

Glossary

Hero

The playercontrolled character in the game. The hero explores the dungeon halls, collects enchantments, and searches for hidden runes while avoiding monsters.

Rune

A magical artifact hidden in each hall of the dungeon. The hero must find the rune to unlock the exit door of the current hall and progress to the next. There is one rune per hall.

Monsters

Enemies that appear randomly within the dungeon halls, each with unique behaviors and abilities. Monsters attempt to hinder the hero's progress by attacking or interfering with their objectives. Types of monsters include:

- Archer Monster: Shoots arrows to damage the hero if they come within four tiles.
- Fighter Monster: Attacks the hero with a dagger if they are adjacent.
- Wizard Monster: Teleports the rune to a random location every five seconds.

Enchantments

Magical items that appear randomly within the halls and assist the hero in their quest. Enchantments include:

- Extra Time: Adds 5 seconds to the remaining time immediately upon collection.
- Extra Life: Increases the hero's lives by one.
- Cloak of Protection: Temporarily shields the hero from Archer Monsters for 20 seconds.
- Reveal: Highlights a 4x4 area containing the rune for 10 seconds.
- Luring Gem: Distracts Fighter Monsters by luring them to a specified direction.

Hall

A section of the dungeon where the hero searches for the rune. The game progresses through four halls in sequence:

1. Hall of Earth
2. Hall of Air

3. Hall of Water

4. Hall of Fire

Each hall has specific object placement requirements and a time limit based on the number of placed objects.

Grid Map

The dungeon layout, represented as a grid. Each grid square is a unit of space that may be occupied by the hero, monsters, objects, or walls. Movement and interactions occur within the constraints of the grid.

Bag

An inventory system where the hero stores collected enchantments for later use. The bag can hold multiple items of each enchantment type.

Time Limit

The total time allocated for the hero to find the rune in the current hall. The time is proportional to the number of objects placed during Build Mode and can be extended with the Extra Time enchantment.

Lives

The number of chances the hero has to survive. The game starts with three lives, and the hero loses a life upon being attacked by monsters. The Extra Life enchantment can increase the life count.

Build Mode

The initial phase of the game where players design the layout of each hall. Players place objects, walls, and potential hiding spots for runes while adhering to the minimum object requirements for each hall.

Play Mode

The active gameplay phase where the hero explores halls, searches for runes, avoids monsters, and uses enchantments. Play Mode begins after Build Mode is complete.

Pause

An action that temporarily halts the game, allowing the player to resume later without losing progress. Accessible through a button on the UI.

Victory

The outcome when the hero successfully finds all runes and exits the final hall, completing the game.

Defeat

The outcome when the timer runs out or the hero loses all their lives, resulting in the end of the game.

Walls

Impassable tiles that define the boundaries and obstacles within a hall. The hero cannot move through walls.

Interactive Objects

Items in the halls that may hide the rune or serve as obstacles. The hero interacts with these objects to search for the rune.

Monsters' Spawn Rate

The interval at which monsters appear in the hall. Monsters spawn every eight seconds at random locations, adhering to the grid's unoccupied tiles.