**Life At Level**

**Core Stats**

1. **EXP (Experience Points)** – Gained from battles and tasks to level up.
2. **HP (Health Points)** – Determines how much damage the player can take.
3. **MP (Mana Points)** – Used for skills and abilities.
4. **EN (Energy Points)** – Consumed for physical actions like running, attacking, or dodging.

**Primary Stats**

1. **STR (Strength)** – Increases physical attack power.
2. **AGI (Agility)** – Affects movement speed and attack speed.
3. **INT (Intelligence)** – Boosts magic power and mana pool. (Increases MP by +10)
4. **VIT (Vitality) –** Increases max HP. (Increases HP by +10)
5. **DEX (Dexterity)** – Improves accuracy, critical hits, and ranged attacks.
6. **END (Endurance) –** Increases Energy (EN) pool and physical defense. (Increases EN by +10)

**Additional Stats (Optional)**

1. **Charisma (CHA)** – Affects NPC interactions and persuasion.
2. **WIS (Wisdom) –** Increases mana pool and magical defense. (MP by +20)
3. **LUK (Luck)** – Affects loot drops and random effects.
4. **Control (CTRL)** – Governs precision in abilities, summoning, creation, and advanced magic.

**Initial Values**

HP = 10

MP = 10

EN = 10

**Levelling up curve**

**XP=100 × (Level^2)**

Level **1 → 2**: **100 XP**

Level **2 → 3**: **400 XP**

Level **3 → 4**: **900 XP**

Level **4 → 5**: **1600 XP**

**Level 5 → 6:** 2500 XP

**Level 6 → 7:** 3600 XP

**Level 7 → 8:** 4900 XP

**Level 8 → 9:** 6400 XP

**Level 9 → 10:** 8100 XP

**Level 10 → 11:** 10,000 XP

So, on

Every time you level up, you gain +10 stat points. You start the game at Level 1 with 0 stat points to spend.

**Time**

There are 5 different times: - **Morning, Noon, Evening, Night, Midnight**

**Days: -** Days increase every-time you reach morning

**Catalogue Button**

Consists of Button for Skills, Inventory and stats.

**Skills Button**

There are 2 different Primary types: - **Combat and Off-Combat.**

**Categories: -** All, Combat, Off-Combat, Physical

**Stats Button**

Shows all stats about the player.

**Inventory Button**

Shows Items, Item types: -

* Slime
* Potions

**Locations**

**Player's Bedroom**

* **Rest** – Recovers HP, MP, and EN. Advances time.
* **Meditate**– Grants EXP to the **Meditate Skill**, which contributes to MAX\_MP
* **Study** – Grants EXP to the **Study Skill**, which contributes to INT
* **Creation**– Allows you to create a space, dungeon, items, etc
* **Travel** - Change Location.

**Bathroom**

* **Rest** – Recovers HP, MP, and EN. Advances time.
* **Shower** -Recovers HP, MP and EN, advances time, grants WATER DEF.

**Garden**

* **Rest** – Recovers HP, MP, and EN. Advances time.
* **Go For a Run**– Grants EXP to the **Run Skill**, which contributes to MAX\_EN
* **Do Push-Ups** – Grants EXP to the **Push-Up skill**, which contributes to STR
* **Squats** – Grants EXP to squat skill, contributes to MAX\_HP

**SKILLS**

**Rest (Combat type/Recovery skill)**

**Level 1 – 50**(Basic Rest)

* **Off-Combat:** Advances time, restores **[(100 \* Rest Level) + (25% Max HP, MP, EN)]**.
* Grants Rest EXP = ceil (1.5 \* (MAX\_HP + MAX\_MP + MAX\_EN))
* **Combat:** Restores **(10 \* Rest LVL) + END**
* Grants Rest EXP = ceil (2.5 \* MAX EN)

**Push up (Off Combat Skill)**

**Level 1 – 50**(Basic Push Up)

* **Active:** Consumes **25% EN**, advances time
* grants **Push-Up EXP = (10 \* Push Up lvl) + Max EN**.
* **Passive:** Grants **STR = +1 per Level.**

**Squat (Off Combat Skill)**

**Level 1 – 50**(Basic Squat)

* **Active:** Consumes **25% EN**, advances time
* grants **Squat EXP = (Squat LVL \* 10) + Max EN**.
* **Passive:** Grants MAX\_**HP = +10 per Level.**

**Run (Off Combat Skill)**

* **Active:** Consumes **25% EN**, advances time,
* grants **Run EXP = (10 \* Run LVL) + ceil (0.75 \* Player.MAX\_EN)**
* **Passive:** Grants **MAX EN = +10 per Level.**

**Study (Off Combat Skill)**

* **Active:** Consumes **5% EN**, advances time
* grants **Study EXP = (25 \* INT)**.
* **Passive:** Grants **INT = +1 per Study Level.**

**Speech (Off Combat Skill)**

* **Active:** Consumes **5% EN**, advances time
* grants **EXP = 50 + (25 \* CHA)**.
* **Passive:** Grants **CHA = +1 per Level.**

**Practise Charm (Off Combat Skill)**

* **Active:** Consumes **5% EN**, advances time
* grants **EXP = (25 \* CHA)**.
* **Passive:** Grants **CHA = +1 per Level.**

**Meditate (Off Combat Skill)**

* **Active:** Consumes 2**5% EN**, advances time
* grants EXP: **(10 \* Meditate\_LVL) + MAX\_MP**
* **Passive:** Grants **MAX\_MP = +10 per Level.**

**Shower (Recovery Skill)**

* **Active:** Restores HP, MP, EN = ceil ((100 \* Shower\_LVL) + (0.15 \* MAX\_HP) + (0.15 \* MAX\_MP) + (0.15 \* MAX\_EN)) and advances time
* grants EXP: **50 + ((0.5 \* MAX\_HP) \* Shower\_LVL)**
* **Passive:** Grants **WATER\_DEF +1 per level.**

**Punch (Combat/Physical Skill)**

**Level 1 – 50**(Basic Punch)

* **Active: Consumes 5 EN.**
* **Physical DMG: (1 \* Punch Level) + (1 \* STR)**
* **EXP Gain: Grants Punch EXP = (50 \* Punch LVL) + (10 \* STR)**

**Kick (Combat/Physical Skill)**

* **Unlock Requirement: STR >= 10.**
* **Activate: Consumes 25 EN.**
* **Physical DMG: (1 \* Kick Level) + (2 \* STR)**
* **EXP Gain: Grants Kick EXP = (50 \* kick lvl) + (10 \* STR)**

**Strong Punch (Combat/Physical Skill)**

* **Unlock Requirement: STR >= 100.**
* **Activate: Consumes 100 EN.**
* **Physical DMG: (5 \* Strong Punch Level) + (5 \* STR)**
* **EXP Gain: Grants EXP = (75 \* Strong Punch lvl) + (15 \* STR)**

**Physical Endurance (Off Combat Skill)**

* **Unlock Requirement: END >= 10.**
* **EXP gained when taking physical DMG.**
* **EXP Gain: Grants Physical Endurance EXP = Enemy Physical Dmg \* Physical Damage Endurance LVL.**
* **Passive: Grants Physical\_DEF = +1 per Level.**

**Potion Proficiency (Off Combat Skill)**

* **EXP gained when using Potions or making them.**
* **EXP Gain: Grants EXP = 50 + (DEX \* LVL).**

**Health Potion (Combat/Recovery Skill)**

* **Activate: Consumes 1 Health Potion[type].**
* **Restores HP: Health\_Potion[type] + (10 \* Potion Proficiency Lvl) + (Health\_Potion\_Lvl \* 10)**
* **EXP Gain: (DEX \* 10) + (Health\_Potion\_Lvl \* 10)**

**Mana Potion (Combat/Recovery Skill)**

* **Activate: Consumes 1 Mana Potion[type].**
* **Restores HP: Mana\_Potion[type] + (10 \* Potion Proficiency Lvl) + (Mana\_Potion\_Lvl \* 10)**
* **EXP Gain: (DEX \* 10) + (Mana\_Potion\_Lvl \* 10)**

**Acid Potion (Combat/Elemental Skill)**

* **Activate: Consumes 1 Acid Potion**
* **ACID\_DMG = 100 + (10 \* lvl) + (5 \* DEX)**
* **EXP Gain: (DEX \* 10) + (Lvl \* 20)**

**Minor Regeneration (Combat/Recovery Skill)**

* **Unlock Requirement: VIT >= 10.**
* **Activate: Consumes 50 EN.**
* **Restores HP: (10 \* Minor\_Regen\_LVL) + VIT**
* **EXP Gain: (25 \* VIT) + (Minor\_Regen\_LVL \* 25)**

**Lowly Mana Regeneration (Recovery Skill)**

* **Unlock Requirement: WIS >= 10.**
* **Activate: Consumes 50 EN.**
* **Restores MP: (5 \* Lvl) + WIS**
* **EXP Gain: (25 \* WIS) + (LVL \* 25)**

**Magic Blast (Combat/Magic Skill)**

* **Unlock Requirement: INT >= 10.**
* **Activate: Consumes 50 MP.**
* **Magic DMG: (5 \* Magic\_Blast\_LVL) + (5 \* INT)**
* **EXP Gain: (100 \* Magic\_Blast\_LVL) + (10 \* INT)**

**Magic Seeker (Combat/Magic Skill)**

* **Unlock Requirement: INT >= 100.**
* **Activate: Consumes 500 MP.**
* **Attacks all Enemies**
* **Magic DMG: (10 \* Magic\_Seeker\_LVL) + (1 \* INT)**
* **EXP Gain: (100 \* Magic\_Seeker\_LVL) + (20 \* INT)**

**Minor Health Potion**

* **Cost = 100**
* **Sell price = 50**
* **Restores 500 HP**
* **Crafting Recipe = 10 Green Slime + Consumes 200 MP.**

**Minor Mana Potion**

* **Cost = 1000**
* **Sell price = 800**
* **Restores 1000 MP**
* **Crafting Recipe = 10 Magic Slime + Consumes 500 MP.**

**Acid Potion**

* **Cost = 200**
* **Sell price = 150**
* **Deals 100 Acid DMG**
* **Crafting Recipe = 10 Acid Slime + Consumes 50 MP.**

**Green Slime (Enemy)**

**Formula = HP = 10 \* lvl, PHYSICAL\_DMG = 1 \* lvl**

**Acid Slime (Enemy)**

**Formula = HP = 10 \* lvl, ACID\_DMG = ceil (5 \* lvl)**

**Poison Slime (Enemy)**

**Formula = HP = 10 \* lvl, Poison\_DMG = ceil (rand (2,8) \* lvl)**

**Lava Slime (Enemy)**

**Formula = HP = (5 \* lvl) +5, FIRE\_DMG = ceil (10 \* lvl)**

**Aqua Slime (Enemy)**

**Formula = HP = 20 \* lvl, WATER\_DMG = ceil (1 \* lvl)**

**Magic Slime (Enemy)**

**Formula = HP = 10 \* lvl, MAGIC\_DMG = ceil (25 \* lvl)**

**Metallic Slime (Enemy)**

**Formula = HP = 25 \* lvl, PHYSICAL\_DMG = ceil (1 \* lvl), PHYSICAL\_DEF = 5 \* lvl**

**Green-Slime (Monster Drop)**

* **Dropped from Green Slime.**
* **Sell price = 1**
* **Used in potion crafting**

**Acidic-Slime (Monster Drop)**

* **Dropped from Acid Slime.**
* **Sell price = 10**
* **Used in potion crafting**

**Poisonous-Slime (Monster Drop)**

* **Dropped from Poison Slime.**
* **Sell price = 10**
* **Used in potion crafting**

**Lava-Slime (Monster Drop)**

* **Dropped from Lava Slime.**
* **Sell price = 20**
* **Used in potion crafting**

**Aqua-Slime (Monster Drop)**

* **Dropped from Aqua Slime.**
* **Sell price = 10**
* **Used in potion crafting**

**Magic-Slime (Monster Drop)**

* **Dropped from Magic Slime.**
* **Sell price = 50**
* **Used in potion crafting**

**Metallic-Slime (Monster Drop)**

* **Dropped from Metallic Slime.**
* **Sell price = 50**
* **Used in potion crafting**