

Project-SpiceUniverse

Combat Controls:

1 for hit

2 for block (get 2 DMG)

3 for dodge (No DMG Taken)

4 for heal (+40 HP)

5 for special ability

(Special Move can't be dodge or blocked)

(it's hidden in the player move menu but it is a viable option)

(Right now special ability of all classes are just damaging entities and has no other meaning to them)

NOTE: resting restores your max HP

Classes:

In SpiceUniverse you can choose different classes which have their own benefits

1. [Warrior]:

Warrior class will provide your character to have some previous experience in combat and elevated defensive abilities. The Warrior class provides these different equipment upon choosing:

- Primary Weapon: FireSword (5 DMG)
- Heals: 1 (+40 HP) (if you use heal before your health drops below max HP then health restores to max HP and DP converts to 0)
- Health: 120 HP
- Defence: 17 DP (DP is just elevated HP, so total health=HP+DP)
- Special Ability: Bronze Shield (12 DMG)
- Special Ability Uses: 1 (Number of times you can use Special Ability)

2. [Bandit]:

Bandit class will also provide your character to have some previous experience as well, and he's seen some stuff lets just say that. The Bandit class provides these different equipment upon choosing:

- Primary Weapon: CrookedAxe (7 DMG)
- Heals: 1 (+40 HP)
- Health: 115 HP
- Defence: 10 DP
- Special Ability: Sand Overdrive (14 DMG)
- Special Ability Uses: 2

3. [Thief]:

Thief class will provide your character to have some stealth experience(not really necessary). The Thief class provides these different equipment upon choosing:

- Primary Weapon: DesertEagle (9 DMG)
- Heals: 0
- Health: 90 HP
- Defence: 11 DP
- Special Ability: Snatch (13 DMG)
- Special Ability Uses: 0

4. [Mage]:

Mage class will provide you with the elevated power of mages and other advantageous stuff (Heals and stuff). The Mage class provides these different equipment upon choosing:

- Primary Weapon: BloodDagger (6 DMG)
- Heals: 2
- Health: 93 HP
- Defence: 9 DP
- Special Ability: Alpha Eyes (14 DMG)
- Special Ability Uses: 3

Enemies:

There are 4 different stats of enemies in The SpiceUniverse

Here are those:

1. [Level 0]:

- Health = 20 HP
- Defence = 5 DP
- Heals = 0
- Weapon = Dagger (3 DMG)
- Special Ability = ReRun (4 DMG)
- Special Ability Uses = 1

2. [Level 1]:

- Health = 40 HP
- Defence = 8 DP
- Heals = 1
- Weapon = Indian Sword (4 DMG)
- Special Ability = SelmonBhoi'sCar (50 DMG)
- Special Ability Uses = 1

3. [Level 2]:

- Health = 60 HP
- Defence = 10 DP
- Heals = 2
- Weapon = Replica (7 DMG)
- Special Ability = CloneRush (9 DMG)
- Special Ability Uses = 2

4. [Level 3]:

- Health = 90 HP
- Defence = 13 DP
- Heals = 3
- Weapon = MachinumBang (9 DMG)
- Special Ability = System OverDrive (12 DMG)

- Special Ability Uses = 3

Objective:

Mine 30 SpiceCrystals