Data Models

#### **CHARACTER**

Title - str
Description - str
Attributes - array('label'=>'value')
Image - img object

#### **MONSTER**

Title - str Description - str Attack Attribute Defend Attribute Image

#### **ITEM**

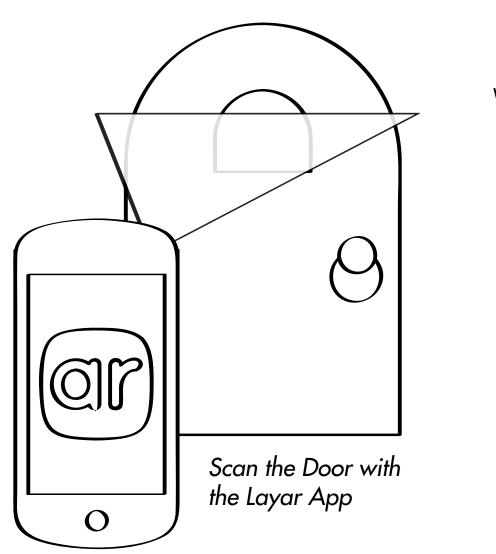
Title Description Attribute Image

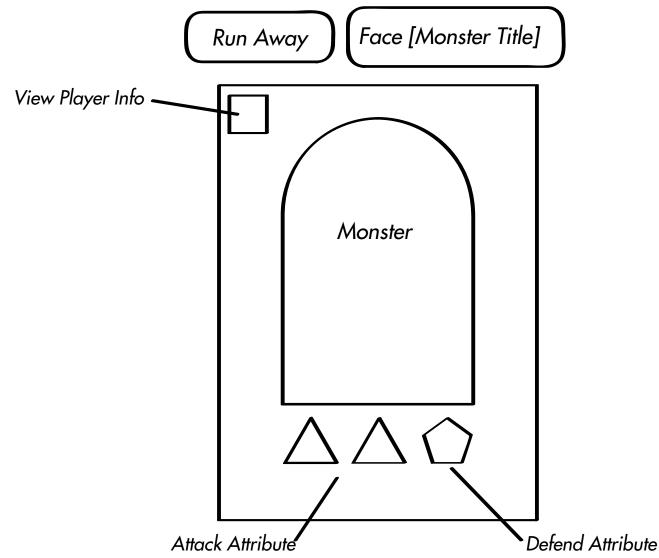
#### **ATTRIBUTE**

Title Description Image

#### **THEME**

Title Description Logo Color

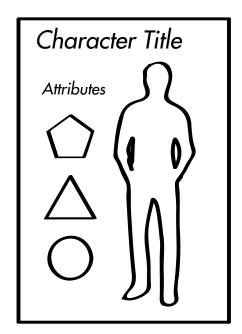




**Views** 

#### **CHARACTER**

Overview Selected

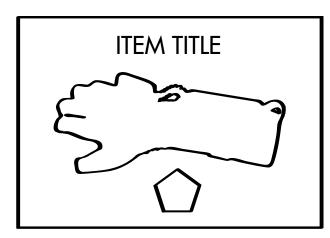


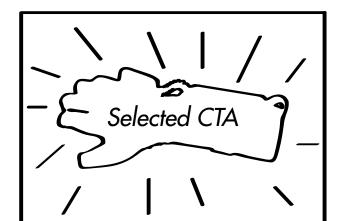
Selected



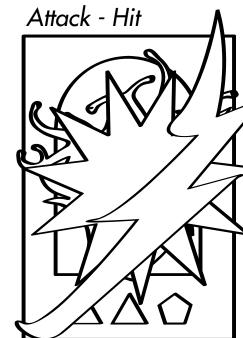


Overview Selected

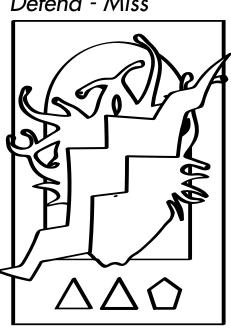






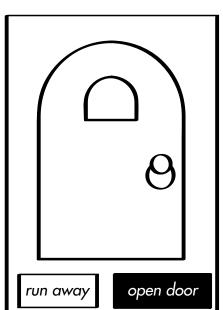


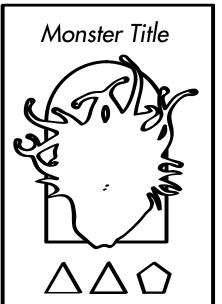
Defend - Miss

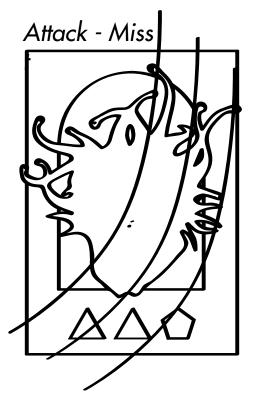


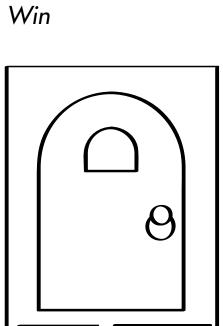
**MONSTER** 

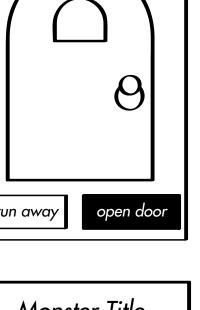
Closed Door Open Door - default state Attack - hit Attack - miss Defend - block Defend - miss Lose

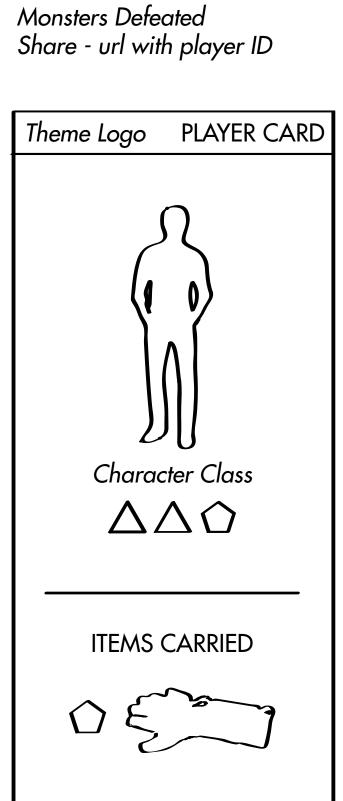












**PLAYER CARD** 

**Character Class** 

Attributes

*Items* 



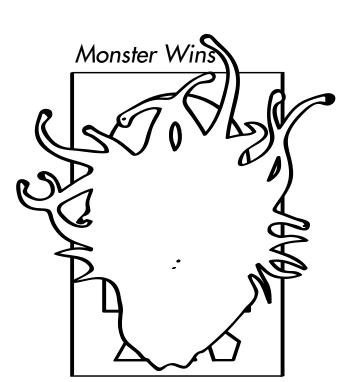
**TOTAL ATTRIBUTES** 

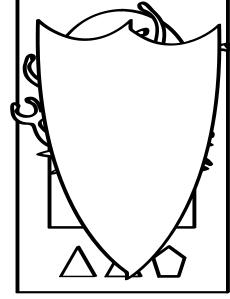
**MONSTERS DEFEATED** 



Monster Title

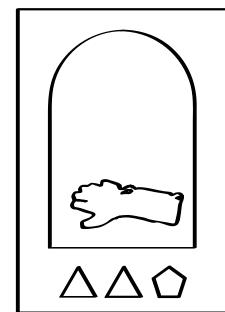
**SHARE** 

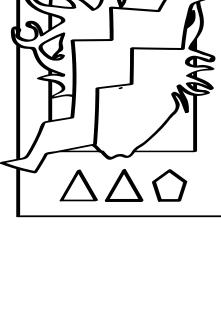




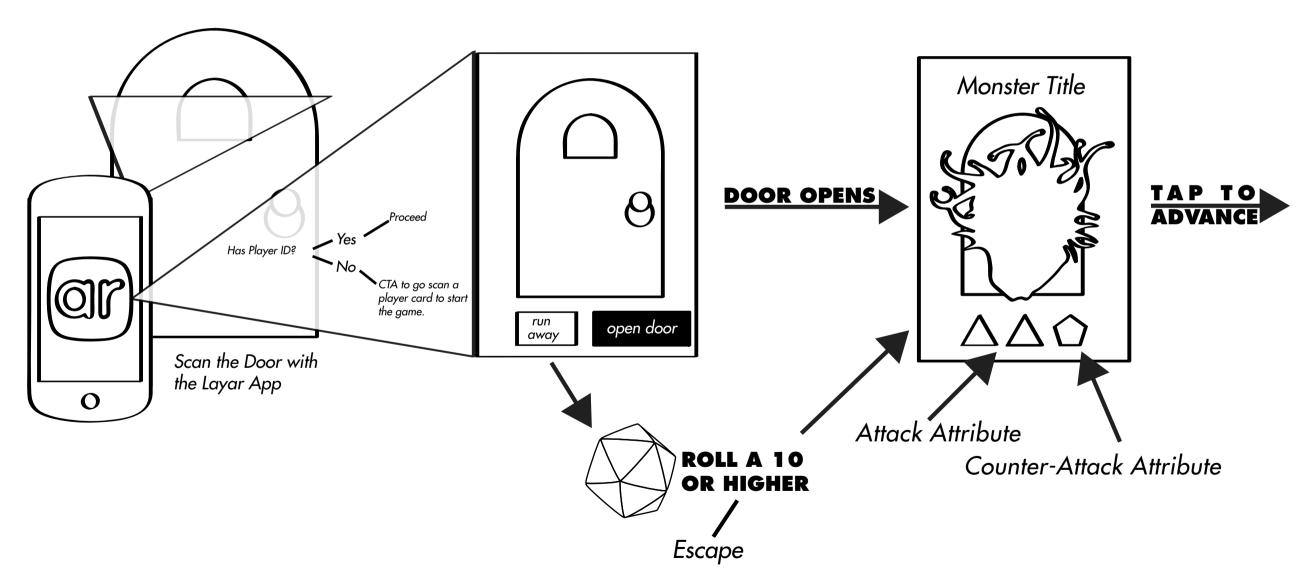
Defend- Block





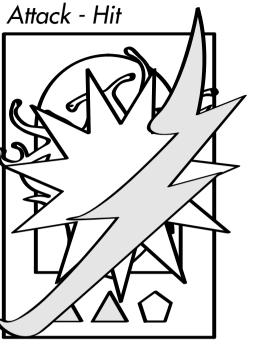


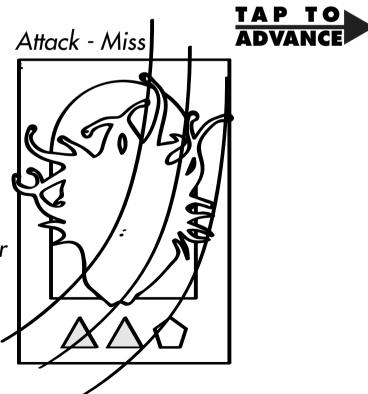
Monster Sequence





Monster rolls Attack
Attribute Score or
Lower for Hit.
You roll Your Same
Attribute Score or
Lower to Block.
If the Monster rolls to
hit and you don't roll
to block, the monster
attack scores a hit.
Otherwise, the Monster
attack misses.





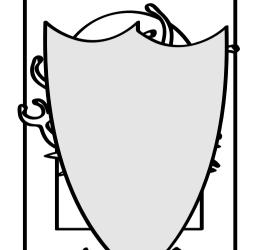


You roll your counter-attack attribute score or lower for a hit. The monster rolls their attribute score or lower for a block.

If you roll to hit and the monster

It you roll to hit and the mons does not roll to block, then your counter-attack scores.

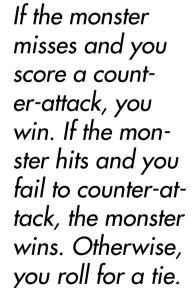
Otherwise, your counterattack fails.



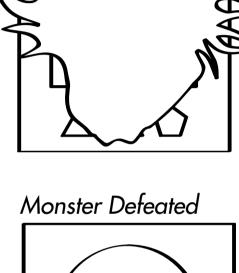
Defend- Block

Defend - Miss

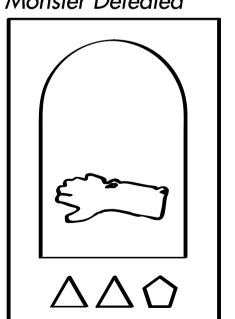








Monster Win



Rolling sequence

Roll the dice



TAP TO

Rolling



ROLL STOPS AFTER 1 SEC Roll Result



TAP TO ADVANCE