo** – planet of archers who colonized it 1000 years earlier, their current leader is Katniss Everdeen   
**Groverland** – planet full of satyrs who don’t fight directly but camp half-blood is located there with demigods who do fight   
**Delta** – colonized by robots of alien species initially for mining but they revolted after gaining consciousness and it has a robot civilization – fighting through lasers

The player has 100hp. The planets have a collective hp 100, 130, 150 respectively. The boss has 200hp

| **Roll (d6)** | **Damage** |
| --- | --- |
| **1** | **−20** |
| **2** | **-5** |
| **3** | **+10** |
| **4** | **+25** |
| **5** | **+30** |
| **6** | **+40** |

Items: each level after winning gives you an item. The planet apollo gives you a bow with two arrows. Groverland will give you a pen that turns into a sword after uncapping (only usable on the boss) and on delta you get the laser gun

**🎯 Bow (2 arrows)** – ~2× normal hit damage, ignores defense. Scarce ammo makes it a “big moment” weapon.

**✒️ Pen‑Sword (Boss‑only)** – 3× normal damage, heals ~25 HP on hit, single use. Trigger when boss <75% HP or on player’s command.

**🔫 Laser Gun** – Fixed +40 damage, skips roll, costs 5 HP per shot, 3–4 uses.

At the start of the game player get 3x 30hp heal potions usable whenever.

Goal of the game is to beat the boss and take over the galaxy becoming the new Emperor. The boss is always the top player on the leaderboard unless its empty

**Write the story for Planet Apollo**

* Describe the planet and enemies (archers).
* Decide **choices the player can make** (attack, use item, heal).
* Decide **damage rules** with your dice table.
* Decide **reward** (Bow with 2 arrows).

**Code the Planet Apollo loop**

* Function planet\_apollo().
* Loop until either planet HP or player HP = 0.
* Implement dice rolls affecting HP.
* Add item reward to inventory after victory.
* Information: HP, Choices

You venture into the spaceship and fasten your seatbelt.

Are you ready to take off, (name)?

The ship enters into warp drive, distorting the space around to travel faster than the speed of light.  
A couple hours pass by and you see a small planet, green and full of oceans like the earth.

You have arrived to your first destination, Planet Apollo. The planet of archers, colonized 1000 years ago by a past human civilization, currently lead by Katniss Everdeen. This planet has the most masterfully crafted bows in the universe which is why you are here, to get one for your fight against the Emperor.  
You land on the planet and look around. You see beautiful green fields full of flowers and lush forests in the distance. You walk into the capitol, everyone has brightly colored hair and stares at you as you walk to the city center. You find the leader, Katniss Everdeen outside. You announce your intention to obtain a bow but she says that she doesn’t give them to weak bitches. You will need to fight.   
You take out your magic die and roll it on the floor. The crowd holds their breath. You roll the number:

You attack with your magic die; bow; pen sword; laser gun

You use your (item)

You use one of your heals

You collapse, Katniss laughs at you.  
GAME OVER (insult)  
"Katniss shoots an arrow! You take {enemy\_dmg} damage."  
Katniss falls to her knees. 'You’ve earned this,' she says. You receive a \*\*Bow\*\* with 2 arrows!

idiot, loser, bitch, punk, dingus, dipshit, wimp, seaweed brain, kelp head, Picklehead, noodlebrain