



EMPIRE OF DARKNESS

Genre: action

ABSTRACT

A game is a **series of interesting decisions**" – Sid Meier, And it's our job as a team to make it interesting as possible. Science fiction may be the only narrative genre that's more often done better by games than by movies.

Course :
System analysis and
design

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Scenes Screenshot from unity (Version 1):

Scene1 -> level 1(fire scene):



Scene1 -> level 2(stones scene):



2. Game Overview:

2.1 Game Concept:

Empire of darkness is the place where the player can learn and enjoy at the same time.

2.2 Genre:

Action

2.3 Target Audience:

- Our target audience would be 15+ as coding isn't for children groups, it may seem hard to them.
- Empire of darkness game targets traditional gamers, people who want to learn coding and people who like science fiction and action by adding interests like "aliens, infected people and boundaries that make the game more interesting".
- Traditional gamers. Younger groups (15-35) and male, these are savvy gamers with decent-quality computers. They buy games from game stores. When they play games, they tend to play for at least an hour.
- Gamers required to have a decent quality-computers in order to play the game without any delay.
- It is important for the users to have any background knowledge about programming to solve first coding problems.
- Both genders male and female can play this game.
- Empire of darkness main audience is the one who want to integrate learning with fun and that is the main objective of the game.

2.4 Game Flow Summary:

When the player starts the game, he gets put into a Third-Person Shooter view where he gets to face head-to-head to the infected people and he has to avoid them in order to survive. Every time the player successfully avoid an infected person ,the main character receives a "Coin" as a reward which then he can buy various items later in the stage to help him finish his missions and/or unlock different items. The player will be jumping over obstacles and avoiding infected people in different stages and environments. At the end of every stage the player either has to fight a monster which are structured from Fire, Stone, Water and Forest or Johan has to hack into the chips controlling the monsters. The environment of the game is related to the monster the player fights at the end, for example if the end monster is a Fire monster the gameplay would have flames, flared and glowing theme. Also the player has to hack the software with the programming language he learned throughout the stage.

There are 4 levels: Level contain of two scenes:

First scene: The player will try to avoid infected people (don't kill them).

Player avoiding infected people while infected people are trying to kill and harm the player as they all thought that the player is a source of danger. Game flow: Main player in the first scene will be constantly

running for two reasons: first reason to save his wife and daughter in minimal time (to attain his goal in minimal time) Second reason: player is already frightened from the terrifying environment surrounded by Jonah.

Second scene:

Obligatory, Jonah has to fight the dreadful and grisly monster .If the player can't vanquish and beat the monster, another choice will be presented. The other choice is to solve C++ or C# code while giving the player hints about how to solve the code. Main player will be in fighting mode or coding mode or both. Player In order to pass the level, the player has to fight and kill the level monster

2.5 The basic Look and Feel:

The basic look and feel is stylishly gloomy, the game offers a polarizing whirl of arresting visuals and nourish action, the city has a World War II dreariness, has details from different eras and architectures that are changed by the aliens. It includes themes of darkness, as there appears to be no sun in the city's world. The aliens are energy beings who reside in dead human bodies.

3. The Inscribed layer:

3.1. Inscribed mechanics

3.1.1 Objectives

- The player has to reach the software that controls infected people in order to save humankind specially his wife and daughter.

Process to achieve objective:

- At the beginning, the player has to avoid infected people and jump over obstacles to receive coins that helps him to finish the missions and go to the next level.
- At the end of each stage, the player has two options either to fight a monster or to hack into the chips controlling the monster to end the stage.
- To end the game, the character has to hack the main-software with the programming language he learned throughout the stages.

3.1.2 Play Flow:

- The player starts the game running in a platform “appearance depends on level”, in the platform the player will face head-to-head the infected people and he has to avoid them.
- The player will be jumping over obstacles and avoiding infected people in different stages and environments.
- Every time the player successfully jump over obstacles or avoid an infected person, the main character will receive coins as a reward .Coins can buy various items later in the stage to help the player finish missions and/or unlock different items.
- If the player clashes with obstacles or infected people, the player health will decrease.
- The Coins will help the character to buy a weapon, health or take hints for solving the coding problem.
- The game is dividing into four levels, at the end of each level the player either has to fight a monster or hack the chips controlling the monsters by solving a coding problem.
- To end the game, the character has to hack the main-software with the programming language he learned throughout the stages

3.2 Rules

3.3 Implicit and explicit.

Introduction before main rules:

There are 4 levels: Level contain of two scenes:

First scene: The player will try to avoid infected people (don't kill them).

Player avoiding infected people while infected people are trying to kill and harm the player as they all thought that the player is a source of danger. Game flow: Main player in the first scene will be constantly running for two reasons: first reason to save his wife and daughter in minimal time (to attain his goal in minimal time) Second reason: player is already frightened from the terrifying environment surrounded by Jonah.

Second scene:

Obligatory, Jonah has to fight the dreadful and grisly monster .If the player can't vanquish and beat the monster, another choice will be presented. The other choice is to solve C++ or C# code while giving the player hints about how to solve the code. Main player will be in fighting mode or coding mode or both. Player In order to pass the level, the player has to fight and kill the level monster

Main rules:

1. In order to finish the whole game the player has to fight and kill the 4 monsters (each level include one monster at the end of level).(implicit)
2. If the player didn't succeed in killing the monster, the player will be offered another choice .the other choice is to solve C++ or C# code while giving the player hints about how to solve the code. (explicit)
3. Player health will decrease gradually when player collide with infected people. (explicit)
4. Player health will decrease gradually when player is attacked by infected people. (explicit)
5. Player can fight monsters but he can't fight infected people (as wife and daughter maybe one of this infected people). (implicit)
6. After killing the 4 monsters and entering the power based-software room, the player has to code to finish the game. (explicit)
7. Player must finish a level to go to another level. No short cuts. (implicit)
8. Player health will be initialized by 100% at the start of each level. (explicit)
9. When player hits an infected people, health decreases by 20 %.. (explicit)
10. In the middle of any level , there might be a special kit to increase health by 40 %(explicit)
11. Avoiding an infected people is done by jumping over the barrier or crawl under the barrier. (implicit)
12. If the player died due to collision or attack by infected people, player will be transmitted to the last checkpoint. (explicit)
13. If the player die more than 4 times consecutively, player will be transmitted to the beginning of the level. (explicit)
14. A resource (coin) is given whenever the player avoid an infected person. (explicit)
15. Between the first and the second scene, there will be a shop to buy health or weapon kits for battling the monster. (explicit)
16. In order to buy a specific item from the shop, the player must have a required amount of coins. (implicit)
17. Hints will be given to player before the coding phase. (explicit)
18. As the player proceed to next level the number of infected people (slave) increases. (implicit)

Maybe if there is time those will be in the game:

19. in the shop , Player can buy an infected person(slave) to help him through the level by giving the player health kits or weapons(explicit)
20. Salve is limited, he is available for limited seconds. (explicit)
21. Each level is harder than the level before it. (implicit)
22. Environment and monster change with each level. (explicit)
23. Player can change weapons when he Is fighting the monster(explicit)

3.4. Spaces and Boundaries

Edges of the mechanical and simulation world created by aliens.

In each level there are different edges but all environments are inside the world created by aliens.

Boundaries of first level are edges of the fire environment.

Boundaries of second level are edges of the stone environment.

Boundaries of third level are edges of the water environment.

Boundaries of fourth level are edges of the forest environment.

3.4.1 Physics:

- Aliens make a simulation world and added to that world a sample of people, and surrounded that world by a dome.
- Aliens control this simulation world by software.
- Aliens put many obstacles such barriers, monsters, and complex coding problem to make reaching the software impossible.

3.4.2 Movement in the game:

- First, the player will face obstacles and infected people. The player must avoid them to receive Coins.
- Second, after passing the first stage, the player has two options either to fight a monster or solving a coding problem.
- Third, after passing the second stage, the player has to hack the main software by solving a very complicated coding problem with the programming language he learned

3.4.3 Objects:

- Coins, Health and weapons are the only components that can be picked.
- Passing through objects means picking up them which will increase your resources depending on type of object
- Other obstacles don't move through the game nor can the player move them (static objects) except for a box that the player can move to open hidden doors.

- At the end of the stage, there is a market to buy items like weapons and health using coins
- The weapons help the player to kill the monsters.

3.4.4 Player Relationships:

- Single player vs. Game.
- The player has to pass all the stages by jumping over the obstacles, faces the monsters, and solves the complex coding problem to finish the game.

3.4.5 Resources:



- Objects that hold value in the game are health of the player, health of monsters coins and weapons.
- The health decrease when the player clashes with any of the obstacles or the infected people.
- The coins increase if the player collects coins by jumping over the obstacles without clashing.
- The coins help the player to buy items from the market.
- The health and weapons have different values in the market.
- The health of the monster decrease when the player shot him by weapon.

3.4.6 Tables

Probability:

- A table could show the number of coins.

- A table could show the amount of health left.
- A table could show how many weapons the player has.

Progression:

The game will be harder after each level and ends with the hardest one.

Player abilities increase with the increase of level as: Running fast, jumping higher and more weapons to fight the monster.

Coins are transmitted with the player to the next level.

Playtest data:

Will be used in the implementation phase but for now there is no testing done.

4. Inscribed Aesthetics:

- 4.1.1 :

The general look and feel of the overall world is stylishly gloomy, the game offers a polarizing whirl of arresting visuals and nourish action, the city has a World War II dreariness, has details from different eras and architectures that are changed by the aliens. It includes themes of darkness, as there appears to be no sun in the city's world. The aliens are energy beings who reside in dead human bodies. The player has the ability to walk, run and jump to avoid aliens and pass by them, also he is able to hide under dark spots, furthermore in the stage the player gets to fight a monster which he can attack with weapons and items he gathered earlier throughout the stage, in addition to the ability to purchase help and aiding items at a store with the coins he win.

- 4.1.2:

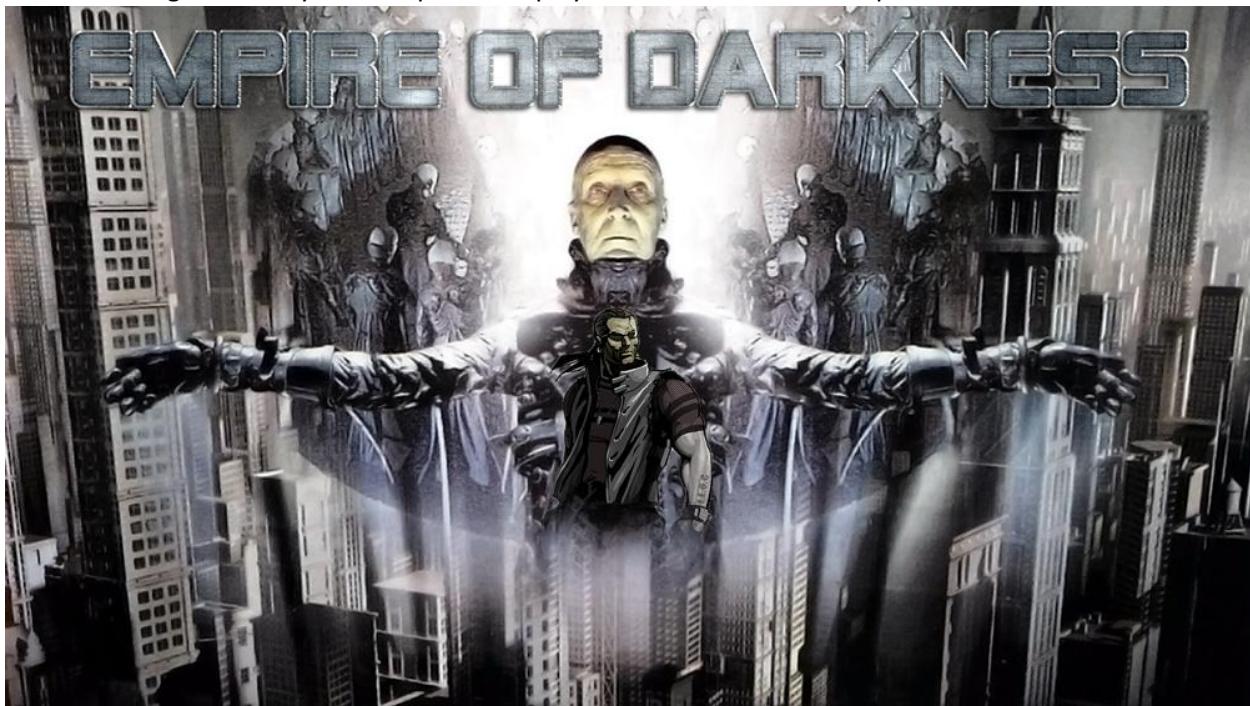
There are 4 levels in the game: Fire level, Stone level, Water level, and Forest level. Each individual level has discrete physical characteristics. Fire level has flames, blazes and fire storms everywhere, the player has to avoid fire obstacles such as campfire or shooting fireballs, also at the end there is a dragon monster shoots fire that blends with the fire level feel. Stone level has grits and rocks ubiquitously, where some of the obstacles would be falling boulders and rocks, at the end the user has to face a stone-like monster that throws rocks at the player. On the water level contains various aquatic areas and elements like rivers the user has to jump over, malicious fishes that he has to avoid and waterfalls, on the finale of the level the player gets to fight an aquatic looking monster that shoots immense amount of water and spawns malicious fishes that could hurt the user. Forest level has many precise elements like trees, bushes and trunks as obstacles, the player can hide in the bushes and has to jump over trunks and avoid falling trees, finally the player faces a giant tree trunk monster that throws branches and calls attacking crows.

- 4.1.3

The music, soundtracks and sound effects have a frightening and chilling effect on the player that puts him right into the actions happening in the game, most actions have sound effects to put the player in a parallel world and petrify him.

- 4.1.4

At the end of every level there is a splash screen that state the end of it which is highly related to the theme of the game. Every level acquires the player to finish it in order to proceed into the next one.



5. Inscribed Narrative

5.1. Narrative

Premise:

Under the administration of group of aliens, a mechanical and simulation world have been created. Aliens have populated that world with a sample of real people for experimental purposes. By inserting chips into real people, Aliens have the ability to control people mentally and physically. Chips have fulfilled their tasks effectively except for one phenomenal creature his name is "Johan". All Johan's family was taken through the sample. After the disappearance of Johan's wife and daughter, Johan's presently main goal is to save his wife and daughter. A slave called "Sentrino" have considered johan as a master and will support him through missions. Johan's mission is to destroy the 4 monsters which are guarding the software .After destroying the 4 monsters, Johan has to hack into the software to free all infected people.

Plot elements:

First step: Exposition:

Game takes place in a simulation world

- *Johan background:* Before johan was kidnapped, he used to work on chemical equations .While working on those violent interactions, johan has originate a chemical product "dnaman" that can increase human power by manipulating the dna of any human. The only one who tried the "dnaman" was johan .So that's the reason why Johan has powerful gene that prevents him from being controlled
- *Sentrino background:* -Every day at midnight, all the slaves are mind and body manipulated except one his name is Sentrino -There is a problem in the chip that was embedded in Sentrino, that problem give him the advantage of remembering residuals of memory that can help Johan to skip barriers and difficulties.
- *Alien background:* -Aliens have a boss his name is Deacon, Deacon is the brain that organize the plans to protect the software.

Second Step: Rising action

Occurs when the main character has waked up to find himself in a strange world .Currently Johan has to fight the whole extraordinary world for gaining freedom. Rising action presented as how player tries to avoid infected people to fulfil his goals and destroy monsters and huge machines.

Third step: Climax: the point of high intensity of drama will occur when johan is finally fighting the latest and strongest monster, only one step is left to fulfil a exhausting goal.

Fourth step: falling action Arises when johan finally beat the last monster, hacked into the controlling software and have given the freedom to all human kind.

Fifth step: Resolution: Plot twist: After killing all 4 monsters and hacking the power-based system .Johan's was shocked into realizing that he couldn't get back to the real world.

Game progression in steps:

1. Johan awakens in his own bath with soap covering all his body, suffering from partial-amnesia "bokito". Although he cannot remember anything but deeply inside Johan realized that he had a wife and a daughter in which he loves them to a great extent (related to story only).
2. Johan met Sentrino (related to story only).
3. Johan will be directed to the fire environment (1st level).
4. Face head-to-head with the infected people and he has to avoid them in order to survive.
5. Face the fire monster
If (johan beat the fire monster or code to hack the system) -> Proceed to next level
6. Johan will be directed to the stone environment (2nd level).
7. Face head-to-head with the infected people and he has to avoid them in order to survive. (harder than the previous level)
8. Face the stone monster
If (johan beat the stone monster or code to hack the system) -> Proceed to next level
9. Johan will be directed to the water environment (3rd level).
10. Face head-to-head with the infected people and he has to avoid them in order to survive (harder than the previous level).
11. Face the water monster
If (johan beat water monster or code to hack the system) -> Proceed to next level
12. Johan will be directed to the forest environment (4th level).
13. Face head-to-head with the infected people and he has to avoid them in order to survive (harder than the previous level).
14. Face the forest monster
If (johan beat forest monster or code to hack the system) -> finish game

Cut scenes:

- Sequence in a video game that is not interactive, breaking up the gameplay

Possible:

- Cut scene (static)
Script: Sentrino (slave) give hints between each level
Actor: Sentrino
Space: depend on each level
- Script: Interactive cut scene between each levels ex: press 'x' to go the next level with the background of the main character
Space: mechanical world
- Script: Interactive cut scene at the start of the game
Character: johan

Space: mechanical world

- If there is time:
 - script: johan (player) hacking the software to free people
 - Actor: johan
 - Space: forest environment (last level).
- First cut scene (animated)
 - Script: when johan waked up to find himself in a mysterious world
 - Actor: johan
 - Space: mechanical world
- Script: After beating each monster Deacon appears with an anger on his face and wishing that johan won't pass the next monster
 - Actor: Deacon
 - Space: mechanical world

5.2 Game world:

Game boundaries are the edges of the Simulation world, so technically the game world is the simulation world

What is the simulation world?

In a galaxy far, far away exists the simulation world, the simulation was created by a group of evil aliens. Actual reason for creating the world: for torturing human kind as they believe that human kind are much smarter than them.

Superficial reason for creating the world: For experimental use, evil aliens have told that reason to sincere aliens in order that good evil can help them in building that simulation world.

Mechanical world consist of 4 environments:

- 1st environment is the fire environment (1st level)

Description: all objects, backgrounds, mountains and monsters in the fire environment are created from fire material, those components are designed and manufactured by the aliens.

With all the flames ,fire object and infected people, the fire environments is actually hotter than all the other environments which makes it harder in movement to the main character. But since johan has powerful genes, those obstacles won't bother him.

- 2nd environment is the stone environment (2nd level)

Description: all objects, backgrounds, mountains and monsters in the stone environment are created from stone material, those components are designed and manufactured by the aliens.

Stone Environment is surrounded by a falling objects from mountains including stones, rock and some bizarre particles .Johan must avoid infected people and those obstacles for his main purpose

- 3rd environment is the water environment (3rd level)

Description: all objects, backgrounds, mountains and monsters in the water environment are created from water material, those components are designed and manufactured by the aliens.

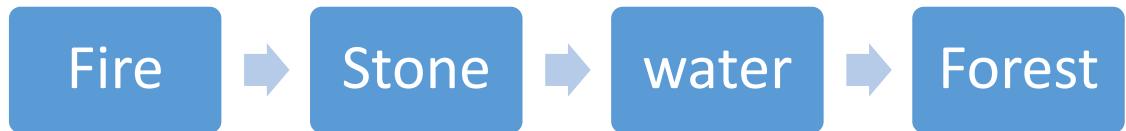
Water environment is populated by infected people, waterfalls, dangerous pounds and evil water creatures.

- 4th environment is the forest environment (4th level)

Description: all objects, backgrounds, mountains and monsters in the forest environment are created from forest material, those components are designed and manufactured by the aliens.

Forest is populated by infected people, dark evil and old trees. Atmosphere in the forest environments is a bit weird. It's always windy and the sky above is always full of tumultuous, dark, ragged clouds.

- Connection between areas:



At the end of the fire environment, the stone environment exists

At the end of the stone environment, the water environment exists

At the end of the water environment, the forest environment exists

5.3 Characters:



Main Character (Johan):



Personality: Johan has powerful gene that prevents him from being controlled, the main goal of Johan is to save his wife and daughter by destroying the software.

Johan has a strong desire and determination that will help him to save the human kind

He cares a lot about his family. Main objective is to save his wife and daughter.

Johan background: Before johan was kidnapped, he used to work on chemical equations .While working on those violent interactions, johan has originate a chemical product "dnaman" that can increase human power by manipulating the dna of any human. The only one who tried the "dnaman" was johan .So that's the reason why Johan has powerful gene that prevents him from being controlled

Appearance: A strong, handsome and tough man.

Animation:

- Run towards one side
- Jump
- Fight

Ability:

- Running very fast.
- Fighting tough monsters.
- Sharp mind to solve mazes.

Relevance to the story and relationship to other characters:

-There are obstacles and barriers that Johan has to face in order to destroy the software.
-Johan must pass 4 levels to reach the software.

-Before each monster Johan must avoid barriers and infected people to get coins. Coins help "Johan" to buy weapons, kits or slave.

-Weapons and kits help Johan in killing the monsters.

-Slave (Sentrino) help Johan to solve the coding problems by giving hints to him.

-In each level Johan has a choice to choose between two options. First, fight the monster. Second, solve a coding problem. After killing all the monsters, he will reach the software.

Slave



(Sentrino):

background: Every day at midnight after 12 clock, all the slaves are controlled except one slave his name is Sentrino.

There is a problem in the chip that was embedded in Sentrino, that problem give him the advantage of remembering residuals of memory that can help Johan to skip barriers and difficulties.

Personality: He is a caring, helpful and honest slave (infected person). He wants to be free again which shows that Sentrino is a courage person despite of the torture Sentrino have seen.

Appearance: Green, weak creature

Animation: no animation for Sentrino .Sentrino just appear in the cut scenes to give hints

Abilities: ability to speak

Relevance to the story and relationship to other characters:

Sentrino helps Johan to solve the coding problems by giving him hints, and kits to kill the monsters.

Monsters:



-There are 4 monsters that protect the Software.

-In each level there is a monster.

- 1'st level there is “fire monster”.
- 2'nd level there is “Stone monster”.
- 3'rd level there is “Water monster”.
- 4'Th level there is “Forest monster ”.

Animation: Fight

Ability: abilities increase with the increase of each level

Fire monster: can fight only

Stone monster: can fight only

Water monster: can fight only

Forest monster: can walk and fight.

Relevance to story and relationship to other characters:

- Try to Disrupt Johan from reaching the power-based software.

Aliens:

Don't appear in the game SO some characteristics won't be mentioned

-Aliens have made a simulation world and added to that world a sample of people, and surrounded that world by a dome.

-Aliens have inserted chips inside people's forehead to control them, Aliens control the people by software.

-Aliens have a boss his name is Deacon, Deacon is the brain that organize the plans to protect the software.-Deacon put many obstacles such as monsters, coding problems and barriers to make reaching the software impossible.

5.4. Plot

5.4.1. The sequence of events that take place in the story

Johan awakens in his own bath with soap covering all his body, suffering from partial-amnesia”bokito”. Although he cannot remember anything but deeply inside Johan realized that he had a wife and a daughter in which he loves them to a great extent. After a while he started to remember things while exerting a great effort in recalling memories. Jonah then recognized that something is wrong, buildings are the same, environment is the same, but there was a difference in the smell of air and structure of life. Johan explores the city, where he realized that it is perpetually night, people looking different than normal

as if people were infected by an unknown disease. Johan concepts and memories were gone with the wind that differentiation between good and evil was a difficult issue for him. While Johan was exploring the city, a strange incident happened, one of the infected persons "Sentrino" was looking at Johan as if that infected person still got Residuals of memories and hopes that Johan is going to rescue them from that infection.

Johan walked to that Sentrino asking him of what has gone in that world. Sentrino responded that the world both are living in it is not the real earth, and all of what they can see is a mechanical and simulation world under the administration of a group of aliens. After hearing that new, Johan was shocked and told Sentrino "aliens invaded earth". Sentrino replied with a 'no' answer And explain to him that us who live with them, not vice versa, and that after 12 o'clock that mechanical world is changed into a maze. And at 12 o'clock every day the aliens appear with their giant machine and start controlling infected person, monsters and other dark creatures. Sentrino then pointed to Jonah's arm and told him that aliens can control us through a chip embedded in our forearm, and that chip during time will destroy the body and mind as it give infected people the shape of daemons cursed from god. Sentrino was shocked because Jonah's chip wasn't activated. Sentrino then screamed out loud and he couldn't believe that Jonah's is the free man in the country of slaves.

Sentrino then stated that if Jonah's have the will to free all of infected persons, Sentrino would consider Jonah's as a master and will give him hints through the journey. After thinking deeply, Jonah' has agreed to do that mission not because he wanted to save the world but because he wants to save his wife and daughter and see them again. Sentrino explained that for Johan's to stop the effect of those chips, Johan's needed to learn a coding language for the purpose of hacking the major power system and free all of infected people. But to reach the main power system it's a bit complicated .Johan's has to fight 4 monsters made by aliens. Secrets to kill those monsters either to learn coding and hack their chips or to be engaged in a fierce battle.

Monsters include a mysterious black dragon named "Rock", an orange lemur known as "fire", a tree of type Sequoia sempervirens named "forest" and a water-dwelling creature known as "water machine".

Plot twist: After killing all 4 monsters and hacking the power-based system .Johan's was shocked into realizing that he couldn't get back to the real world.

5.4.2 Synopsis

Synopsis: All levels have the same path, the only difference is the intensity of opponents

Level 1 synopsis: player must know some important knowledge which will be represented at the beginning of the game as: Main character, infected people and aliens' background.

Those knowledge will invoke player's emotions and increase the amount of interest toward the game.

Objective: to pass fire monster to reach the machine .But after beating the fire monster, player will recognize that he must beat the stones monster in order to achieve the machine.

Critical path: player must avoid infected people by jumping or crawling. After that the player must beat the monster or answer a code question to proceed to the next level.

Level 2 Synopsis::same as level one, the only difference are the intensity of monsters and monsters itself.

Level3 Synopsis::same as level one, the only difference are the intensity of monsters and monsters itself.

Level 4 Synopsis::same as level one, the only difference are the intensity of monsters and monsters itself.

5.5 Inscribed technology:

Target hardware: PC

Development hardware and software, including Game Engine:

Game engine: Unity using C#

Minimum requirements:

Processor: Intel i3

Ram: 512MB

GPU: AMD 512

Hard disk size: 2 GB

Paper technology:

Randomizers: Capacity and value of coins in each level

State tracking

1. Coins Tracking
2. Score Tracking
3. Slaves sheet
4. Health sheet
5. Character(weapon) sheet

Progression:

Coins, health and weapons