Characters

{ HP, ATK, DEF, Ability if any }

PC

Player Character	Display	HP	Atk	Def	Item	Special Abilities
Shade	@	125	25	25		1.5x score
Drow	@	150	25	15		1.5x Potions
Vampire	@	150	25	25		+5HP for successful attack, no max hp
Troll	@	120	25	15		+5HP per turn, Still CAP: 120
Goblin	@	110	15	20		+5 Gold from the moment an is enemy slain

Enemy

Enemy	Display	HP	Atk	Def	Gold drop	Special Abilities	Chances of Spawn
Human	H	140	20	20	2x normal, so 4 gold	none	2/9
Dwarf	W	100	20	30	1 or 2	Vamps -5HP, not +5HP	3/18
Elf	E	140	30	10	1 or 2	2x attacks, except against Drow	1/9
Orcs	O	180	30	25	1 or 2	1.5x attacks on Goblins	1/9
Merchant	M	30	70	5	Merchant Horde - 4	Hostility	1/9
Dragon	D	150	20	20	Dragon Horde - 6	Extended block radius	Based on Horde?
Halfing	L	100	15	20	1 or 2	PC has 50% accuracy	5/18

Merchants
¶   Neutral until attacked, becomes hostile after that point.

Dragons
- Spawns beside one radius of Dragon Hoard(The gold) – How much does the dragon itself drop?
- Stationary

Enemies

- Move randomly 1 tile, given its '.', in other words unoccupied. Idea: [-1, 0, 1] – random
- Move line by line, ordered with row by row generated movements
- If PC moves 1 block radius, enemy attacks, does not move for the turn. Idea: notify enum of enemies to notify attack, make sure it's all the ones that has one neighbour of @ .
- All gold is small or normal dropped unless you are D, H or M.

Potions

Display: P

Positive
(RH): +10 (HP) – Not more than max hp
(BA): +5 (Atk)
(BD: +5 (Def)

Negative
(PH): -10 (HP) – Not below 0
(WA): -5 (Atk)
(WD): -5 (Def)

Treasure

Display: G

D – 6
M – 4
H – 4
Others – 1 or 2 I think?

Floors
- @ never spawn in chamber with \
    \ or @ equal probability on any floor tile.
- 10 Potions each floor:
    Equal chance on what type, so 1/6 each.
    Equal chance in any chamber, so 1/5 each.
    Equal probability on any floor tile or chamber in other words
- 10 gold each floor:
    5/8 – (2) Normal
    1/8 – (4) Dragon
    1/4 – (1) Small

New Floor Generation

In order: @ → \ → P → G → Enemies

- No 2 objects can occupy same space, exceptions: Gold
- When @ walks over to G, gets picked up.
- items/enemies spawn in "." and not in + or #

Combat

- All hostile except for M, D (dragon not hostile??)
- As mentioned, dragon will attack with the extended block radius (basically G or D radius)

Damage calculated as follows:

Damage(Defender) = $ceiling[\left(\frac{100}{100+Def(Defender)}\right) * Atk(Attacker)]$

Display

Walls: | , --
Passage: +
Chamber: Smaller polygons inside the larger rectangle
PC can only occupy . , +, #

Fig 1: No generations

End game

3 ways:
Hp = 0
/ on 5th floor -> G = score, shade gets 2x score!
q or r commands