“Dungeon of Slime”

Players will traverse a dungeon filled with Slime, Traps and Items.

1.Upon game startup the player will be given the option of starting with a fresh level one character or importing a character that was saved at the end of a previous session.

2. The Dungeon is randomly generated with multiple rooms. The objective of the player is to reach the exit room, which will take them to the next floor of the dungeon. (Players will always fight monsters either one level higher or the same level as the current floor. Traps will also cause damage proportional to the player’s health.)

3. Once a player reaches the exit room a new dungeon floor will be generated. (\*\*Do not skip over the exit room as any room that is skipped successfully cannot be reentered.)

4. Skipping rooms is possible but has a 50% failure rate which will activate whatever was inside the skipped room.

5. Item rooms will have items that increase either attack or speed or will heal the player for half their health. (Will not exceed max health)

6. Upon death the player will be asked if they wish to save their current character. Only one save file is permitted and any new saves will overwrite the previously saved character.

How far can you make it through “Dungeon of Slime”?