

So my game - It's a turn based rogue like, where for now you explore one pre-made dungeon while fighting goblins and mushroom people. At the end you fight a boss monster that while slow has amazing stats.

Information about the game -

On the bottom left side there is a blue bar. That represents your initiative or in ingame terms when your turn has come up. When it is filled up you can do an action.



Table 1. Initiative bar

On the top right side there is a red bar. That represents your health. When it is near empty, I would start worrying because there is a good chance you will die. (The on the left of the health bar is only there for visual flare)



Table 2. HP bar

Just to the bottom of the HP bar we can the points, these are calculated as you kill monsters and pick point collectables.

Actions -

You can do only one action per turn.

As standart movement is done with the w, a, s and d keys.

Pressing the spacebar will make you dash the other then your last movement, but only horizontally.



Table 3. Starting position



Table 4. Moving to the right



Table 5. The dash is done to the left because the last move was made to the right.

You can acquire up to 6 abilities (Excluding the retreat) which are shown in the bottom right corner of your screen. If you use wish to use them you have to press (From left to right) q/e/r/1(!)/2(@)/3(#)



Table 6. The ability bar

There are currently also 6 abilities that you can currently acquire. In order -

- Swing (Green) - a simple melee attack that does damage on hit.
- Fireball (Blue) - a simple ranged attack does damage on hit.
- Mine (Green)- a placeable object that does damage to enemies when they touch it.
- Sacrifice (Red) - an ability that does damage to the character while also damaging everything on the screen for more damage.
- Enrage (Red) - an ability that sacrifices your speed stat to increase your damage and heal you for a bit.
- Random (Blue) - Does 6 abilities at random in random directions. Can kill you.

Each ability also has one of three colors associated with it. If you get the first and second, third and fourth and fifth and sixth ability to be of the same color you get a buff.

- Two red abilities give you extra protections and max hp.
- Two blue abilities give you extra damage.
- Two green abilities give you extra initiative.

Pick ups -

There are currently 5 pick ups -

- One that increases one stat at random



Table 7. Pick up that increases a random stat

- One that increases your max HP but doesn't heal you



Table 8. Pick up that increases your max Hp

- One that heals you



Table 9. A potion that heals you

- One that gives you extra points



Table 10. A skull that gives you points

- One that gives you a new skill



Table 11. A chest that gives you a new skill

Enemies -

There are 3 enemies and one trap currently in the game. These being -

- A simple trap that does damage when you step on it.



Table 12. A trap

- A mushroom man that while stationary will buff all of his allies and will throw spores at you if you approach.



Table 12. A mushroom man

- A goblin that just wanders around and if it sees you will try and fight you either by stabbing you, shooting you with arrows or exploding if it's on low health.



Table 12. A goblin

- And finally the boss which is a big flying eye monster that has really good stats but is really slow. It will attack you from melee or range if it sees you. People have said it can be a coward when on low health. Tip: Deal with the mushroom men!



Table 12. The flying eyeball and last boss

When you die or defeat the last boss you will go to the exit screen where you'll see your points.