Idea 1 -

Mechanics

Player moves through the temple with left, right, forwards, and backwards. They do this by typing the corresponding words into the "action bar".

If the player encounters an enemy then a battle is started. In a battle, enemies have a chance to attack or do nothing and the player can respond with either attack, heal, or block.

If the player attacks an item they are able to pick it up and store it. After the demon is killed, and the player has all items, they can open the sealed door behind the sealed door is a large amount of treasure and you will win the game.
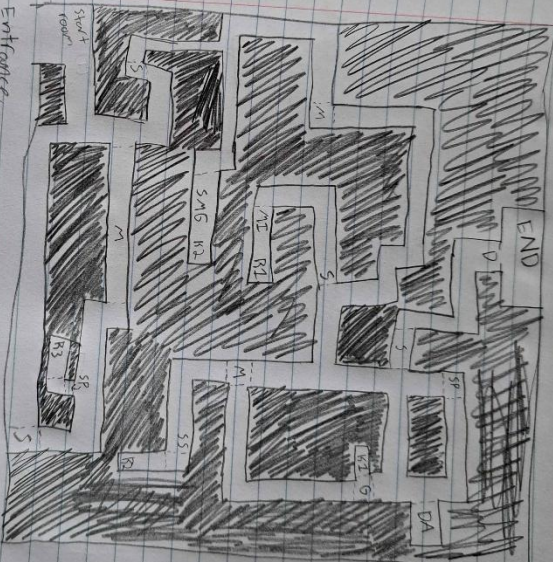
If the players Hp hits 0, they will lose the game immediately.

Traps will be guaranteed to hit if you travel through them.

Story Summary

You are exploring an ancient temple to find the rumored treasure it holds. thats all

MAP

Start
room

END

Legend

Hidden items:
- R1 = Relic 1
- R3 = Relic 3
- R2 = Relic 2
- K1 = Key 1
- K2 = Key 2

Entrance

Starting items:
- Sword
- Potion x2

Enemies:
- S - Skeleton
- M1 - mummy
- G - ghost
- D - demon

Traps:
- SP - Spike
- DA - Dart
- MI - mimic

Stats

Player - 15 HP
Sword - 2DMG
Shield - blocks next attack

Skeleton - 4HP / 1DMG / ATK 1/5
Mummy - 2HP / 2DMG / ATK 1/4
Ghoul - 10HP / 3DMG / ATK 1/3
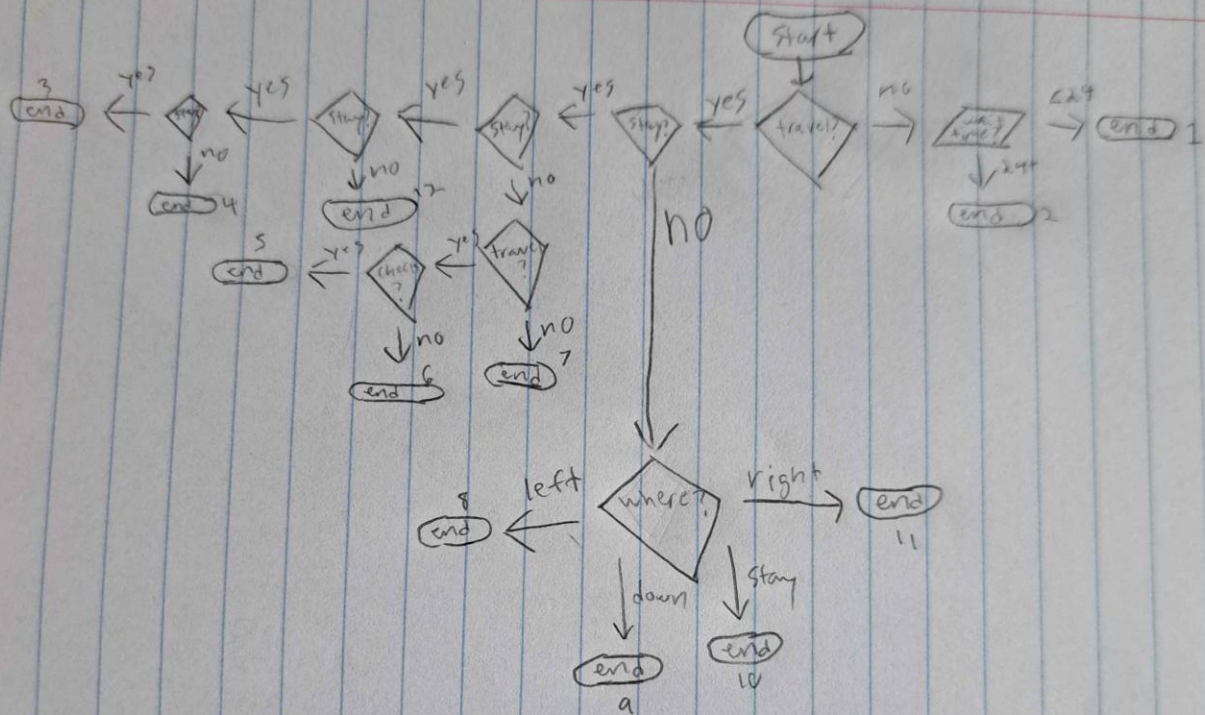Demon - 20 HP / 5DMG / ATK 1/2

Spike - 2DMG
Dart - 1DMG
Mimic - 3DMG

Potion - heal 3-5 HP

Idea 2 -

Realmwalker

start

travel?

stay? — yes — stay? — yes — stay? — yes — stay? — yes
end 3 ← yes   end   end

no → end 4
no → end 12
no

check? — yes
end 5 ← yes

travel? — yes
end 6 ← no
end 7 ← no

no (long arrow down)

where?
left → end 8
right → end 11
down → end 9
stay → end 10

travel? — no → end
≤24 → end 1
≥24 → end 2

Idea 3 –

rat meter game

Story

plague doctor goes between different houses curing
people and killing rats (lately)

mechanics

the rats slowly multipy as the level goes on
patient cant be cured until all rats are dead
patient loses more health the more rats there are
you can heal the patient so he doesnt die before yo
Solve puzzles to trap/kill rats   can cure hi

3 Star System — 1 for winning
            -2 for keeping patient over 50%
            -1 for winning in — time +