**Game template:**

Key:

Danger level - The chance of being arrested by the police or being put in danger by a client.

Seller level - The degree of experience your character has selling drugs. The higher the level, the more expensive drugs you can sell.

Street level - The strength and experience your player has on the street, the higher the level, the easier it is for you to win fights.

The drugs:

Crack Cocaine - Highest selling, level ten sellers and up, hardest to source.

Danger level 10

Cocaine - Second highest selling, hard to source, level nine sellers and up.

Danger level 10

Meth - Third highest selling, medium difficulty to source, level seven sellers and up.

Danger level 8

Acid - Second lowest selling, easy to source, level five sellers and up.

Danger level 6

Weed - Lowest selling, easiest to source, level zero sellers and up.

Danger level 3

Bosses:

Rico - A former weed supplier that turns on you once you reach seller level five.

He has a modified ak-47 that does double the damage of a regular ak.

Danny G - A powerful enforcer for the games final boss, Big Don, who has a sawed of shotgun that does 300 damage. He has three minions working for him, who each have ak-47s.

Big Don - The racist, fat American idiot that makes your life miserable, Big Don specialises in selling cocaine and attacks you when you become a big enough rival to challenge him (Seller level 10). He has ten minions, all with ak-47s, a massive machete dealing 500 damage and a private chopper with a mini gun dealing 1000 damage.

Weapons:

(I’m clueless about guns and I don’t know whether to make some fire faster and how that would work so this is the list for now)

Machete - 50 damage.

Ak-47 - 100 damage.

Ar-15 - 80 damage.

Mp5 - 80 damage.

Glock-19 - 100 damage.

Fn-seven - 90 damage.

Food:

Apple - heals 40 damage, $10.

Banana - heals 100 damage, $ 50.

Steak - adds 20 health, $500.

Bolognese - adds 100 health, $ 5,000.

Homers doughnut - adds 1000 health, $50,000.

Drug cost and sell price:

Weed - cost: $50, sell price, recommend 80-100 (1 bag.

Acid - cost: $250, sell price, recommended 350-400 (1 bag).

Meth - cost: $500, sell price, recommend 700-750 (1 bag).

Cocaine - cost: 1000, sell price, recommend 1,500-2,000 (1 bag).

Crack Cocaine - cost: 2000, sell price, recommended 3,000-4,000 (1 bag).

Specifics:

Player starts on 100 health.

Player starts with $100.

Game asks player for name, once at the start, once at level five. This is so the player can give themselves a new, more badass name if they wish.

Player starts with a machete.

Player starts with one bag of weed.

A player can sell any drug for any price they wish but the npcs will be programmed to have a low chance of accepting anything above the recommended price range.

Even in the recommended range, it is better to stay lower in the range for a better chance of successfully selling.

However, selling too low will result in the npc believing the drug is fake/ poisoned, resulting in either a pull out of the deal or if you’re unlucky, a fight.