Time to die

## Genre:

Beat-em-up Roguelike

Third person isometric

## Gameflow:

First, the game decides the level that the player will play using one die of six faces. After that, the player can see a table with face down cards and a dice pool with different values, like one die of 6 or 2 dice of 10. The player selects a group of dice and throws them over the table. The cards are revealed and, based on the number of the die, an enemy card will be spawned in the level.

Once on the level, the player must kill all enemies. The environment changes type each X seconds. The enemy groups also have types and you can only kill them if you are in the correct face of environment, in this case a giant die. There are a total of 6 levels(environments) and a final level with the boss. If the player can kill the final boss a cinematic will appear as a reward.

## Features:

The game has 6 levels, the enemies are selected with rolling dice over facedown cards with images of enemies.

The game has a minimum of 6 enemies but desired of 12 or more, in one game not appear all this depend of azar

All enemies has a type and only receive damage in specific faces of dice (or get buff in all other places)

The special of the weapon will appear one the special number of the weapon appears in all the dice.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<Enemies>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

* **Weak enemies will run from you** and strong enemies will attack you.
* **Boss** can **change the dice face**. This will affect gameplay.

———Enemy Types———

Enemy that attack in **melee with a sword**, medium health

Enemy that attack with a **maze and push back** the player and great health

Enemy that attack using **arrows and low health**

Enemies that attack **jumping toward the player(like slime) and make area damage when landing.**

Enemy that can **teletransport nearly to the player**

Enemy **stun** the player .4f secs and has **low damage.**

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<Player>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

———Player weapons———

The weapon can be swapped. One way it’s by giving the player a weapon when he completes the level. But the weapon changes automatically every X seconds

1. Players attack using a **sword**, medium damage
   1. Special: Spin around like garen
2. Players **bow** with distance depending on the pressing time.
   1. Special: Automatically shoot the farthest arrow
3. Player attack with **dagger low damage, great attack speed, movement speed increased.**
   1. Special: Grant one insta kill
4. **Bazooka, strong but slow. Low distance. Area damage**.
   1. Special: Micro missiles with each missile same damage as a big one
5. Magic staff. **Follow targets with low damage.**
   1. Special: Shoot in all directions

## Interface:

Mouse y teclado. Wasd.

## Music/Sound:

Champeta