Background Information

Name: uroborus

Player: 1

Description: A rouge-like dungeon game that is based on snake and ladder, build using Processing 3.

Game rules:

* Each player starts at tile 0.
* Each player has a default deck.
* Each card controls the action of the player.
* Used card will be in the discard pile. When all cards are in the discard pile, the whole deck is re-shuffled and is put back to the draw pile.
* When player landed on a tile, event is trigger depending on the landed tile and current situations.
* ~~Player wins when the final tile is reached.~~
* Player loses when player’s hp becomes 0.

Tile Event:

* Teleport: teleport player to target tile (ladders teleport forward, snakes teleport backward).
* Chest: gain benefit(s) for free.
* Shop: sacrifice to gain benefit(s).
* Mystery: possibility for all, but not limited to, tile event.