Dungeons And Dice
By Jesse Freeman

Gameplay

Dungeons And Dice is a dice based poker RPG. The player fights against different types of monsters with a set of 5 dice. During each round the player has to decide what dice to keep and which ones to re-roll. There are 3 rounds before the final attack happens. During the 4th round (the attack round) the character with the highest set of dice wins the round and attacks the opponent. When the player kills a monster, he is give the option to go to the next part of the dungeon and continue battling until they are killed. When the player dies their high score is added to list of "Fallen Heroes".
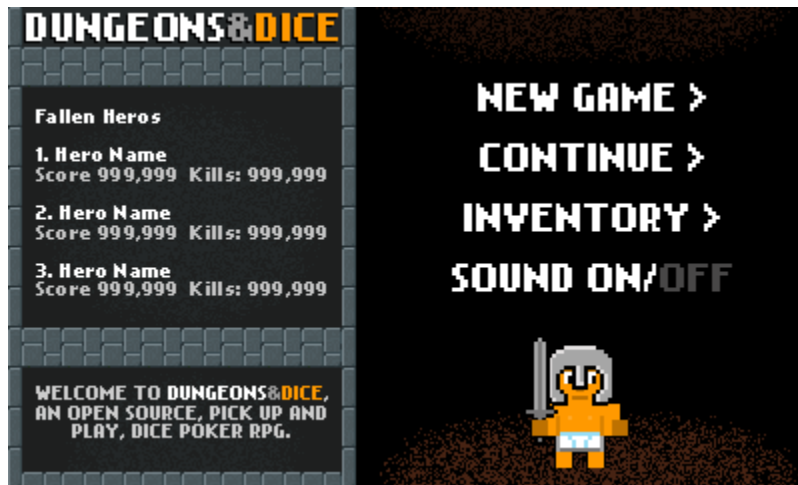

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Characters

There are several classes the player can choose for their character. Each class has a special ability which can help turn the tide of battle in their favor.

Character Attributes

When creating a character the player gets to roll all five dice and select the 4 values they want to represent their character's **life**, **attack**, **defence** and **number of potions** they can carry. The player is allowed to re-roll the dice once if they are not happy with the first roll. From there the player can pick a class which helps gain a special ability during battle.
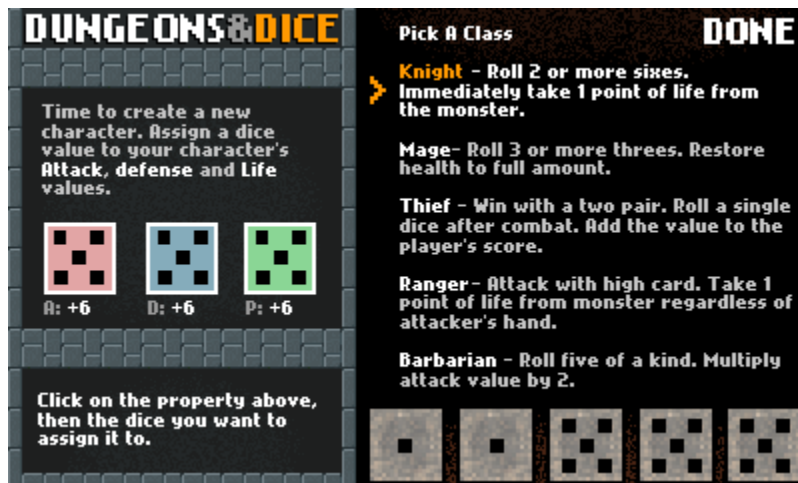
Classes

When the player create a new character they must choose a class. Each class has special skill that gets activated based on a particular set of dice that were rolled.

Class	Ability	Trigger	Description
Knight	First Attack	Roll 2 or more sixes.	Immediately take 1 point of life from the monster regardless of the turn or hand being played.
Mage	Restore Life	Roll 3 or more threes	Restore health to full amount.
Thief	Pick Pocket	Win with a two pair	Roll a single dice after combat. Add the value to the player's score.
Ranger	Long Shot	Attack with high card	Take 1 point of life from monster regardless of attacker's hand.
Barbarian	Berserker	Roll five of a kind	Multiply attack value by 2.

Leveling Up

After each battle, the player will gain experience. Experience unlocks new types of dungeons as well as enables the player to upgrade their character. When the player levels up they are rewarded a **character point** that can be applied to their life, attack or defense values. There are only 10 levels in the game.

Monsters

There are nine types of monsters in the game. Each dungeon has its own type of monster:

Sprite	Name	Weakness	Sprite	Name	Weakness
	Ork	High Card		Mummy	Straight
	Ogre	One of a kind		Skeleton	Four Of A Kind
	Goblin	Two Of a kind		Imp	Five Of A Kind
	Wolfman	Three Of a Kind		Gargoyle	None
	Vampire	Full House			

Weaknesses

Each monster has a weakness. This is a specific hand that the player rolls which inflicts a critical hit (double the normal attack value) against that monster.

Monster Templates

The monster's core values such as **life**, **attack** and **defence** are populated based on rolling 3 dice similar to how the player's character is created. If two or more dice values are the same the monster becomes a **specialist** and can pick a modifier from the below monster templates. Each template has a bonus dice roll that can be applied to a core value of the monster's stats.

Property	Description
Life	Roll one extra life dice
Attack	Roll one extra dice for attack
Defense	Roll one extra dice for defence

Bosses

When the player encounters a boss 2 extra dice are allowed to be rolled. Once dice is added to the monster's **life** property and the second dice can be applied to either **attack** or **defence** values. Bosses do not have templates, their bonus comes from the extra life and attack/defense rolls. Bosses offer up 2x the level's experience points.
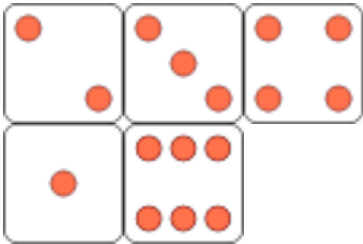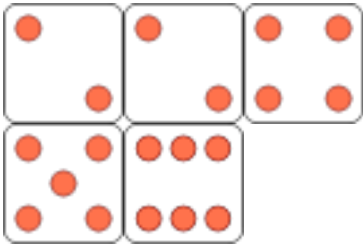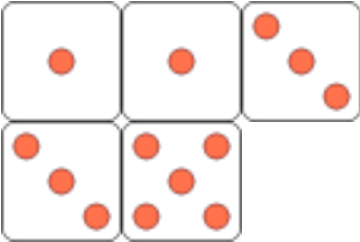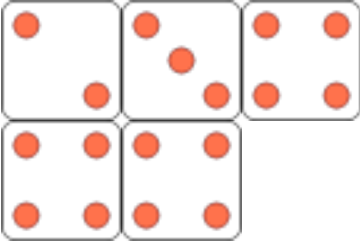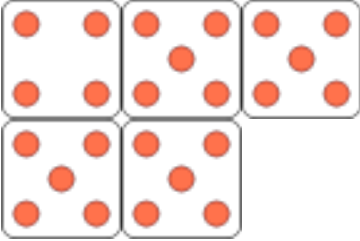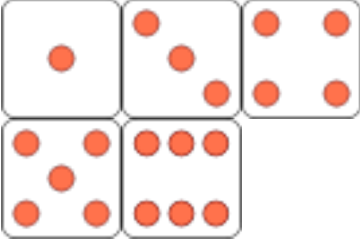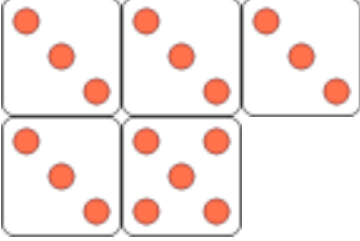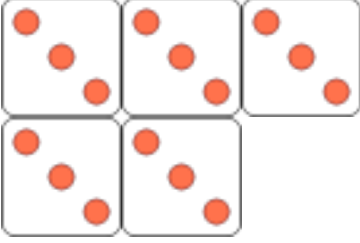
Combat

Combat takes place over the course of 2 rounds. During each round the player is able to select which dice they want to keep going into the next round. When round 2 is over combat begins. The character with the highest hand (see below) wins the round.
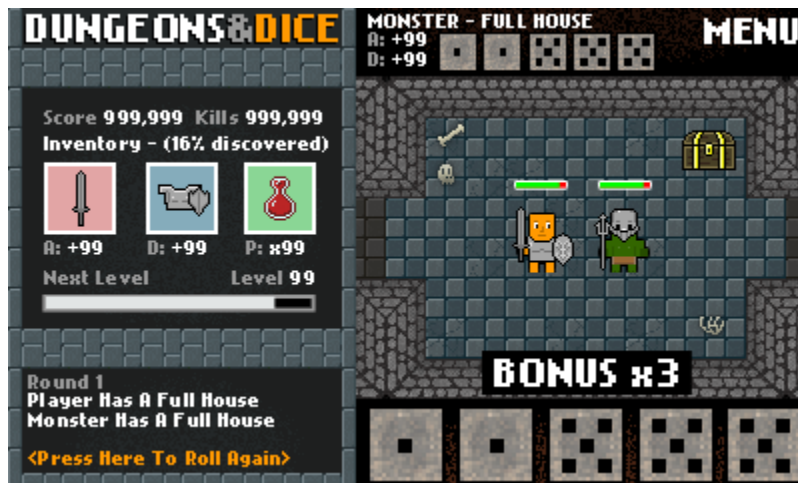
Hand Rankings

There are 7 types of dice poker hands you can get. Each hand is ranked and the score is used to help determine an attack's bonus. Here is a listing of all the possible hands along with their bonus scores:

Type	Description	Score	
High Card	No matches so the highest card represents the hand.	0	
One Of A Kind	One set of matching dice.	1	

Two Of A Kind	Two sets of matching dice.	2	
Three Of A Kind	Three sets of matching dice.	3	
Full House	Two sets of matching dice and 3 of the same dice.	4	
Straight	All of the dice go in order from lowest value to highest.	5	
Four Of A Kind	Four of the same dice.	6	
Five Of A Kind	Five of the same dice	7	

Attacking/Defending

Each character can have equipment on that changes the base attack and defense values of that character. When combat commences the character with the highest hand is considered the attacker. Attackers are assigned an attack value based on the following formula:

```
Attack Value = Base Attack + Weapon Attack Value + Hand Rank Bonus
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The character with the lowest hand is the defender. There is a simple formula for determining their defense value:

```
Defence Value = Base Defense + Armor Defense Value
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When combat takes place, the attack value is subtracted from the defense value. The remainder is removed from the defender's life. By default any successful attack will always inflict a single point of damage. This keeps the player or monster from being so strong that the attacker can't get any hits in.

Special Abilities

The player's character has a special ability based the class they chose. Each abuility has rules around when the player can use the ability and what it does. *See character classes chart for more information.*
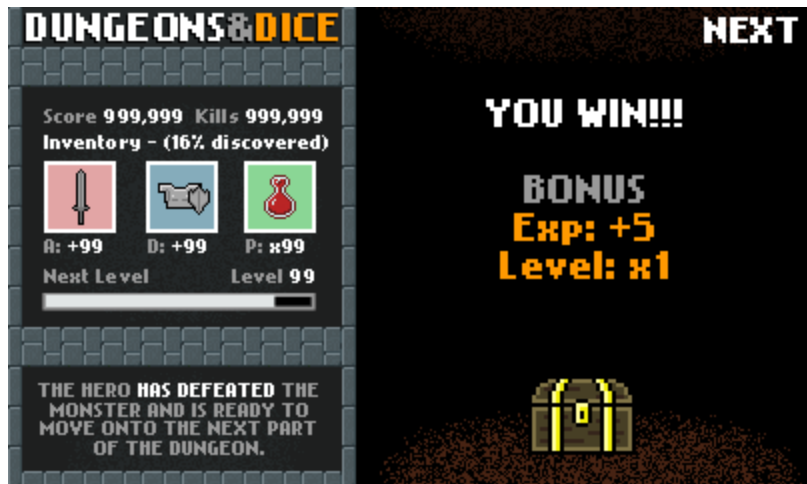
Loosing A Battle

When the player's life reaches 0 the battle and game are over.
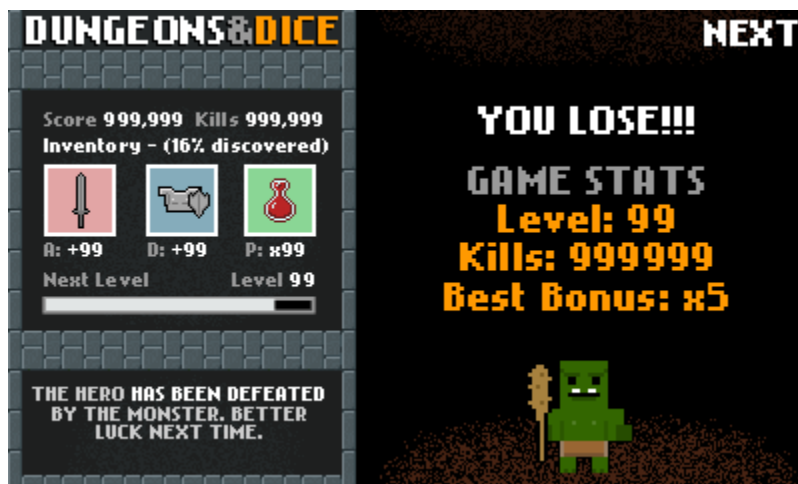
Winning A Battle

When the monster's life reaches 0 the player wins the battle.

Final Combat Score

Points are rewarded based on how well the player did in combat. The following is a breakdown of how the score is calculated:

Bonus	Value
Dungeon Level	Multiply level in dungeon by that dungeon's EXP value.
Rounds To Kill Monster	How many rounds it took to kill the monster.
Killing Boss	Bonus for killing a boss.

Dungeons

There are 10 dungeons in the game. The first 9 dungeons have a single type of monster in them and the 10th one is a "free play" dungeon where all of the monsters in the game are randomly selected to battle the player.

Rooms

As the player progresses through the dungeon new rooms are randomly generated. Each room will have 4, 3, 2 or no exits. After a battle the player can chose what direction to go. When a room with no exits is generated there is a boss battle and if the player defeats the boss they will get extra experience and move onto the next part of the dungeon.

Levels

Once a boss is defeated the player moves to a lower level of the dungeon. The player gets an additional bonus based on that depth level of the dungeon they are in. This helps the player gain even more experience and unlock additional parts of the game quicker. If the player is in dungeon 1 which is giving out 1 exp and makes it to level 5, they will receive 5 points.

Unlocking Dungeons

The game starts out with Dungeon 1 unlocked and as the player gains experience, they will unlock harder and harder levels. The formula for calculating each level's required EXP is:

```
necessary exp = (level * (level + 1)) * 100;
```

Here is a break down of each level:

Name	Monster Type	EXP To Unlock	EXP Reward*
Dungeon 1	Ork	0	5

Dungeon 2	Ogre	200	10
Dungeon 3	Goblin	600	15
Dungeon 4	Wolfman	1200	20
Dungeon 5	Vampire	3000	25
Dungeon 6	Mummy	4200	30
Dungeon 7	Skeleton	5600	35
Dungeon 8	Imp	7200	40
Dungeon 9	Gargoyle	9000	45
Dungeon 10	All	11000	50

* Each level should take roughly 40 battles to complete. This will happen faster depending on what level of the dungeon the player is on.

Experience is gained by killing monsters in each dungeon. Harder dungeons offer up more experience and tougher monsters.

Winning Equipment

Each dungeon also offers up random equipment when you win a battle. Each item has a modifier value which corresponds to it's level. Each dungeon will randomly select equipment at it's own level or lower. So a level 5 dungeon will offer up any items of level 5 and lower. This helps maintain that more powerful weapons are harder to come across since the pool is much larger to draw from.
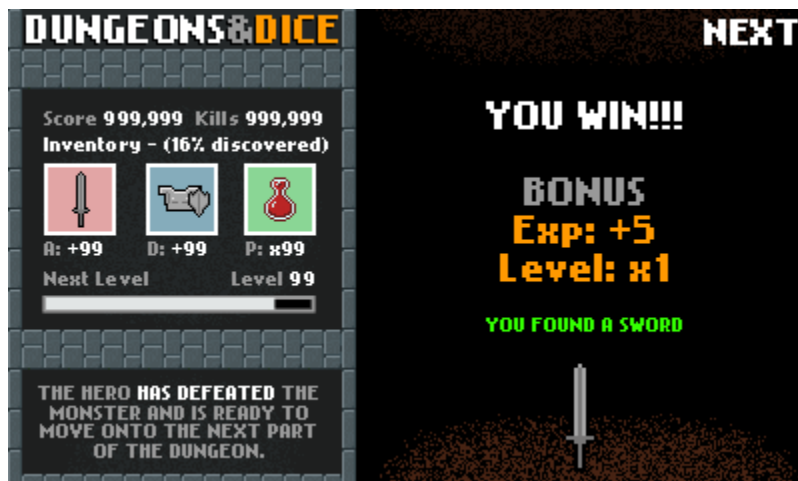
Equipment

Dungeons and Dice has unlock-able equipment. Once each piece of equipment is found in the dungeon it is available in the player's inventory forever.

Weapons & Armor

Each weapon and piece of armor in the game has 4 properties

Property	Description
Name	Name of the weapon
Base Value	Base value of the weapon, this modifies the attack property
Graphic	This is sprite ID to use for the weapon's graphic
Type	Where defines where an item is equipped to (weapon, armor, shield, helmet)

This is a list of all the weapons in the game:

Sprite	Name	Base Value	Sprite	Name	Base Value
	Stick	1		Axe	4
	Cane	1		Throwing Axe	4
	Knuckles	1		Spear	5
	Club	2		Trident	5

Sprite	Name	Base Value	Sprite	Name	Base Value
	Small Knife	2		Short Sword	6
	Dagger	2		Curved Sword	6
	Sai	3		Foil	7
	Mace	3		Wide Sword	8
	Hammer	3		Spatha Sword	9

This is a list of all the shields in the game:

Sprite	Name	Base Value	Sprite	Name	Base Value
	Round Shield	3		Scaloped Shield	6
	Round X Shield	4		Oval Shield	7
	Warrior Shield	5		Long Shield	9

This is a list of all the helmets in the game:

Sprite	Name	Base Value	Sprite	Name	Base Value
	Secret Mask	3		Roman Helmet	7
	Short Helmet	4		Full Helmet	8
	Open Helmet	5		Fuller	9
	Bucket Helmet	6			

This is a list of all the Armor in the game:

Sprite	Name	Base Value	Sprite	Name	Base Value

	Robe	2		Chainmail	6
	Chain Shorts	3		Chest Armor	7
	Light Chainmail	4		Full Armor	9

Winning The Game

There is no true way to win the game outside of staying alive. When the character dies, the player can create a new character and pick up in any of the unlocked dungeons. Other than that, the goal is to stay alive for as long as you can across as many dungeons as possible.