

## Game play ideas

Damage = (power[attacker] - defense[defender]) + or - ( terrain of attacker - terrain of defender).

Roll die of 100, 60% chance of normal damage.

20% chance of damage +1

20% chance of damage -1

roll second die of 100

5% chance of double damage

perhaps there could be a way to boost this crit percentage but we'll fuck with that later

if power[attacker] - defense[defender] is less than 1 then 25 % chance of 1 damage.

This will be a fun algorithm. Thanks, I like it too.

## IAP's

Maps

CO's

Health packs (These can be bought as many times as they want in packs of 3)

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