

Design of a Very Simple Game on Paper

The goal in this game is to go from START to END using the following rules:

1. The player begins at "START" with five hit points (HP) strength set to zero;
2. The player can move in direction and any number of steps, however doors and enemies block her/his way;
3. A door can be opened with the key of door's colour;
4. In order to pass an enemy the player should defeat it using two dices. If the player rolls less than the enemy's strength (shown in the cell where the enemy resides) then the player loses 1 HP, otherwise the enemy dies and the player's strength increases by one;
5. Picking up the flask grants the player 2 HP, the axe gives 1 strength and sword 2 strength points;
6. The game ends if player's HP goes to zero (losing) or the player reaches "END" (winning).

A degree of difficulty by chance is not very high in the beginning. The chance involves either to defeat the enemy or lose 1 HP. The enemies become stronger faster than the player.

Skill is to figure out the order of picking up the keys and defeating enemies, as well as deciding whether to for the axe.

