

*** QUEST LOG ***

PLAYER 1 (GM): Alex **STAGE:** Survival Roguelike Mechanics **TIMER:** 120 Mins

MISSION OBJECTIVES

- Deconstruct 'Vampire Survivors' progression loops.
- Map out enemy spawning algorithms & resource drops.

LVL	PHASE DESCRIPTION	XP (MINS)
1	Game History & HoMM3 inspiration	20
2	Math behind auto-attack pacing	60
3	Prototyping logic in pseudo-code	40

PRESS START TO BEGIN LECTURE