“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 level 1 character or a character of a level of their choosing. (\*\*Warning: Starting at a higher level will result in a deficit in Experience. Players will have to make up that Experience amount before their first Level Up)

2. The Dungeon is randomly generated, and scales based on your level. ( Players will always fight monsters either one level higher or the same level as the player. Traps will also cause damage proportional to the player’s health.)

3. Players will move through the dungeon rooms until a predetermined number of rooms are cleared and a stairwell appears. This will generate a new dungeon floor, continuing the cycle.

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 attack or speed or will heal the player for half their health. (Will not exceed max health)

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