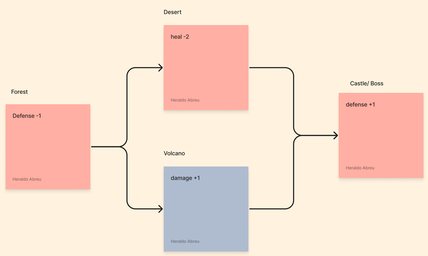
Stats

Characters

Character	DIE	Stats	Upgrades
Warrior (+2 defence)	4 Die, 2 Action, 2 Number (attack, defence, heal)	HP 20 ATT 5 DEF 5 EVE 1	Extra action or more att
Paladin (+1 Heal)	4 Die, 2 Action, 2 Number (attack, Heal, defence)	HP 20 ATT 4 DEF 6 EVE 2	extra heal, more evade
Wizzard (+2 damage)	4 Die, 2 Action, 2 Number (cast, heal, evade)	HP 20 ATT 5.5 DEF 3 EVE 0	extra cast, more heal
Rouge (+1 heal/+1damage) (evade roll)	4 Die, 2 Action, 2 Number (attack, heal,evade)	HP 20 ATT 2 DEF 4 EVE 4	• First strike (extra damage first attack) • Extra evade

Arenas/Areas



Enemies

Enemies

Enemy 1	Stats	Enemy 2	Stats	Boss	Stats	Area
Vandit	HP 10 ATT 2 DEF 2 EVE 1	Wolf Guard Dog	HP 13 ATT 3.5 DEF 3 EVE 2	Forest Guardian	HP 35 ATT 8 DEF 7 EVE 2	Forest
fremen	HP 12 ATT 4 DEF 1 EVE 3	Vulture	HP 10 ATT 3 DEF 3 EVE 3	Gigant Worm	HP 50 ATT 10 DEF 12 EVE 3	Desert
Sentinel	HP 15 ATT 4 DEF 4 EVE 0	Wolf	HP 8 ATT 3 DEF 2 EVE 2	Bowser	HP 100 ATT 15 DEF 12 EVE 4	Castle
Lava Slugs	HP 10 ATT 4 DEF 4 EVE 1	Lizard Soldier	HP 12 ATT 4 DEF 3 EVE 2	Rykard	HP 50 ATT 6 DEF 3 EVE 0	Volcano

Gameplaye Mechanics

Game Loop:
- Character "wakes up"
- Story happens
- Battle 1
- Rest
- Battle 2
- Rest
- Boss
- Upgrade
- Choose path
- x2 more
- At end, win game

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Dice:
- All are 6-sided for now
- 2 Types of Die:
  - Action: contains 3 actions (attack(or equivalent), Defense (uses evade as well), heal)
  - Number: Represents the number that the action will take.

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GamePlay Rules:

At the Beginning of a turn, a die gets rolled and determines the turn priority, characters or the enemy goes.

The person who won takes their turn, and then the other party goes, if not dead.

Fight till death, and then gain xp, level up at the end of each area.

Heraldo Abreu

Notes

- After each battle, gain xp. After each region, gain some sort of upgrade/skill

Stats:
HP
ATT
DEF
EVE

Game only saves in the begging of an area, current stats of characters upon entering

- Couple battles in each area, followed up by a boss
- After each battle, two actions from a list:
  - Rest
  - Buy
  - Prepare
  - Others
- After each area, choose where you want to go

What to do today:
- General stats for player/enemy
- What the dice do
- Gameplay rules/what happens in each battle/order
- What sorts of upgrades per class

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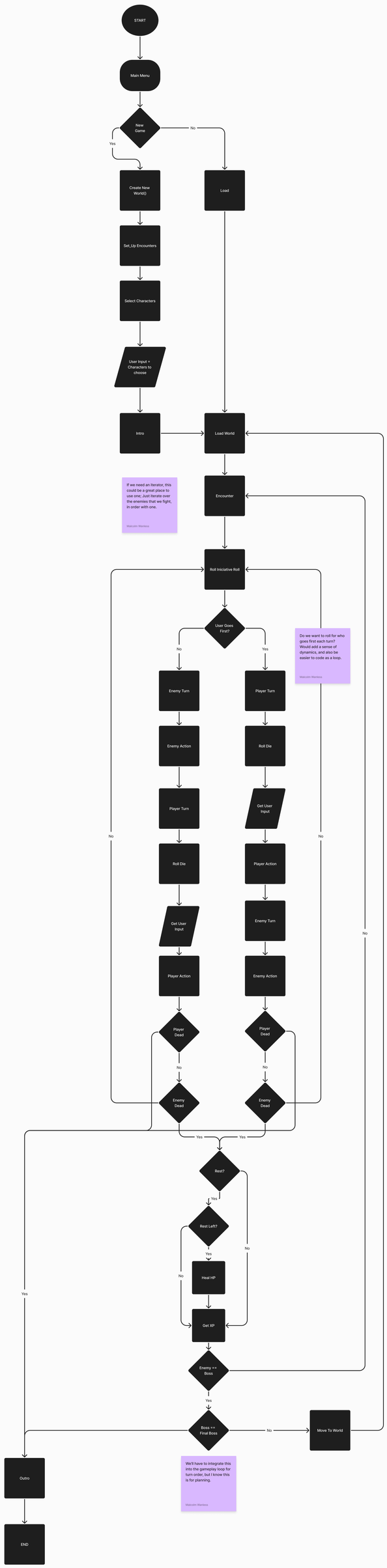
Game Flow Chart