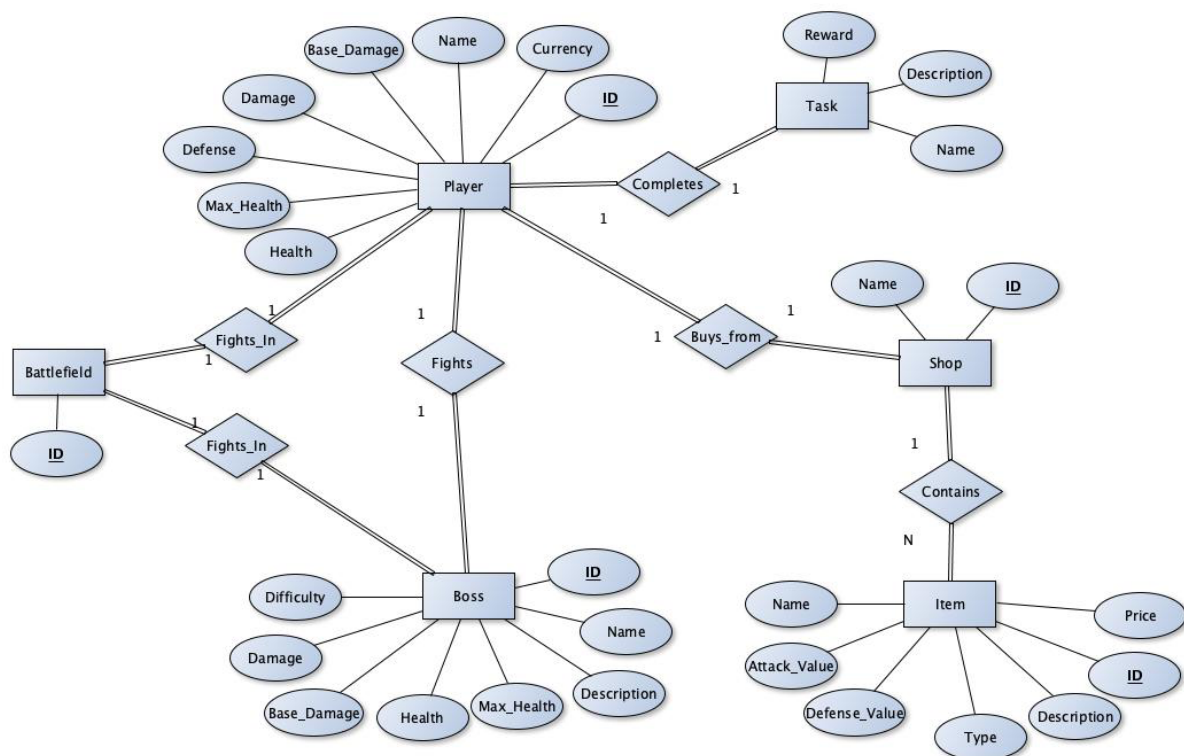# System Definition

The system is a text-based RPG game. The object of the game is for the player to advance by fighting various bosses. After one boss has been defeated, the next boss is available for the player to fight. These fights take place on a battlefield.

The player is able to perform tasks. After successfully completing a task, the player receives a reward in the form of currency. The player uses the currency to buy items in the shop. There are two types of items, attack and defence items. Attack items increase the player's damage level and defence items increase the player's defence level.

Both the player and the boss have a health level, a defence level, and a damage level. The player's health level is reduced when the boss attacks and the boss's health level is reduced when the player attacks. The first one to lose all of their health loses the battle.

The amount of damage that an attack does to one's health is based on the damage level of the opponent as well as one's defence level.