**Hit Beasts**

**A Turn Based RPG Battler**

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* When the game begins, the player starts by creating their character. There will be options for giving them a name, class type, and look/image.
* Player also receives a set number of Skill Points that they allocate into the five different Character traits to increase their effectiveness: Health, Attack, Defense, Luck, Special
  + Health: increases the Player’s max Health, eg. 25 -> 30
  + Attack: increases the Player’s Attack damage, eg. 16-19 ->17-21
  + Defense: decreases the Player’s received damage and increases the Player’s ability to heal, eg. 0-3 -> 1-3
  + Luck: increases the chance of the Player receiving the upper bound in calculations
  + Special: increases the Player’s Special Move
* The main gameplay consists of the player fighting/battling other players, with the winner receiving Skill Points they can use to further upgrade themselves.
* Before each battle, each player can bet any number of Skill Points( or money? But then we need a shop) with the winner taking the pot.
* During battle, each player has access to four different buttons or commands they can use: Attack, Heal, Special, Run
  + Attack: using the Player’s Attack stat and the Enemy’s Defense stat, cause damage to the Enemy
  + Heal: using the Player’s Defense stat, increase the Player’s Health
  + Special: using the Player’s Special stat, enact the Special Move
  + Run: using the Player’s current Health, attempt to escape the fight.
* After each battle, the Player can use their Skill Points to upgrade their stats, find another battle, or quit and save their progress.