Gameplay Design

Items:

* Total 20 Items
* Once Item bought, cannot be bought again
* (Sword name we can still change)

1. Swords:
   * Wooden Club
     + 100 gold
     + +1 dmg
   * Wooden Sword
     + 182 gold
     + +2 dmg
   * Cleaver
     + 276 gold
     + +3 dmg
   * Broad Sword
     + 369 gold
     + +4 dmg
   * Long Sword
     + 478 gold
     + +5 dmg
   * Bronze Sword
     + 569 gold
     + +6 dmg
   * Silver Sword
     + 679 gold
     + +7 dmg
   * Iron Halberd
     + 1530 gold
     + +15 dmg
   * Stonebreaker
     + 4319 gold
     + +34 dmg
   * Summer Steel
     + 20190 gold
     + +129 dmg
   * Promise Keeper
     + 38192 gold
     + +248 dmg
   * Killing Blow
     + 50112 gold
     + +300 dmg
   * Flame Tongue
     + 60000 gold
     + +350 dmg
   * Death’s Hand
     + 109021 gold
     + +537 dmg
   * Storm Bringer
     + 135083 gold
     + +602 dmg
   * Usurper’s Bane
     + 150000 gold
     + +627 dmg
   * Blood Devil
     + 163928 gold
     + +655 dmg
   * Heavenly Rapier
     + 180913 gold
     + +728 dmg
   * Vengeance
     + 203104 gold
     + +735 dmg
   * Proud Glory
     + 500000 gold
     + +1000 dmg
2. Armour: (Will add)
3. Consumables: (Will add)

Player

1. Experience:

* Exp limit to level up:
* 1000 \* level (require 2000 exp to reach level 3)

2. Players Health:

* Starts with 1000 HP
* + 1000 (level 2 = 1000 + 1000 = 2000HP)

3. Players Damage:

* Starts with 10 dmg
* +10 \* level (level 2 = 10 +20 = 30dmg)

Monster

1. Number of different monsters:

* 8 monsters
* 1 Special Moves

2. Stats of different monsters:

· Monster 1

* Gold: 10 \* level gold
* EXP: 10 + level EXP
* Damage: 50 + 50\*level DMG
* HP: 100 + 20\* level (level 2 = 100 + 20\*2 = 140HP)
* Special Move:

· Monster 2

3. Number of different bosses:

· 8 bosses

· Upon touch has causes damage as well, have to roll pass

· 3 Special Moves

4. Stats of different bosses:

· Boss 1

* Gold: 50 \* level gold
* EXP: 50 + level EXP
* Damage: 50 + 50\*level DMG
* HP: 100 + 20\* level (level 2 = 100 + 20\*2 = 140HP)
* Special Move: 1 Hit KO, 500 dmg, 1000dmg

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Map:

1. Number of rooms: