

Screen Layouts:

Main Menu:

Escape Dungeon

Can you:

Build your arsenal,

Battle through enemies,

Reach the end before you are stopped?

Enter your name to begin:

Idle Room:

You find yourself in a damp room and nothing seems to be moving except the flicker of the torches on the walls.

What would you like to do?

1. Look around the room for any items

2. Examine the room

3. View inventory

4. View map

5. Move to the next room

Enter your choice (1-5):

Map

Will update rooms as player progress through the game

Current Map:

A map that you were gripping when you woke up.

	Start		Clear		Clear		Here		?		?		?		?		?		Exit?	

Start: Where you woke up and began your journey.

Clear: All enemies have been vanquished from there, there's no use going back.

Here: You are currently in this room.

?: Unexplored rooms, wonder what lies ahead.

Exit?: Marked as a possible escape, hopefully this map tells the truth.

Enter (b) to stop viewing your map:

Inventory

Item[x] will be replaced with item names. Items will be alphabetically sorted.

Equip Slots will be filled with the number corresponding to the item that is equipped.

Satchel:

1. Item[1] 2. Item[2] 3. Item[3] 4. Item[4] 5. Item[5]
6. Item[6] 7. Item[7] 8. Item[8] 9. Item[9] 10. Item[10]

...

Equip Slots:

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-----  
| 1 |   | 2 |   | 3 |  
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Enter item number (1-[numItems]) to view that item or enter 0 to see your stats:

Player Stats

Numbers will change depending on the player's choices and progress through the game.

Your Current Statistics:

Maximum Health: 50

Maximum Magic: 50

Attack: 10

Defense: 10

Speed: 10

EXP: 35

You can increase any statistic by 1 point by spending 10 EXP.

Enter which statistic you wish to increase (H,M,A,D,S) or enter (b) to go back to satchel:

Battle Menu

Enemy[x] will be replaced with enemy names.

List of enemy actions will appear after the player has made their choice, then the menu will reset and the player will be able to choose their next action depending on the previous actions.

(Optional lines based on player choice)

Monsters block your path:

Enemy[1] Enemy[2] Enemy[3] Enemy[4]

Health: 27/50 Magic: 35/50

What would you like to do?

1. Attack an enemy
2. Use an item
3. Attempt to flee (return to previous room)

Enter your choice (1-3):

(1: Which enemy would you like to attack ordered from left to right (1-x):)

(2: UsableItem[1] UsableItem[2] UsableItem[3]

Which item would you like to use (1-x) or go back to the menu (b):)

(3: You can attempt to flee at a certain success rate (50%), do you want to try (y/n):)

List of enemy actions:

EnemyAction[1]

EnemyAction[2]

EnemyAction[3]

EnemyAction[4]

Game Over Screen

GAME OVER

Your health has dropped to 0 and now your progress is lost to the dungeon once more...
Can you find the courage to attempt to escape again?

Enter anything to exit:

Win Screen

CONGRATULATIONS!!!

You have overcome the trials and tribulations set before and escaped with only your wits and what you could find! But have you found all the secrets hidden in this dungeon or found every powerful item? Or maybe the dungeon calls once more...

Enter anything to exit: