

# Game design brief

streda, 18. oktobra 2023

16:28

ATTACK	COOLDOWN
BAT	0 rounds
SWORD	2 rounds
AXE	7 rounds

DEFENCE	COOLDOWN
SHIELD	1 round
ARMOUR	7 rounds

GAME ACTION	INTERNAL ECONOMY
BAT vs BAT	PLAYER: -20 NPC: -20
BAT vs SWORD	PLAYER: -30 NPC: 0
BAT vs SHIELD	PLAYER: +10 NPC: 0
BAT vs AXE	PLAYER: -30 NPC: 0
BAT vs ARMOUR	PLAYER: 0 NPC: 0
SWORD vs BAT	PLAYER: +20 NPC: 0
SWORD vs SWORD	PLAYER: -10 NPC: -10
SWORD vs SHIELD	PLAYER: +30 NPC: 0
SWORD vs AXE	PLAYER: -30 NPC: 0
SWORD vs ARMOUR	PLAYER: 0 NPC: 0
SHIELD vs BAT	PLAYER: +10 NPC: 0
SHIELD vs SWORD	PLAYER: -30 NPC: 0
SHIELD vs SHIELD	PLAYER: -10 NPC: -10
SHIELD vs AXE	PLAYER: -30 NPC: 0
SHIELD vs ARMOUR	PLAYER: 0 NPC: 0
AXE vs AXE	PLAYER: -30 NPC: -30
AXE vs ARMOUR	PLAYER: 0 NPC: 0
AXE vs ANYTHING ELSE	PLAYER: 0 NPC: -30
ARMOUR vs ANYTHING	PLAYER: 0 NPC: 0