Assignment 2: One-Page RPG

You and several other adventurers awaken within the depths of a vast labyrinth, with no memories of your past lives. You each come from (potentially) entirely different universes and time periods, but you must come together to traverse through the labyrinth, fighting off the various monsters which you encounter along the way, and uncover a means of escape. Slowly, you each manage to gather fragments of your past lives as you defeat monsters and complete different puzzles, allowing you the ability to escape the labyrinth and return to your own universe.

Materials:
- Large Piece of Paper or a Board (Used to Draw the Maze On)
- Tokens for Each Player (Any Sort of Identifier that each Player Can Move Across the Maze)
- Tokens for Enemies (An identifier to Track Enemy Movement Across the Maze)
- A Deck of Cards (Used for Certain Types of Event Spaces)
- Three 6-sided Dice (Used for Movement and Combat Rolls)

Setup:
The players must create a randomly generated maze puzzle (minimum 10 ✕ 10 spaces in size), which will act as the labyrinth that the players must work to escape, with a clearly defined entrance and exit. Then, at least 6 ✕ the Number of Players spaces within the maze should be marked as an "Event Space", each placed randomly throughout the maze. Each player will have their own token representing their character, and will place it at the entrance space. The players will choose one of the classes from the list below which will represent their character statistics when rolling dice each turn inside and outside of a combat encounter. A turn order of players should also be defined.

Character Classes:
Fighter (Higher Attack, Medium Defense)
- Health Points: 20
- Movement Modifier: +1
- Attack Modifier: +3
- Attack Range: 1
- Defense: 2

Defender (Higher HP/Defense, Low Movement)
- Health Points: 24
- Movement Modifier: +0
- Attack Modifier: +1
- Attack Range: 1
- Defense: 3

Rogue (Faster Movement, Medium Attack)
- Health Points: 18
- Movement Modifier: +3
- Attack Modifier: +2
- Attack Range: 2
- Defense: 1

Mage (Higher Range/Movement, Low Defense)
- Health Points (HP): 16
- Movement Modifier: +2
- Attack Modifier: +1
- Attack Range: 3
- Defense: 0

Player Turns:
During each turn outside of combat, the player can take a movement action. The player will roll a D6, then add their Class' Movement Modifier to determine how many spaces they must move their token through the maze. Players can land on the same space.

During each turn in combat, the player may make up to two actions. They may take a movement action as described above (but cannot move through an enemy token in the maze), and they may attack. When making an attack, the enemy token must be within the player's Class' Attack Range, and when attacking they roll a D6 and add their Class' Attack Modifier to determine how much they decrease the enemy's current Health Points. When an enemy's Health points reach zero, the enemy token is removed from the maze, and the player who defeated it may "Reclaim a Memory".

Enemy Turns:
The game enters a Combat Phase as soon as an Enemy token is placed on the board due to the player landing on an Event Space. The player who initiated it may take their 2nd action first (their attack action), but this enemy is placed in the turn order immediately after. The enemy's Health Points are determined by rolling three 6-sided dice. A player may be chosen to complete the rolls for the enemy.

Similarly to the player's attack turns, the enemy can take up to two actions. It can move and attack, but it has no initial modifiers and its range is 1 space (unless the players decide to add them for adjusted difficulty). A player will roll a D6 to determine how many spaces the enemy may move through the maze towards a player token (it cannot move through player tokens). It can also make an attack action, where a D6 is rolled to determine its attack. The player that it attacks will decrease that roll by their Class' Defense, and then decrease their Health points by that amount. If a player's Health Points reaches zero, their token is removed from the maze, and the player will be skipped during turn orders. The player's token can only be placed back on the board if another player forsakes their ability to Reclaim a Memory when landing on an Event Space.

Event Spaces:
During the setup of the game, the players will have randomly placed each of these spaces in the maze. As the player's move their tokens, when reach one of these spaces in the maze, they will stop their movement on this space regardless of how many movement spaces they have left, and one of the events from the following list will occur based on the results of a D6 roll:

- 1-4 Rolled: Combat Encounter
  An enemy token is placed one space away from the Event Space and a combat encounter occurs (see Player Turns and Enemy Turns for more details). When an enemy is defeated, the player who defeated it may "Reclaim a Memory".
- 5 Rolled: Draw a Card
  From a shuffled deck of cards, the player will guess which suit will be pulled from the top of the deck. First the player will roll a D6 to determine how many chances they get to guess the suit of the card correctly. If the suit is guessed correctly, the player may "Reclaim a Memory".
- 6 Rolled: Lucky Opportunity
  The player will choose to either recover any player's Health Points or make another Movement Roll. If the player chooses to recover another player's health, they will pull a card from a deck of shuffled cards and increase the player's health points by the number result (without going over the Maximum Health Points of the player's Class) (for non-numbered cards: A = 1, J = 11, Q = 12, K = 13). Then, the player may Reclaim a Memory.

After an Event Space has been landed on, it will be removed from the maze.

Reclaiming Memories:
The primary goal for each of the player's is to reclaim all of their memories. This is where the player gets to establish their own character narrative and expand upon some of the combat of the game as well. The steps for recalling each of the player's memories are as follows:

1. Establish the Genre and Setting for the Player Character's Story
2. Establish the Player Character's Role in that Story Setting
3. Establish the Player Character's Primary Character Traits
4. Establish the Player Character's Primary Character Arc throughout their Story

5. Establish the Player Character's Primary Motivations for Escaping the Labyrinth

When a player lands on an event space and is given the opportunity to Reclaim a Memory, whether that be through defeating an enemy or another means, they may expand on the next step of their character's story. The player may come up with any character narrative that they wish, as long as it demonstrates connections to whichever combat Class that they chose at the beginning of the game.

Upon reaching the 2nd step of the player character's memories, they may expand up their Class' combat capabilities, whether that be to alter one of their existing stats, add an entirely new Class stat which they may factor into the game, or introduce some sort of special combat ability that can alter some of the combat mechanics (consider the different ways that the game materials may be utilized to represent different combat aspects). The player may add auditions or alterations to this new combat mechanic upon reaching the 4th step of their memories as well.

When the player introduces a new combat aspect to their character, they must also come up with some way for enemies in each combat encounter to oppose this new mechanic. (For Example, if a player were to add an evasion mechanic and give themselves the ability to evade, the enemies may also be given this ability to evade that whichever player in charge of establishing enemy turns may factor into the combat system, or if the player introduces a healing mechanic, an attack modifier might be introduced to increase the amount of damage that enemies can do each turn, etc.)

Instead of reclaiming the next step of their memories, the player may also choose to bring another player back into the game who may have been previously defeated in a combat encounter. The player will then be able to place their token back into the maze next to the player that revived them.

End State:
If all players are defeated and their tokens removed from the maze, the game ends.

In order to reach the end, all players must have either reclaimed all 5 steps of their memories and reached the exit space, or all of the Event Spaces have been removed and all players reach the exit space, whether or not they have reclaimed all of their memories.

The player's may all add on to their character's narratives, for what happens to them once they have escaped the labyrinth.