

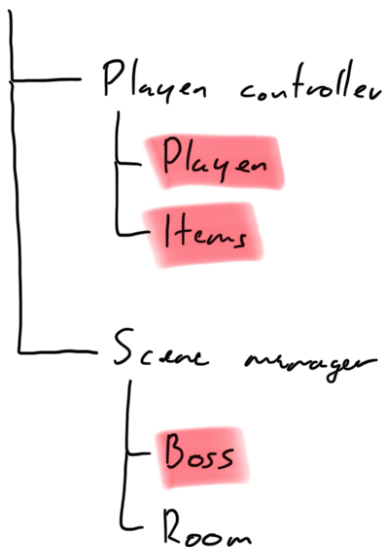
classes:

- controller
- character
- small boss
- main boss
- item
 - armor (health)
 - weapon (damage)

Backlog:

- main screen
- map
- interaction with enemies
- boss fight

Main controller:



Main screen:

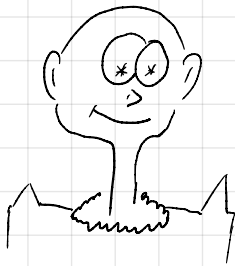
The Holy Bier

New Game →

Continue →

continue button tbd

Path chose screen



Stats:

Level: 11 (Exp: 11/20)
HP: 53/100
DMG: 10
Critical chance: 10%
Gold: 11

Item room
Cost: 10 Gold

Boss room
Boss name:
Boss level:

The Pub

The pub could be a healing place. The main healing item would be beer.

Item room:

You found a new item!

Name:
Gambler's blade

Stats: lvl: 9.
DMG: 12
Crit: 40%
Miss: 40%

Swap item to:

Diamond Sword ^{lvl: 5}

Tomahawk 2 (abhh) ^{lvl: 6}

Holy Handgranade ^{lvl: 9}

Boss room:

Boss name: Silver Serpent
HP:

When fight on heal,
we can chose which
item to use

Fight

Heal

Escape

Notes:

- level sys: after bosses we gain xp, upon entering the pub we lose xp.
- gold sys: after bosses we gain gold
- boss sys: every 5th room is a mandatory boss room
- inventory sys: only 3 weapons and only 3 healing items. (armor tbd)