

Lee-Martin Clarke  
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Project update

Core concepts such as movement, combat, leveling, and maps have been complete. Whats left is to fine tune the combat and leveling system (the numbers scale too large too quickly)  
This involves math and I just need to figure out the formulas.

Once the combat and leveling system as well as the enemy stats have been completed, the end game conditions will be created to tell when the player has beat the game.

As far as resources:

Author: Rafsan Ratul

[https://github.com/ratulrafsan/Random\\_Scripts/blob/master/rouquelike\\_demo.py](https://github.com/ratulrafsan/Random_Scripts/blob/master/rouquelike_demo.py)

This person did a “proof” that this could be done without any external python libraries. This is where I started the project.

Below is a screen shot of the current main game world

