**DangerTime’s Game Description:**

DangerTime falls into the category of a single player dungeon crawler. A game player will have a base health of 100 and will move from encounter to encounter (or from room to room) facing “monsters” of varying difficulty (varying amounts of health). The point of this game is defeat the most amount of monsters in one game session.

**Build Information:**

The instructions for setting up and running DangerTime are as follows:

* First, download the repository named CSE360Team11GroupProject from GitHub.
* Open Eclipse and set the Workspace directory to the downloaded repository.
* In Eclipse go to File -> Import -> General -> Existing Projects into Workspace.
* Hit next.
* Set the root directory to the downloaded repository (Eclipse should detect the project).
* Make sure the checkbox for the project is selected and hit Finish.
* In Project Explorer inside Eclipse, expand the project and go to src -> DangerTime.
* Open Main.java and hit the run button or use the toolbar to go to Run -> Run.

**Game Rules:**

Game Player:

* Has two damage die that are additive (with faces 0-10). These subtract from the monster’s health.
* Rolling two of the same number on these dice would allow the game user to deal double damage (a roll of two 3’s would yield 12 damage) (Not yet implemented.)
* Rolling two zeros on these dice would regenerate 10% of the game player’s base health
* Has a probability dice (with faces 0-100) for missing an attack (above a 80 would result in a miss)
* Has a chance to flee the battle. A dice (with faces 0-100) is rolled to determine whether or not the player may successfully leave the battle. The player is able to flee that battle when they roll above a 40.
* Defeating or fleeing from an enemy player will move the game player to a new room.

Enemy Player:

* Has one damage die with faces 0-10. The integer rolled will subtract from the game player’s health.
* Has a probability dice (with faces 0-100) for missing an attack (above a 75 would result in a miss)
* Has the chance to flee the battle. A dice (with faces 0-20) is rolled to determine this at the monster’s first turn. The monster only flees if they roll a 20.