

The game is made for one player to play at a time. At the start of the game, it generates 1 boss floor and 4 floors of 10×10 rooms with an exit door, a maximum of 3 monsters and a maximum of one of each type of power up. The power ups increase the player's stats by 5 for the type of stat the power up relates to. The monsters and power ups spawn in random locations that are not the player's location or the exit door's location. The player moves around the room using the W, A, S, and D keys to move up, left, down, and right respectively. You can level up by winning fights against monsters. You fight the monsters using a rock-paper-scissors type game using attack beats defense, defense beats speed, and speed beats attack. The damage to the loser of each round equals the formula of $(5 + (\text{winning stat} - \text{losing stat}))$. The experience points given to the player are equal to the monster's maximum health, unless the monster's level is lower than the player's then experience is the monster's maximum health divided by 2 rounded down. It takes 20 experience points to level up for the player. The monster's level is equal to the floor it spawns on and its stats are all equal to 5 multiplied by its level while the player's stats start off as all 5 except for health which starts off as 10. The player gains 5 stat points in everything on every level up. The end of the game is the boss room which has you face a monster whose stats are equal to 40 for everything. The game will end when you either die to a monster or the boss, or you defeat the boss.