

Parameters for Dungeon Adventures

Mimic-Persona

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To Be Noticed:

In one combination, each category needs one and only one object to build the combination, i.e., C1 C2 C3 (e.g., Player Axe Open, Player Axe Boss, Player no Axe Win)

1 Category 1

1.1 Actors

- Player

2 Category 2

2.1 Pickup-able Items

- Axe (no Axe)
- HealthPotion (no HealthPotion)
- Key (no Key)
- Shield (no Shield)

3 Category 3

3.1 Actors

- Backbone
- Boss
- Defender
- Ghost

3.2 Objects

- Close (Door)
- Open (Door)
- StairsDown
- StairsUp
- Win (win crown)