

DooD

Dungeons of optional Doom

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Introduction

Dungeons of Optional Doom is a mostly text based RPG game that takes place in the land of Antisoc. Inhabited by introverts and meme lords, Antisoc is a vast mostly explored land filled with beautiful and dangerous creatures you've probably seen somewhere before in a fantasy book or a movie.



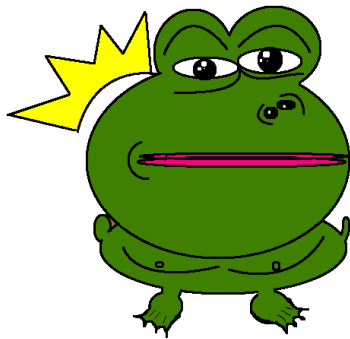
The Land of Antisoc

Characters



You:

You are the main character of this story; Tries to stay alive, often fails.



Pepe:

King of the land; he smells faintly of chicken nuggies...



Innkeep:

Runs the Inn; is that a man? I have no idea....

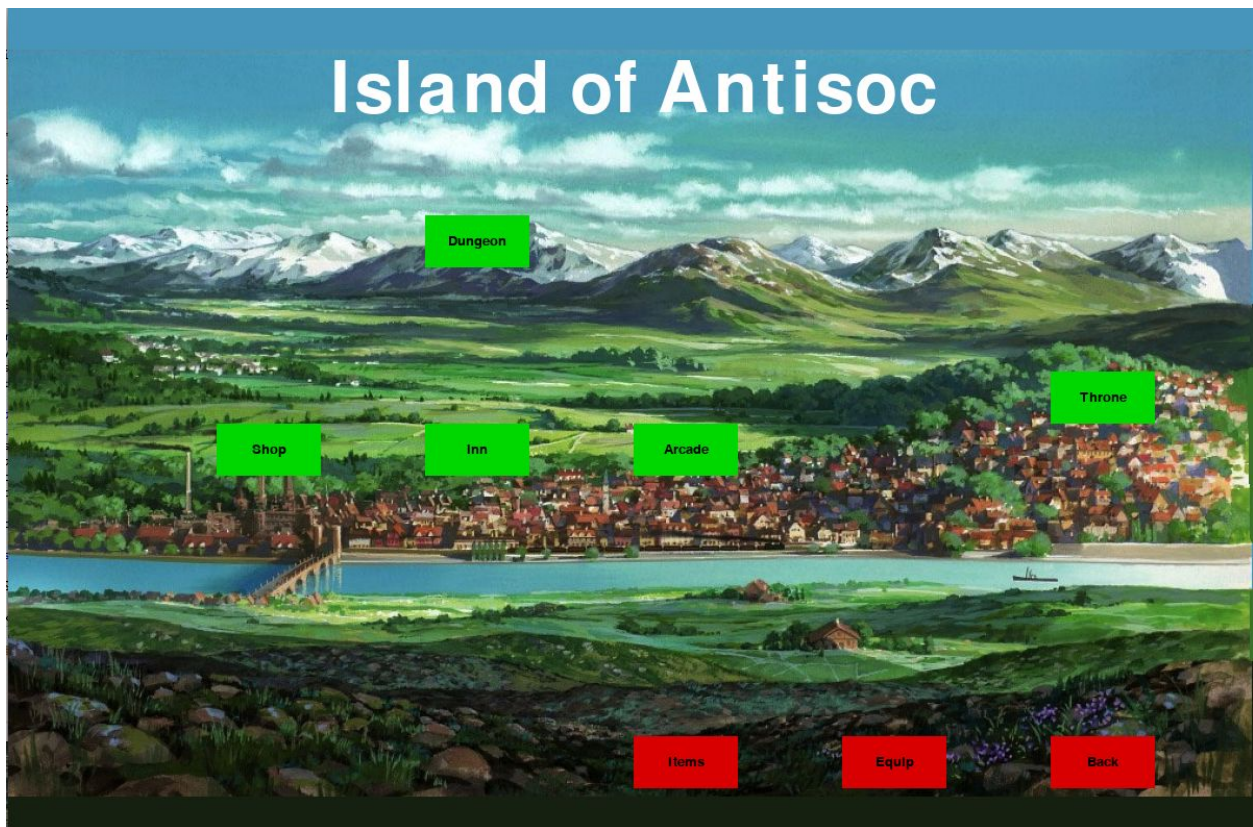


Shopkeep:

Runs the shop; his name is Greg. He's kind of an asshole.

Gameplay

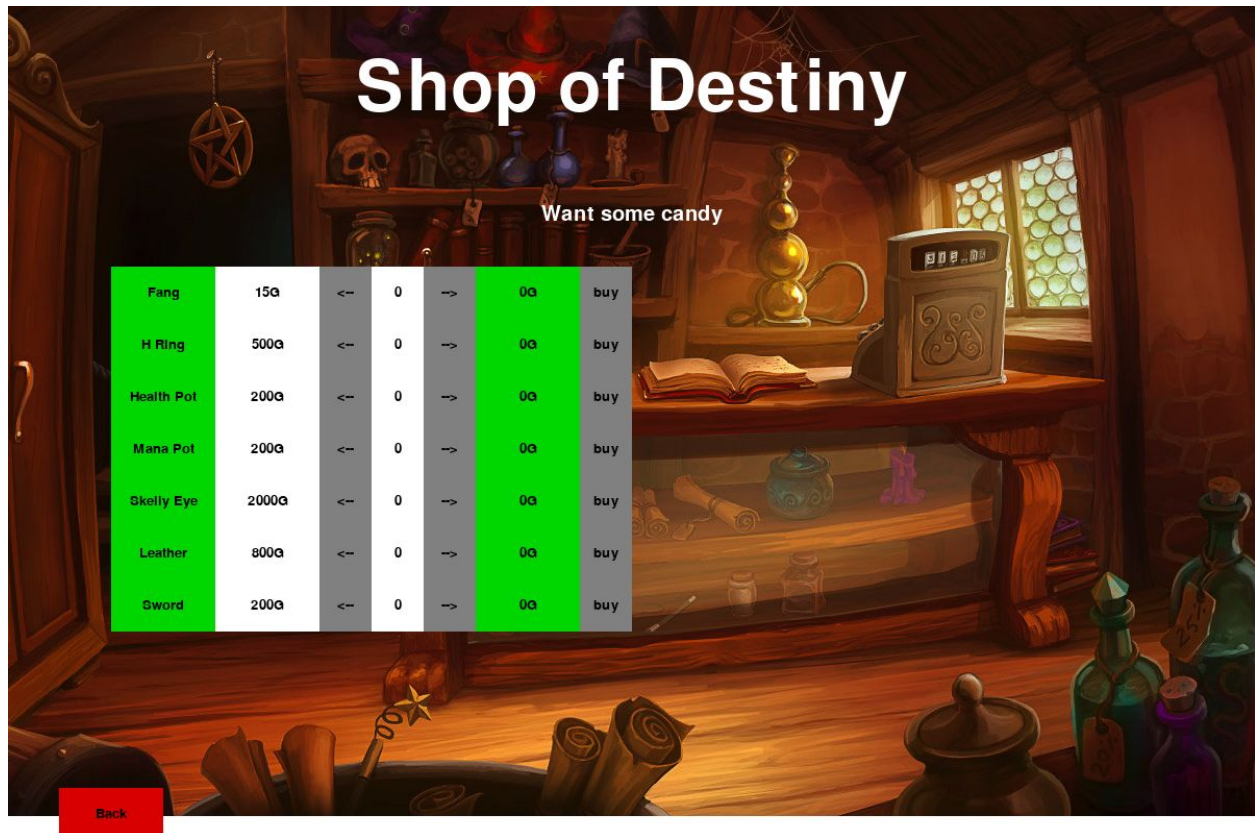
There are several menus to navigate throughout this game. The first of which will be the world menu.



The world menu contains several options:

Dungeon- The main component of the game that allows the player to enter combat and explore the dungeon.

Shop- The shop allows the player to converse with Greg as well as buy and sell items to aid the player in the dungeon.



Inn- The inn allows the player to recover their health for a cost of 15 gold. The player returns here upon death.

Arcade- The arcade contains mini games that are available to play as a side attraction to the game.

Throne- This is where king Pepe lives and is where you go to talk with him about what you should be doing.

Player

The player has several stats that change how combat will progress.

HP- Health Points, when this reaches 0, the player dies.

MP- Magic Points, these points are consumed when the player uses a skill.

Strength- This is the player's base attack, it is added onto a weapon's strength in order to damage an enemy.

Damage Resistance- This is the player's defence, player physical damage is reduced based on this value.

Agility- If the player's agility is higher than the opponents, the player strikes first.

Wisdom- This is the player's base intellectual power. This modifies maximum magic points, as well as magic damage.

Enemy

Similar to the player, the enemy also has several stats that affect combat.

HP- Health points, when this value hits 0, the enemy is defeated.

Mana- Magic points, the enemy uses this in order to use abilities.

A armor- The enemy's defence. The higher the value, the less damage the player deals to the enemy.

Attack- This influences how much damage the enemy deals to the player.

Magic Resistance- This value lowers how much magical damage the player can deal to the enemy.

Agility- If this value is higher than the player's agility, the enemy strikes first.

Gold- How much gold the enemy drops when defeated.

Combat



This is what combat will look like. Both the player's and enemy's health points are listed. The player's MP is also listed above their skill.

Attack- The player deals damage to an enemy based on the player's attack value and the enemy's defence value.

Defend- Halves incoming damage this turn.

Run- Flees from the current battle.

Skill- The player can use a skill that will consume MP such as a heal spell.