**Implementiert**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Tile | Kürzel | Movable | Damage L/A | Loot/View | Need Item | Sehbar neben |
| Grass | Gras | yes | 0 | Maybe? | 0 | ja |
| Wall | Wand | No | 0 | 0 | 0 | ja |
| Wald | Wald | No | 0 | 0 | 0 | ja |
| Gift | Gift | yes | 1/1 = 1/0 1/0=0/0 | 0 | 0 | nein |
| OffenTür | OTur | yes | 0 | 0 | 0 | ja |
| VerschlossenTür | VTur | No/Yes | 0 | 0 | Key | ja |
| Wasser | Wass | No | 0 | 0 | 0 | ja |
| Keys | Keys | yes | 0 | 1 | 0 | nein |
| Heal | Heal | yes | 0 | ∞ | 0 | nein |
| Armor | Schi | Yes | 0 | 1 | 0 | nein |
| Haus | Haus | no | 0 | 0 | 0 | ja |
| Bomb | Bomb | yes | 0 | 1 | 0 | nein |
| Rock | Rock | No/Yes | 0 | 0 | Bomb | ja |
| Hinweis | Hinw | yes | 0 | 1 | 0 | ja |
| Start | Star | yes | 0 | 0 | 0 | ja |
| Ende | Ende | yes | 0 | 0 | 0 | ja |
| Life Max | Lmax | yes | 0 | 1 | 0 | nein |
| Person | Pers | yes | 0 | >=1 | 0 | ja |
| Schleifsteine | Swor | yes | 0 | 1 | 0 | nein |
| Kommentar | Kome | yes | 0 | 1 | 0 | nein |
| Dornen | Dorn | yes | 1/0 | 0 | 0 | ja |
| DornenWand | Dwal | No/Yes | 0 | 0 | Schleifsteine | ja |
| Schiff | Ship | nein | 0 | 0 | 0 | ja |
| Cave Wand | Cave | nein | 0 | 0 | 0 | Ja |
| Boden | Bode | yes | 0 | Maybe? | 0 | ja |
| Lava | Lava | yes | 2/0 | 0 | 0 | Ja |
| Steg | Steg | yes | 0 | Maybe? | 0 | Ja |
| Strasse | Stra | yes | 0 | Maybe? | 0 | ja |
| SteinHafen | Stha | yes | 0 | Maybe? | 0 | ja |
| Tribut Durchgang1 | Tga1 | no/yes | 0 | 0 | 100 Gold | ja |
| Tribut Durchgang2 | Tga2 | no/yes | 0 | 0 | 2000 Gold | ja |
| Early Guard | Guar | yes | 0 | 1 | 0 | ja |
| Ofen | Oven | no | 0 | 0 | 0 | ja |
| Gasse | Gass | yes | 0 | Maybe? | 0 | ja |
| Impassable door | ITur | no | 0 | 0 | 0 | ja |
| Handel KaufArmor | TrAK | yes | 0 | 1 per Price | 0 | ja |
| Handel KaufSchleif | TrSK | yes | 0 | 1 per Price | 0 | ja |
| Handel Kauf Key | TrKK | yes | 0 | 1 = 1000 Gold | 0 | ja |
| Handel Sell Schleif | TrSS | yes | 0 | 1 per Sell Price | Schleifsteine | ja |
| Handel Sell Armor | TrSA | yes | 0 | 1 per Sell Price | Armor | ja |
| Handel Sell Bomb | TrSB | yes | 0 | 1 per Sell Price | Bomb | ja |
| GeldBerg | Coin | yes | 0 | 3000 Gold | 0 | ja |
| CastleWall | Cwal | no | 0 | 0 | 0 | ja |
| Villa | Vill | no | 0 | 0 | 0 | Ja |
| Busch | Bush | no | 0 | 0 | 0 | Ja |
| BanditTokendoor1 | Bto1 | No/Yes | 0 | 0 | 2 Ban Tokens | ja |
| BanditTokendoor2 | Bto2 | No/yes | 0 | 0 | 8 Ban Tokens | ja |
| Bank | Bank | no | 0 | 0 | 0 | ja |
| Plaza | Plas | yes | 0 | Maybe? | 0 | ja |
| Block | Blck | no | 0 | 0 | 0 | nein |
| Steinmauer(Kirche) | Stmk | no | 0 | 0 | 0 | ja |
| Altar | Alta | no | 0 | 0 | 0 | Ja |
| PriestHeal | PHea | yes | 0 | ∞, 100 gold per Use | 0 | ja |
| Cheat | Chea | yes | 0 | 5000 Gold per use, Armor =0 Max Life= 3  Schleifsteine= 0 Bomb=0 | 0 | Nein aber gibt Hinweise voher al Warnug |
| Guard Captain | GuaK | yes | 0 | 150 gold | Per Token | ja |
| Dach | Dach | Yes | 0 | 0 | 0 | ja |
| Möbel | Mobl | no | 0 | 0 | 0 | ja |
| BedHead | Bedh | no | 0 | 0 | 0 | ja |
| BedBody | Bedb | no | 0 | 0 | 0 | ja |
| Fire | Fire | yes | 1/1 | 0 | 0 | ja |
| Teppich | Tepp | yes | 0 | Maybe? | 0 | ja |
| Event Door | ETur | No/yes | 0 | 0 | 0 | ja |
| Mayor | Mayo | no | 0 | 0 | 0 | ja |
| Electric Trap | Etra | yes | 1/2 | 0 | 0 | nein |
| Treppe | Trep | yes | 0 | 0 | 0 | ja |
| Hebel | Leve | yes | 0 | 1 use | 0 | ja |
| Sewer | Sewe | yes | 1/1 = 1/0 1/0=0/0 | 0 | 0 | ja |
| MagicBook | Mboo | yes | 0 | 1 | 0 | nein |
| Leverdoor | LTur | No/yes | 0 | 0 | Lever | ja |
| Gitter | Gitt | no | 0 | 0 | 0 | ja |
| Feld | Feld | yes | 0 | Maybe? | 0 | ja |
| Feldweg | Fweg | yes | 0 | Maybe? | 0 | ja |
| Häuslein | Hous | no | 0 | 0 | 0 | ja |
| Mühle | Muhl | no | 0 | 0 | 0 | ja |
| Mountain | Moun | no | 0 | 0 | 0 | ja |
| Brücke | Bruh | yes | 0 | Maybe? | 0 | ja |
| Magicschield | Masd | No/yes | 0 | 0 | X Magic | ja |
| Questdoor |  |  |  |  |  |  |
| Quest |  |  |  |  |  |  |
| QuestWolf |  |  |  |  |  |  |
| QuestWolfBear |  |  |  |  |  |  |
| QuestBandit |  |  |  |  |  |  |
| Zaun |  |  |  |  |  |  |
| WirtHeal |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

## Encounter

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Enemy | Kürzel | Kill == | elseDamage | Escape? | Loot | Sehbar |
| Bandit | Band | 1S+1A | 2L | Yes =1L | 200gold and 1 Token | no |
| Bandit Kä | BanC | 2S+1A Or 1B | 3L | Yes =3L | 2000Gld | yes |
| Guard | GuaA | 1S+1A | 2L | Yes =1L | 200 Gold | yes |
| Guard Kä | GuaK | 2S+2A Or 1B | 3L | Yes =2L | 1000 Gold | yes |
| EliteGuard | GuaE | 1S +2A | 2L | Yes =1L | 400 Gold | yes |
| Goblin | Gobl | 1S | 2L | Yes= 0L | 100 Gold | no |
| GoblinKing | GobK | 3S+2A Or 1B | 4L | Yes= 3L | 3000 Gld | yes |
| BlackKnight | Blkn | 99S+99A | 999L | No | 0 | yes |
| Wolf |  |  |  |  |  |  |
| Bär |  |  |  |  |  |  |
| Attentäter |  |  |  |  |  |  |
| smallMoney | scoi | 0 | 0 | yes | 200 Gold | no |
| Large Money | Lcoi | 0 | 0 | yes | 500 Gold | no |

### Loot

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Item | Buy | Sell | Usable multi maps | Perma | Quest |
| Armor | 200 | 100 | yes | no | no |
| Bomb | 300 | 200 | yes | no | no |
| Keys | 1000 | - | no | no | no |
| Schleifsteine | 200 | 100 | yes | no | no |
| Magic book | - | - | yes | yes | no |
| Bandit Token | - | 150 | Maybe? | no | yes |
| Questitem |  |  |  |  |  |
| Wolffell |  |  |  |  |  |
| Bärfell |  |  |  |  |  |

\_Grid

|  |  |  |
| --- | --- | --- |
| Depth |  |  |
| 0 | Felder | Grass,Wand usw |
| 1 | Player | Spieler Figur Position |
| 2 | Loot | Gold, Armor = 1 mal lootbar |
| 3 | Money | Goldmenge |
| 4 | Encounter | Enemy encounter |

Noch geplant/ oder Ideen

Teleporter

Skelette

Zwerge

Elfen

Respawns

Boot

Gegengift

Magie Gegner

Mehr Events

Timer

Wiederkehrende Charaktere

Level

Ausdauer

Permanente Rüstung/ Schleifsteine

Eastereggs

mehr nutzen für Mana

Gift wird nicht Sichtbar basta!!!!

Charakter Lader(Datenbank(nicht auf dem Form aber Extern und mit hilfe von static speichern und Laden))=Namen geber charakter.

Lore weiter erstellen

mehr anschaubares

mehr schlechte witze

Perfekt Stats anzeige

Armee

bis zu 20 maps