**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 (variable amounts of health). The point of this game is defeat the most amount of monsters in one game session.

Game Player:

* Has two damage die that are additive (with faces 0-5). 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)
* Rolling two zeros on these dice would regenerate 5% of the game player’s base health
* Has a probability dice (with faces 1-100) for missing an attack (above a 90 would result in a miss)
* Defeating or fleeing from an enemy player will move the game player to a new room.
* Moving from room to room will give back 20% of the game player’s health

Enemy Player:

* Has two damage die that are additive (with faces 0-5). These subtract from the game player’s health.
* Has a probability dice (with faces 1-100) for missing an attack (above a 90 would result in a miss)

Each area has one enemy (there is a percent chance that this area will not contain one)

Moving to a new area will give the game player some health back (maybe roll a dice to see how much)

Player needs to login to the system.

Player needs a way to end the game.

Exporting scores to a file, so that they exist after a session ends.

User Stories format:

As a game player, I want the ability to flee from an enemy player, so that I can prolong my game play.

"As a <user type> I want to <do some action> so that <desired result>"

Backlog: