Problem Set 004 _ Invader from Space

Brief

In this action game, the player can find items after reaching the end of a dungeon. Dungeons are planets because the player character is an alien invader! Players can therefore invade planets. When successfully reaching the end of such a planet, players are given the choice of 3 items that the planet contains as loot. They may choose only one. This item is then added to one of their character equipment slots, of which they have 10. If they have 10 items already equipped and they reach the end of a planet, they must first choose one to discard. Items either give the player an ability, or a stat boost. These are abilities that the player character can use in combat in invading a planet.

Effective Features

1. **Planet Characteristics:**

   - Planet Type (e.g., desert, forest, ice, etc.)

   - Planet Difficulty Level (easy, medium, hard)

   - Planet Rewards (the 3 items offered at the end)

2. **Player Information:**

   - Player Character Type (alien invader)

   - Number of Character Equipment Slots (10 slots)

   - Current Equipped Items

   - Player's Abilities

   - Player's Stats (e.g., health, damage, speed)

3. **Items:**

   - Item Types (ability or stat boost)

   - Item Name

   - Item Description

   - Item Effects (what ability it provides or stat it boosts)

   - Rarity Level (common, rare, legendary, etc.)

   - Item Icon/Graphics

4. **Game Mechanics:**

   - How players progress through dungeons/planets

   - How players choose from the 3 offered items

   - Rules for equipping and discarding items

5. **Combat Mechanics:**

   - How abilities work in combat

   - How stats affect combat performance

   - Combat Strategy