Movement and Combat

In this game, the player controls the main character by pressing WASD which makes the character move up, left, down and right. They will only be able to move into spaces that are empty or have an item of some sort in it. Each time the player moves, a 'tick' happens, which affects various things. If the player attempts to move into a space that is a wall, the player will not move, and a tick will still go by.

The player's goal is to defeat all of the bosses on a level, which each give a key part. Once all bosses are defeated and all key parts are collected, the exit will be unlocked and the player can move to it and continue to the next level. Each boss killed will give the main character direct upgrades to their health and attack stats. To fight enemies, the player will have to attempt to move into a tile with an enemy. The enemy will take damage according to the player's attack stat, and both the player and enemy will stay where they are.

Point of View

The player will only be able to see a certain section of the map localized around their own character. The entire map is much larger and the player will have to find their way around to their objectives.

Enemies

Enemies will not start moving until the player can see them. Once an enemy is seen, they are activated and will start to move towards the player even when they can no longer be seen by the player. All enemies will only move a tile every x amount of ticks. The amount of ticks left until an enemy moves a tile is shown by a countdown above them. If an enemy successfully attempts to move into the tile the player is in, the player will take damage according to the enemy's attack stat. If this attack reduces the player's health to 0 or less, the player loses.

Experience

The main character will have levels. As they defeat normal enemies and bosses and gain a certain amount of experience points, they will level up which gives them increased attack and health stats.

Bonus Rewards and Traps

Periodically, a bonus enemy will appear which will try to run away from the player. When the player catches this enemy, the player will be granted increased attack and/or health stats. After a certain number of ticks, the enemy will disappear.

There will be various items to be able to be picked up by the player which will grant them bonuses, such as an extra heart which can't be replaced after it is lost, one extra damage for the next attack only, or a replacement heart for lost health. There will also be items/tiles that, when triggered by the player walking on it, either damage the player instantly or explode after a few turns and damage the player if they are still standing in the explosion radius.