CC3K specifications

Possible Bonus Features:
- Level up system
- Harder enemies
- Extra characters

Characters
- Player Characters (@):
  - *Human* - 140 hp, 20 atk, 20 def
  - *Dwarf* - 100 hp, 20 atk, 30 def
    - gold is doubled value
  - *Elves* - 140 hp, 30 atk, 10 def
    - negative potions have positive effects
  - *Orc* - 180 hp, 30 atk, 25 def
    - gold is worth half value
- Enemy Characters:
  - Becomes hostile to player if they pass within a 1 bloack radius
  - Moves 1 block in random direction every turn
  - Drops 1 gold if slain
  - Can't leave the chamber it's spawned in
  - Attacks player if they are within 1 block radius
    - *(V)ampire* - 50 hp, 25 atk, 25 def
    - *(W)erewolf* - 120 hp, 30 atk, 5 def
    - *(T)roll* - 120 hp, 25 atk, 15 def
    - *(N)Goblin* - 70 hp, 5 atk, 10 def
    - *(M)erchant* - 30 hp, 75 atk, 5 def
      - not hostile unless player had attacked a merchant
      - drops merchant horde (value 4)
    - *(D)ragon* - 150 hp, 20 atk, 20 def
      - spawns within 1 unit of *dragon horde*
      - doesn't drop gold
      - doesn't move
    - *(X)Phoenix* - 50 hp, 35 atk, 20 def

Item
- (P)otions
  - Cannot be use unless player is within a 1 block radius
    - Positive
      - Restore up to 10 hp
      - Increase atk by 5 (temp)
      - increase def by 5 (temp)
    - Negative

- Lose up to 10hp (cannot fall below 0)
- Decrease atk by 5 (temp) (cannot fall below 0)
- Decrease def by 5 (temp) (cannot fall below 0)

Treasure
- (G)old
  - normal (value 1)
  - small horde (value 2)
  - merchant hoard (value 4)
  - dragon hoard (value 6)
    - can only be picked up once the dragon has been slain

Floor
- 5 chambers
- Player spawns randomly in a chamber (equal probability)
  - Can't spawn in chamber with stairs(\)
- Potions
  - spawn 10 potions on every floor
  - type of potions has equal probability of spawning
- Gold
  - 5/8 normal
  - 2/8 small horde
  - 1/8 dragon horde
  - 10 gold spawned on every floor
  - Can be picked up by player by walking on it
- Enemies
  - 20 enemies are spawned per floor
    - 4/18 Werewolf
    - 3/18 Vampire
    - 5/18 Goblin
    - 2/18 Troll
    - 2/18 Phoenix
    - 2/18 Merchant
- Generation happens in this order
  - Player Character
  - Stairway
  - Potions
  - Gold
  - Enemies

Combat
- Enemies never pursue the player
- If player is not within 1 block of the enemy then it moves
- Enemies has a 50% hit rate
- Player always attack first