

# RPG Nav/Screen Layout

\*Note: Anything in parentheses is a comment and anything in brackets is a placeholder value

Backstory/class:

[BACKSTORY]

Choose a class:

1. Wizard - low health
  - high damage
  - chance to inflict more damage
2. Rogue - medium health and damage
  - small chance to dodge attacks
3. Brute - high health
  - low damage
  - does higher as his health drops
4. Cleric - medium health and damage
  - small chance to heal a portion of his health

Input:

You chose [CLASS].

Entering the dungeon... (Jump to Room Entrance)

Start

Start

1. Enter the dungeon (jump to Room Entrance)
2. Visit the upgrades shop (jump to Shop)

Entering the dungeon...

(or)

(nothing)

Shop screen

Welcome to the [UPGRADES SHOP]

Upgrade your character:

1. [UPGRADE 1] : [COST]
2. [UPGRADE 2] : [COST]
3. [UPGRADE 3] : [COST]

Purchased [UPGRADE] .

Entering the dungeon... (Jump to Room Entrance)

## Room Entrance

Room [NUMBER]

You encounter [MONSTER\_NAME with STATS]

Choose:

- |                   |                                 |
|-------------------|---------------------------------|
| 1. Fight          | (Jump to Fight screen)          |
| 2. Attempt to run | (Jump to Attempt to Run screen) |

## Fight Screen

[MONSTER or PLAYER] attacks

[MONSTER or PLAYER] deals [DMG] to [MONSTER or PLAYER]

(or)

Options:

- |                   |                                 |
|-------------------|---------------------------------|
| 1. Attack         | (Jump to Fight screen)          |
| 2. Use items      | (Jump to Item Selection screen) |
| 3. Attempt to run | (Jump to Attempt to Run screen) |

(until monster dies) (jump to Monster Defeated)

(or)

(until player dies) (jump to death screen)

## Attempt to Run screen

You attempt to run from the monster.

[You escape successfully] (Jump to new Room Entrance)

(or)

[You don't escape and the monster attacks you] (Jump to Fight screen)

## Item Selection

Choose an item to use:

1. [ITEM]
2. [ITEM]
3. [ITEM]
4. [ITEM]

Using [ITEM] ... (Jump to Fight screen)

#### Monster Defeated screen

You defeated [MONSTER]

Choose a reward:

1. [REWARD 1]
2. [REWARD 2]

Choosing [reward #] ...

(jump to Room Entrance)

(or)

(if last level, jump to Victory screen)

#### Death screen

[MONSTER has defeated you]

You earned [AMOUNT CURRENCY] and defeated [# of MONSTERS]

Exiting the dungeon....

(jump to Start)

#### Victory screen

You have completed the dungeon

You earned [AMOUNT CURRENCY] and defeated [# of MONSTERS]

Exiting the dungeon....

(jump to Start)