Project description:

Creating a roguelike game in which the play character will traverse several rooms in which they will fight monsters and attempt to reach the final room and fight against the boss.

General structure:

A number of rooms will be created in a preset map (possibly randomly generated as well) the player will start in a room not knowing the map layout and will begin traversing the rooms and encountering monsters to which they must fight in order to progress. Along the way the player will encounter items such as coins, healing items (keys?) and upgrades that will help them in their journey and battles. They will encounter three types of monsters, basic monsters, minibosses and the final boss. Once the player defeats the final boss they will then move on to the next level which follows the same idea but is more difficult.

Features:

* Monsters:
  + Basic: basic enemy that will be encountered in most rooms will have a small amount of hp and do a small amount of damage

* MiniBoss: Enemy will appear one to two times per game and will have a higher amount of hp and do more damage to the player but defeating the miniboss will reward the player with a useful healing item, upgrade, or coin.

* Final Boss: Appearing once and in the final room of the level the final boss will be a great challenge for the player and they will most likely be unable to kill the final boss the first time around forcing them to try again from the beginning but still retaining some of their upgrades

* The Player:
  + Battle Actions: the player will be able to perform two (maybe three) actions during a battle one being attacking while the other is defending
    - Attack: Player will cause a base damage with an additional “crit” that may deal extra damage
    - Block: player can try and block damage and can block anywhere from all damage to partial damage
    - Dodge: chance to dodge attacks and avoid damage entirely

* Items:
  + Potion: will heal the player a certain amount of health (maybe add additional health as well?)
  + Coins: can be used to buy upgrades potions and other items from the shop (we can use the same currency system as used in PA3)
  + Upgrades: Items that can be found or bought that will increase the player stats some potential stats may include:
    - Damage: increases the players base damage
    - Health: increases the players base health
    - Agility: increases the players chance to dodge attacks
    - Poise: increases players block potential
    - Luck: Increases players crit chance or could increase both players dodge and block chance and may increase the coin and potion yields from defeating enemiesTBD
  + Key: Possible item that players will have to find in order to reach the final room

* Room Types:
* Basic: Basic room that can have items, enemies, or nothing at all just a basic room (may want to add hazards? Spikes pits etc)
* Shop: A room that you can purchase items and upgrades will be in a random location(ideally) that players will have to find