

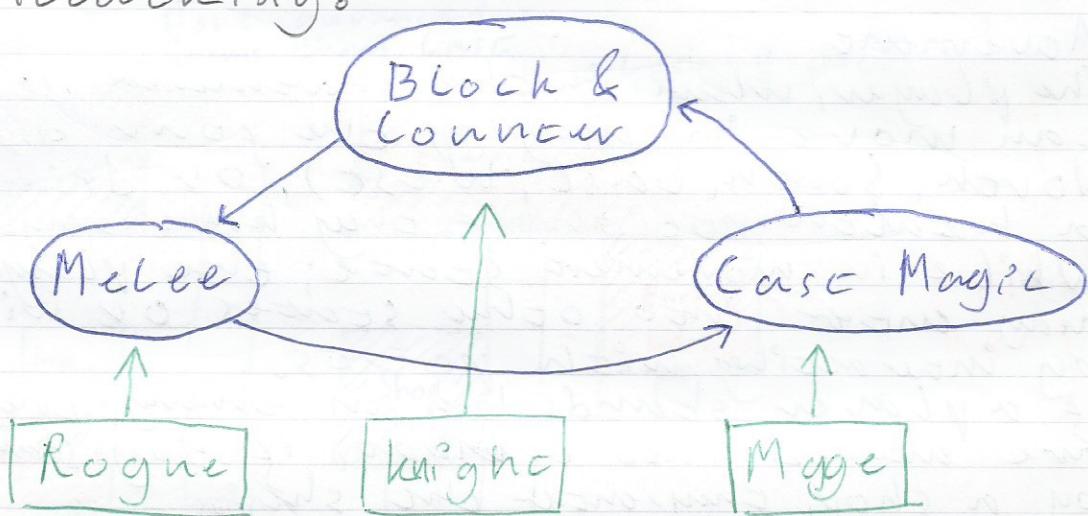
# Combat

Everything (Player & Enemies) have a class type and damage value.

All creatures in combat deal the damage specified in their damage value on a successful attack, unless the creature's class matches the attack type, in which case, they'll do double damage.

In combat, the player may pick to attack, take a potion, or try run away.

## - Attacking:



The player picks the attack type, the enemies attack is random, the battle plays out like rock, paper, scissors, with the diagram above showing which attacks win out against each other and which classes match attacks.

## - Take potion:

If the player chooses to take a potion, their health is increased by 3, ~~and~~ but they also have a 1 in 3 chance to take damage equal to the enemy's damage value.

## - Run?

The player has a one in three chance of escaping a battle, otherwise they

take damage equal to the enemies' damage value.

## Shops

When in shops, the shop stock, player inventory, and some player information is displayed on screen.

The player has 5 options; the player can buy a potion, a key, a torch, or a damage upgrade. The player can also leave shop as the fifth option.

If a player has enough gold, and buys an item, they will gain the item and lose the gold equal to the price.

## Movement

The player, when in the movement state, can move in any of the four directions (North, South, East, West), or drink a health potion if they have any. While in movement state, the player may enter into other states or win by interacting with points.

If a player stands by an enemy, they are encased into combat; if they stand by a shop, they enter the shop.

## Loot Piles

Loot piles are dropped by enemies when they've killed, the loot can be picked up by the player by walking over it.

Loot piles can contain gold, potions, keys, torches.

## Torches

The player carries a torch around during movement, for every movement, the torch dies a bit, if the torch dies, the player begins losing health until they are consumed by the darkness and die.

## Locked Doors

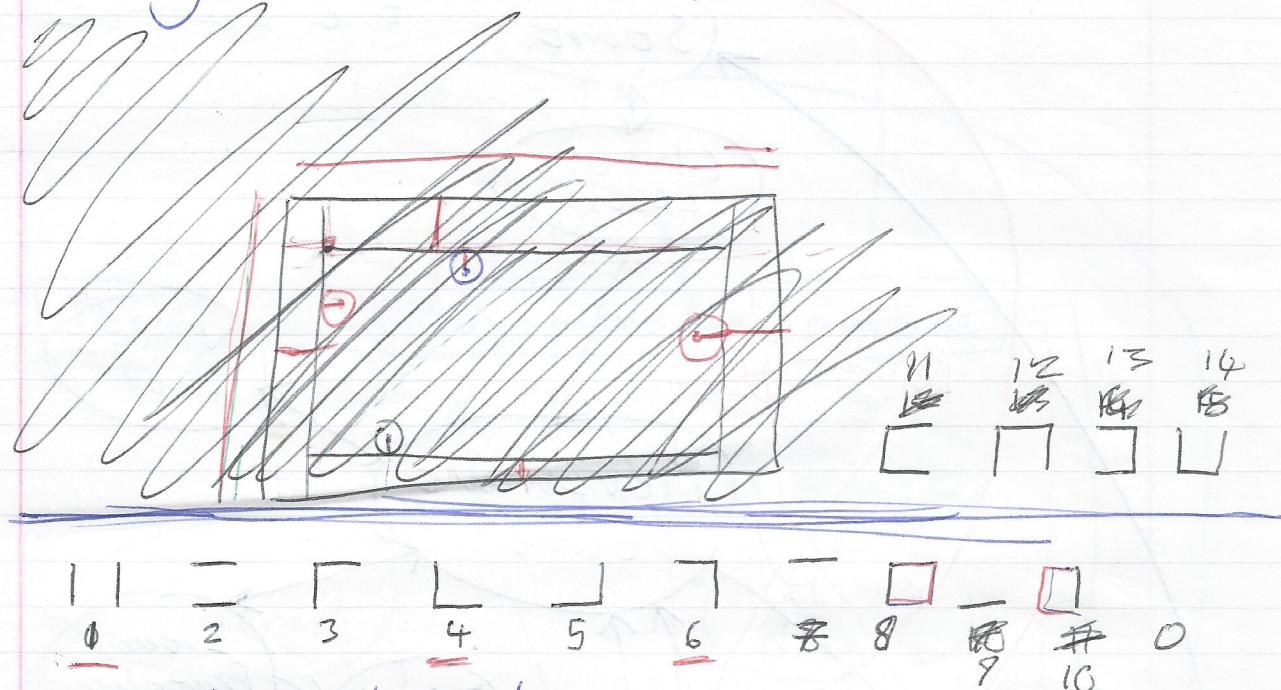
Locked doors can appear around the map, if the player walks into one while having no keys, they will be blocked and can't move away further. If the player has a key when they walk into the door, the player will have an option to unlock the door, if they do, the key is removed from the player and the door is permanently removed.

## Quests

The main quest of the game is to escape the castle, the game can be won by reaching the blue winning point on the map.

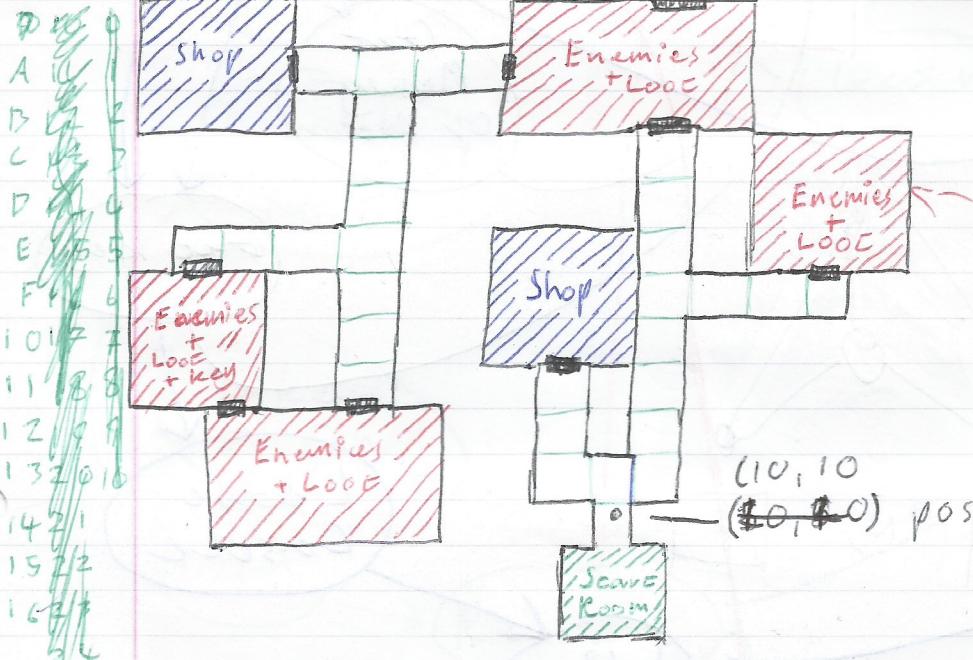
There are additional quests throughout the game, where the player has to fetch items in return for gold.

# Original Write up / Map



More advanced items than last  
1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15

Locked door



Manta's Army

Enemies can also walk along hallways and attack between rooms

ur mom  
gay