

DUNEATIN' USER DOCUMENTATION

OVERVIEW

Dr. Trotman has cast a spell that has temporarily brought all the food in Duneatin' to life. He needs a special albatross egg to make the spell permanent. The player has the egg and must defeat Trotman and return the egg to its home on the peninsula.

NUTRITION IS KEY

Just like in the real world, all of the sentient foods have nutritional values corresponding to their protein, carbohydrates, fats, and alcohol content. When an enemy food is defeated, each one of these nutritional groups provides a boost to the players own strengths.

<i>Protein</i>	Increases the players damage
<i>Carbohydrates</i>	Increases the players movement speed
<i>Fats</i>	Heals the player
<i>Alcohol</i>	Provides a temporary disorienting effect

EXPERIENCE DUNEDIN

Your journey takes place in a map directly derived from Dunedin. You will explore and find key city highlights, including photos from our favourite locations, as well as being able to use busses on their real routes. Throughout your adventures you will also encounter a dynamic weather system featuring sun, rain, snow, and varying temperatures. This system is derived from real historic Dunedin weather data so you can feel exactly what its like to be here throughout a year.

SIDE-QUESTS

As you make your way throughout Duneatin' you can help NPCs for rewards. They may need to answer trivia questions, fetch items, or defeat enemies in a particular location. Rewards may be stats effects, items, healing, or progression to previously locked area.

DUNGEON CRAWLING

To prepare for your final battle, there are 4 different 'minibosses' spread around the city. Each boss is associated with one of the nutritional statistics, e.g. A protein boss. In order to get to the miniboss, you will have to crawl your way through dungeons where you will encounter themed enemies, puzzles, trivia and more.

CONTROLS

Move	Arrow Keys
Attack	7
Teleport	Walk into coloured teleporter
Move objects	Walk into object in direction you want it to move
Unlock	Walk into lock after key has been collected