Project Title: Mystic Odyssey: Chronicles of Serathia

Game Overview:

Mystic Odyssey: Chronicles of Serathia is an interactive text-based adventure game that immerses players in the mystical realm of Serathia. Players assume the role of Heralin, a courageous hero, embarking on a quest to thwart the nefarious plans of Morgara, the dark sorceress, and restore peace to the kingdom.

Characters:

1. Heralin:

- Health: 100
- Power: 25
- Defense: 12
- Mana: 50

2. Morgara:

- Health: 85 (Initial), 120 (During specific story phase)
- Power: 20 (Initial), 21 (During specific story phase)
- Defense: 10
- Mana: 10,000

Gameplay Mechanics:

Story Progression:

The game unfolds across ten distinct story phases, each revealing a crucial segment of the epic tale. Players advance through the story by pressing Enter.

Battle Options:

Players engage in battles with Morgara utilizing the following options:
  Attack: Inflict damage on the enemy based on a random power within a specified range.
  Critical Attack: Attempt a high-damage attack with a chance of a critical hit.
  Defend: Enhance defense for the next round, reducing incoming damage.
  Rest: Replenish mana for future attacks.

Mana Management:

- Players consume mana for attacks, special attacks (Critical Attack), and defense enhancements (Defend).
- Mana regenerates during rest, reaching a maximum limit of 50 units.

Special Attacks:

- Attack: Requires 10 mana. Deals damage within a specific range.
- Critical Attack: Requires 20 mana. It has a 42% chance of dealing double damage.

Enemy Behavior:

- Morgara attacks automatically, dealing damage to the player based on her power.

Game End:

- The game concludes if the player's health reaches zero or after completing all story phases.
- Players achieve victory by defeating Morgara in the final battle.

Additional Information:

Game Flow:

- Players progress through the story, facing challenges and battles at specific junctures.
- Enemy Morgara gains strength during specific story phases.

Player Feedback:

- Players receive real-time feedback on their actions, including damage dealt and received during battles.

Game Result:

- If the player's health depletes to zero, the game ends, and the player loses.
- If the player triumphs over Morgara in the ultimate confrontation, they win the game and emerge as the hero of Serathia.