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 any 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 dice. Roll two dice and add the result to your strength. Roll one die for the enemy and add the result to its strength (shown in the bottom right corner of enemy's cell). If your result is the same or higher then you win, the enemy dies and you proceed, otherwise you lose 1 HP;

5. Picking up the flask grants the player 2 extra HP (that is, healing HP if you have received damage or giving extra if you are at full health. For example, if you have 4 HP and picked up the flask then you would heal one HP and receive one extra resulting in 6 HP total). The axe gives 1 strength and sword 2 strength points to the player's strength value. That is, the player has only two ways of increasing her/his strength: defeat an enemy or pick a weapon;

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 needed to figure out the order of picking up the keys and defeating enemies, as well as deciding whether to go for the axe.
The feedback gave few ideas for expanding and corrections:

- Correct the rules to explain things more clearly;

- The game now offers a hard-mode: the enemies also roll two dice instead of one; the flask does not grant any extra HP (only heals up 2 HP). Stronger enemies (strength >12) *could* take away 2 HP instead of one, however, it is necessary to see if the game is playable and fun.

- Interesting idea of utilizing stamina value (or similar) that would be used when the player moves, but it seems to be a bit tricky to incorporate this idea into the game at this level;

The world rules:

1. Doors and enemies block the way;

The gameplay rules:

1. The doors can be opened with the corresponding keys;

2. The battle is resolved according to the roll result;

3. The game ends when either the player reaches "END" or dies.

Apparently, the game uses documentation to explain the rules.
The approach to the game balance was to make the enemies stronger closer to the end of the game.

1. Begin at 'START' with 5 HP and strength = 0
2. Move any direction and any steps, doors and enemies block your way
3. A door can be opened with a key of door's colour
4. Defeat an enemy in a battle to go through: roll two dice and add the result to your strength. Roll one die for the enemy and add the result to its strength (shown in the bottom right corner of enemy's cell). If your result is the same or higher then you win, the enemy dies and you proceed, otherwise you lose 1 HP
5. Picking up objects: flask grants 2 extra HP (i.e., healing + increasing total health if possible. For example, if player has 4 HP and picks up a flask, the total health will become 6). The axe gives 1 strength point and the sword gives 2, thus permanently increasing player's strength
6. The game ends when the player reaches 'END' (win) or player's HP goes to zero (lost)

The game has optional hard mode:
1. During the battle roll two dice for the enemy
2. The flask only heals up 2 HP (that is, it does not grant any extra HP)
3. The last enemy takes away 2 HP instead of one if the player loses the battle

END

START