Battleground of Bravery

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## 1. UI

**Menus –**

* Menu class will automatically implement menus
* Menu will take a vector of strings, the labels for options, as well as a vector of functions, which will be called when its corresponding option is invoked. Each string will have the same index as its corresponding function.
* Menus will have an ascii border and standard layout handled by the class, the user will select an option by typing in its number (starting at 1)
* Optionally menus can have submenus, where instead of a list of strings, a 2D vector of strings is passed. In this configuration the first string in a vector will be considered the upper menu option, with its own number, and all options beyond that will be sub options, denoted like ‘2A’ or ‘4C’. The submenu option will be passed into the function corresponding to the super menu, and will not have its own function.

**Main Menu –**

* Opened when the game is started
* Options: 1 – Start (Random), 2 – Start (file), 3 – Replay, 4 – Quit

**Character Creation –**

* Each character will be input as an option and then the menu for that character will be displayed. On quitting the submenu, the selection will return to the character selection menu.
* 1. Name
* 2. Specialization:
  + Speed
  + Defense
  + Offense
* 3. Turn Order
* 4. Back

**Turn Menu –**

* Opens at the beginning of each player turn
* Options: 1 – Move, 2 – Attack, 3 – End Turn

## 2. Terrain

Terrain is a 7x7 grid where each cell can have certain special effects. These can pass on either positive or negative active effects to the tokens standing on it. Active effects will only activate if a token starts a turn on them.

**Buffs –**

* Additional Regeneration
* Higher Damage
* Extra Range
* Better Accuracy
* Shield

**Debuffs –**

* Poison
* Take More Damage
* Do Less Damage
* Reduced Accuracy
* Lower Range
* Reduced Movement Speed

## 3. Tokens

### Common

Each token will have health, a weapon, a damage modifier, and max movement value.

**Weapons –**

* Each weapon will have a base damage, range, hit chance, and (optionally) enchantment.
* Range can be Close Melee (1 tile), Far Melee (2 tiles), or Ranged (4 tiles).
* Enchantments add an active effect to the cell of an attacked enemy, or the cells around it in a specified pattern, with a chance of occurring independent of the hit chance.

### Enemy

At the beginning of each turn enemies will move towards and attack the nearest player.

**Weapons –**

* **Claws:** 2d4, Far Melee, 90%
* **Fangs:** 2d6, Close Melee, 85%
* **Spit:** 1d6, Ranged, 75%, Poison
* **Lash:** 1d8, Far Melee, 85%

**Classes –**

* Each class has a Name: danger level, weapon, movement speed, health, description
* **Wolf:** Minion, Fangs, 2
  + An abnormally aggressive wolf.
* **Goblin:** Minion, Claws, 1
  + A small humanoid creature with limited intelligence and abnormally strong aggression.
* **Whipvine:** Normal, Lash, 0
  + A large plant resembling a venus fly trap with long vines growing from its base. It seems as though the vines are moving, and the long spines growing from them seem quite unpleasant.
* **Beastman:** Normal, Claws/Fangs, 3
  + A large wolf-like humanoid with limited intelligence. It wears ratty clothes, and its glistening clays and frothed mouth make you wary of getting too close.
* **Vampire:** Elite, Daggers of Spite + Fangs (range +1), 3
  + An intelligent humanoid bearing Daggers of Spite. If close enough it will use both the daggers and its fangs.
* **Demon:** Elite, Broadsword of Wrath, 3
  + An intelligent humanoid bearing a Broadsword of Wrath. Its yellow eyes gleam at you, and you sense a strange magic hum around it.

### Player

The player controls player tokens each turn with a combination of the turn menu and the arrow keys. The turn menu will select the turn phase, and the arrow keys will determine the attack target or where the player moves.

\*note: weapons will need fine tuning during play testing

**Weapons –**

* **Daggers of Spite:** 3d4, Close Melee, 85%, Poison.
  + User reduces the chance of enemy attacks hitting them
* **Bow of Sloth:** 2d4, Ranged, 70%, Reduced Movement Speed.
  + Hit chance increases to 85% and damage to 4d4 if target is 2 tiles away or closer
* **Broadsword of Wrath:** 2d10 + 1d4, Far Melee, 90%, Take More Damage.
* **Bo Staff of Envy:** 2d4, Far Melee, 70%, [Player Choice]
  + Much higher likelihood of enchantment triggering
  + Range can increase to Ranged if player wants to, at the cost of not being able to do damage.
  + At the beginning of every turn the wanted enchantment can be selected from 4 possible, randomly selected at the beginning of the game.
* **Katana of Faith:** 1d4, Far Melee, 95%, [Player Choice]
  + At the beginning of the game 4 buffs are randomly selected (healing is guaranteed) and at the beginning of each turn the player may pick one. The buff will only be applied if a token is attacked with the katana, friend or foe.

## 4. Game Start

At the beginning of each game, a new 7x7 grid is spawned. It then imports data from a file or randomly generates.

**Random Generation –**

* 1-3 players are spawned and grouped together at a random location.
* Each player will go through customization with the Player Creation Menu.
* For each player 5 “points” are spent on enemy generation, with 3 points for Elites, 2 for Normals, and 1 for Minions.