Ideas: Roll of the Dice

- Probability
- **Mario party** style board game -- single player against monster/bot/npc "playing the board"
  - Tile/Board traversal
  -
- **Risk** style combat - roll dice to determine attack/defense
- **Super auto pets** style fighter with more probability
- **Card game** with rolled stats
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Combat:
Roll how many dice that you have units
Dice numbers attack each other then a dice number hits zero it dies, number of dice3 at the end of combat determines how much damage is done to the front unit. When front unit health reaches 0 then the next unit moves up and you lose a dice to roll in combat.

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The Attacker getting three dice allows for better odds to attack dealing two damage, however if the defense choses to use one dice they can only take up to one damage

If a tie the defense will win the dice comparison.

Spawning Characters:
- The spawn manager will have two integer variables NumPlayer1 and NumPlayer2 which will determine how many players there will be in the game. This value may change based on whether the player should start with more or less characters
- The position of these characters are offset from the starting position. Player 1 must always be on the left side at this time.
- The character's "slots" are stored in a data structure called "PawnPositions." An array of these pawn positions are stored in the spawn manager and must be

Level setup:
- At a basic level we have two teams of players, one for the player and one for the bot. The enemies are positioned as such:

Player 1   Bot

- The player will have a number of units with various stats determined by the **Risk** style implementation.
- The player may have a choice between several characters to pick prior to the match starting
- The bot's units may be random or may be determined by the user's choices to ensure they have a relatively difficult/easy matchup
- Unit's positions are important as units may only attack units directly in front of them. This can allow for strategic positioning of our units.
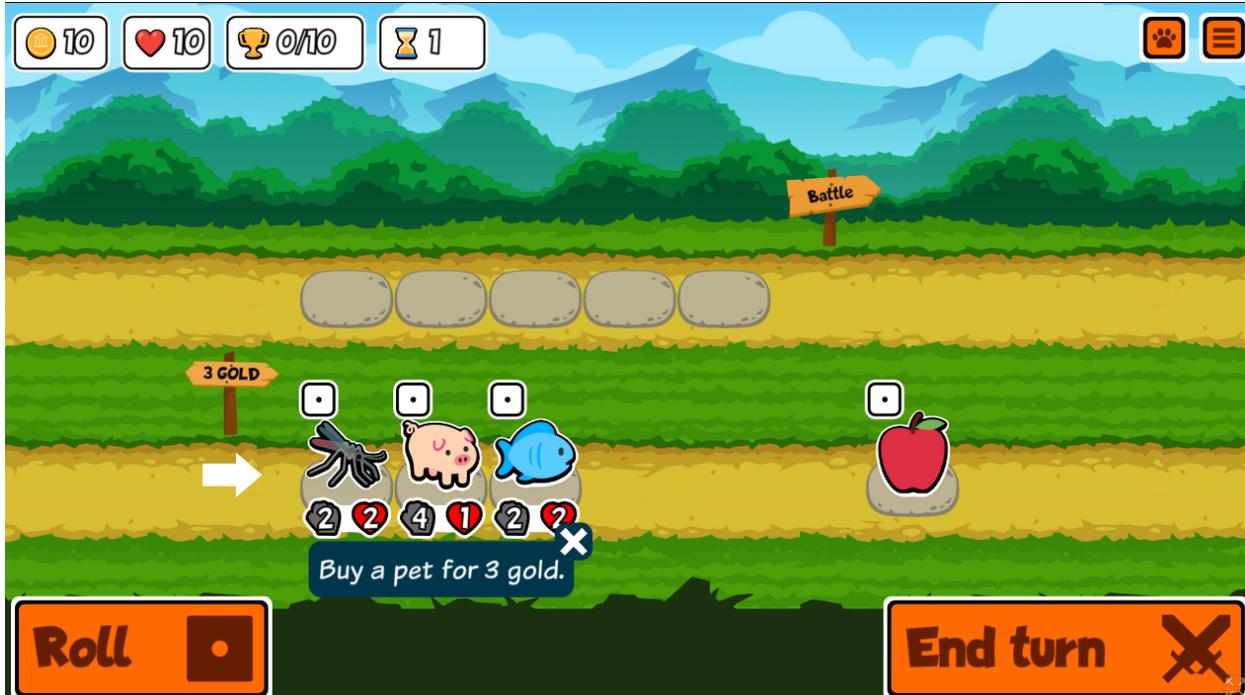

Characters:
- As a first pass, we may want just basic characters that can all attack the same way with no special attributes. However, as we continue we may want to add characteristics to the characters to make them unique such as the ability to attack extra units, defend with armor, or have "thorns" to hurt attackers.
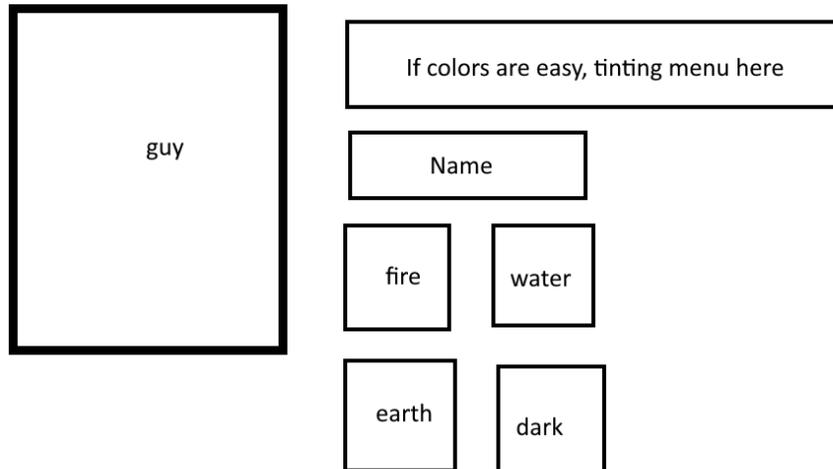
Super Auto Pet Screenshots
Prephase:

Tasks for Day 2:
- Start menu in the witch house

- ~~Sequencer for the start menu to go through the hallway~~
- ~~Replace one character with a wizard~~
- Setup a way to select multiple wizards?
- Setup more than one character -- Click play button

Rough UI

guy	If colors are easy, tinting menu here
	Name
	fire water
	earth dark

Classes:
- Base Health 4

- Dark - Health is 3 (Gain health back when attacking)
- Fire - Health is 2 (Damage Multiply by 2)
- Water - Health 4 (Splash Damage hits front and next unit)
- Earth - Health is 5

Next steps:
A interactive after battle map