**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) =

**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