

# A Tale of heros

## -> Genre:

Turn based RPG.

## -> Plot description:

This game is about a child that discover an evil force inside a cave that is next to his father's forge. Inside of this cave, the high demon lords plot to conquer the overworld. But our hero will hunt every one of them and restore the peace of the village.

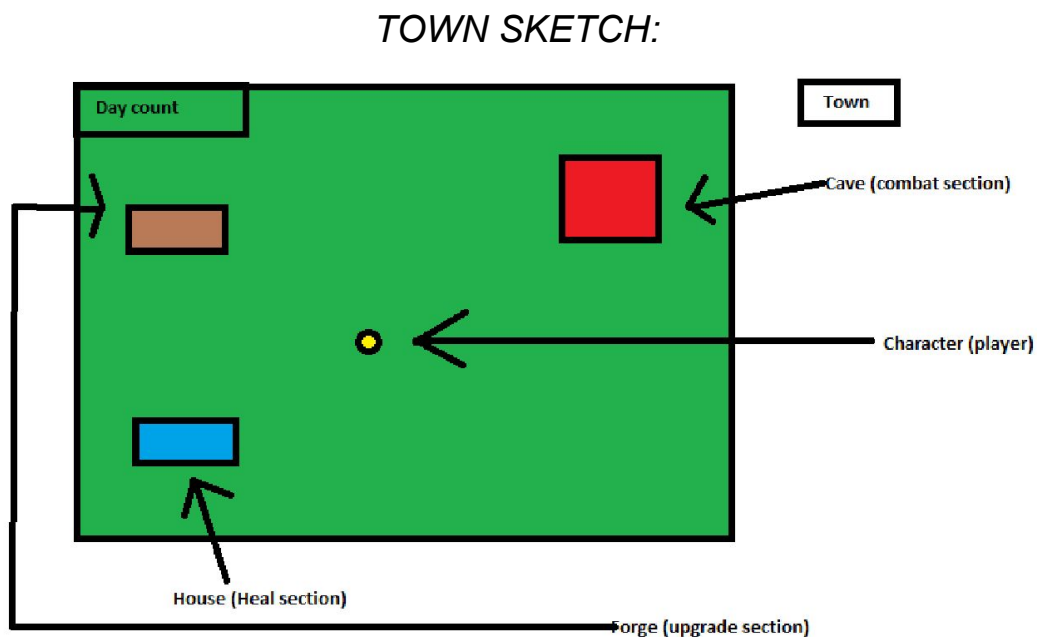
## -> Mechanics description:

The game will have a day system that change the enemy that the player will find inside the cave. The player can decide what to do, considering that each action takes one day of the game. These action are:

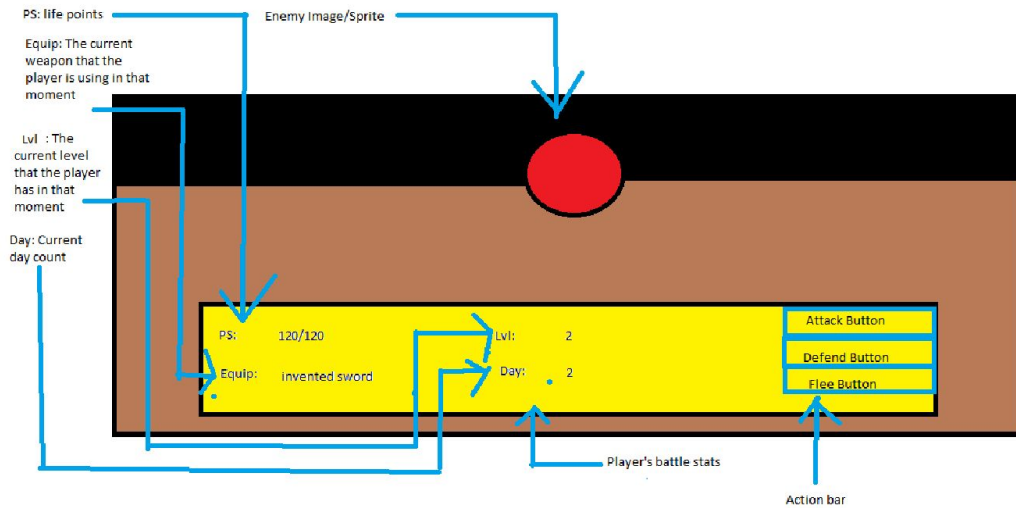
-> *Go to the dungeon*: Here the player will fight with an enemy on a turn based battle. If the player wins, he will get the head of the enemy. If the player gets five heads, the player wins the game.

-> *Rest in the player's house:* Here the player can sleep and rest for one day to heal himself up.

-> *Upgrade the equipment in the forge:* Here the player can get better armor and weapons to increase the battle stats. This action takes a day too.



## BATTLE SKETCH:



### -> Game example:

The player starts on the day one, decide to go to the forge and upgrade his armor to the level 2, the day one ends. In the day 2, the player decide to go to the dungeon, he fights against the first enemy, wins and get the first head. The day 2 ends. Day 3 starts, the player decide to rest in his house, the day ends. Day 4 starts, he decide to battle again in the dungeon, wins the battle and get the second head. Day 5 starts, he decide to go to the dungeon another time, but he faint against the second boss, the game ends.

If he have won, he would have to repeat this routine until he gets the five heads.