

BATALLA iv

USER MANUAL

“BATALLA IV” is a turn-based fighting game with GUI. The combat develops automatically taking into account speed and agility to determine priority and attack success, and power and defense to determine damage dealt.

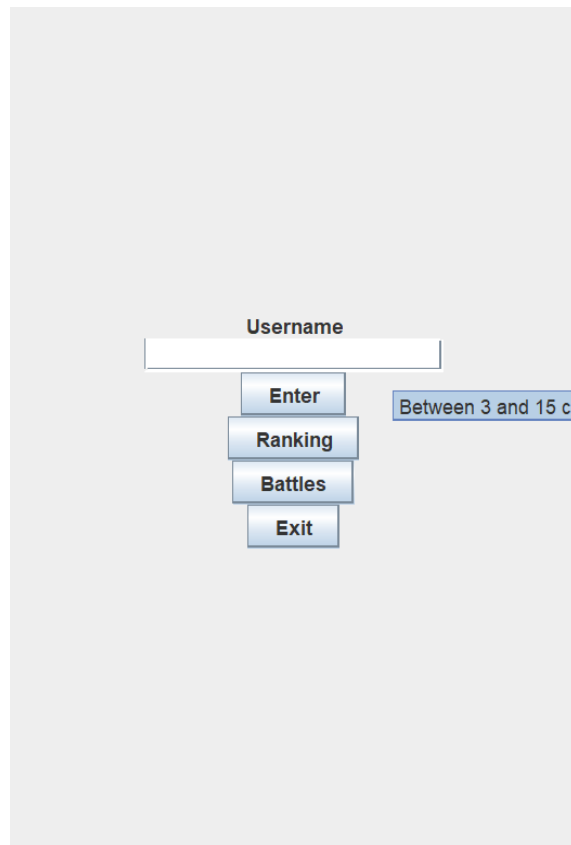
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Before starting:

1. Unzip the "Proyecto03_BATALLAS.zip" file in the desired folder. The zip contains the project files separated by module folders. M1 folder contains the User Guide and Technical Documentation. M2 folder contains a script to generate the database in MySQL application and the database SCHEMA. M3 folder contains the source code and game files. This is the folder to load in java application to launch the game. M5 folder contains flowchart and use case and diagrams.
2. Open M2 folder and execute the script_BBDD_Batallas. You can perform this action from MySQL workbench or MySQL Command Line, one of those must be previously installed in your computer.
3. Open Eclipse and load the game folder from M3/BATALLAS as an existing project.
4. Execute main class Batallas.java

When initializing the game, the interface prompts the player name. To continue, user has to insert a valid player name, which has to be between 3 and 15 character long and can contains numbers and special characters.



RANKING

This button allows you to see the ranking, displaying the player's position, name, the battle battle points and the warrior name. It will show the best 20 players.

Position	Player Name	Battle Points	Warrior Name
1	Jose2	34750	Brenna
2	aaaaa	18253	Groth
3	Jose	14071	Ikhrum
4	Jose_link95	13408	Grumli
5	Jose	8788	Pelor
6	Jose2	8778	Grumli
7	Jose_link95	7768	Grumli
8	Jose	6583	Groth
9	Jose2	5152	Brenna
10	aaa	4354	Arzzet

Close

Battles

Will show information about the battles including the Battle number, player name, warrior name, weapon name, the opponent name, the opponent weapon, the injuries caused, injuries suffered and the battle points.

Battle	Player Name	Warrior Name	Weapon Name	Oponent Name	Oponent Weapon	Injuries Caused	Injuries Suffered	Battle points
1	Jose_link95	Grumli	Great Axe	Brenna	Scimitar	50	32	7768
2	Jose_link95	Grumli	Great Axe	Groth	Great Axe	57	60	5640
3	Jose	Ikhrum	Scimitar	Ageha	Sword	40	38	5162
4	Jose	Ikhrum	Scimitar	Pelor	Axe	60	41	6859
5	Jose	Ikhrum	Scimitar	Elden	Double Swords	21	50	2050
6	Jose	Groth	Axe	Elden	Scimitar	33	60	3240
7	Jose	Groth	Axe	Pelor	Great Axe	33	60	3240
8	Jose	Groth	Axe	Ageha	Sword	40	57	4243
9	Jose	Groth	Axe	Elden	Scimitar	24	60	2340
10	Jose2	Grumli	Great Axe	Ageha	Sword	31	60	3040
11	Jose2	Grumli	Great Axe	Arzzet	Knife	50	22	8778
12	Jose2	Brenna	Double Swords	Elden	Scimitar	40	20	6980
13	Jose2	Brenna	Double Swords	Hellenia	Dagger	40	30	5970
14	Jose2	Brenna	Double Swords	Hellenia	Bow	21	50	2050
15	Jose2	Brenna	Double Swords	Pelor	Knife	60	20	8980
16	Jose2	Brenna	Double Swords	Pelor	Knife	60	22	8778
17	Jose2	Brenna	Double Swords	Elden	Dagger	40	21	6879
18	Jose2	Brenna	Double Swords	Ikhrum	Double Swords	50	37	6263
19	Jose2	Brenna	Double Swords	Elden	Scimitar	39	50	3850
20	Jose2	Brenna	Scimitar	Groth	Axe	48	50	4750

Close

Exit

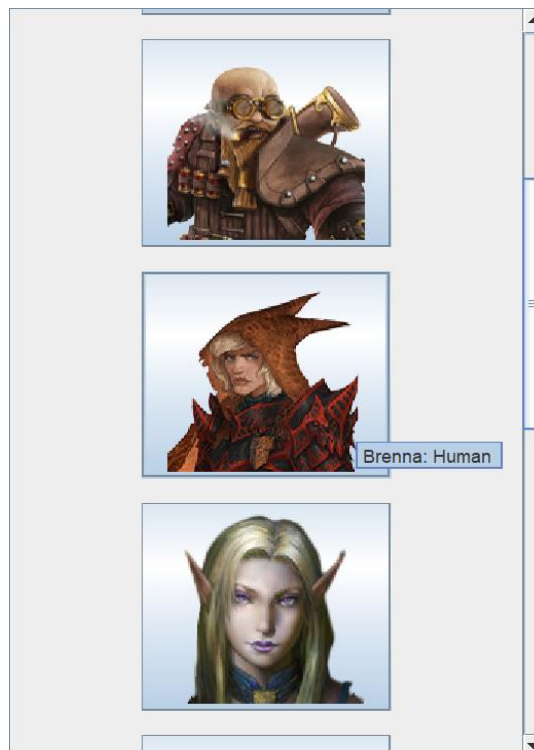
If you choose this option it will close the program.

If you enter a valid username then shows the main option buttons in a welcome window:



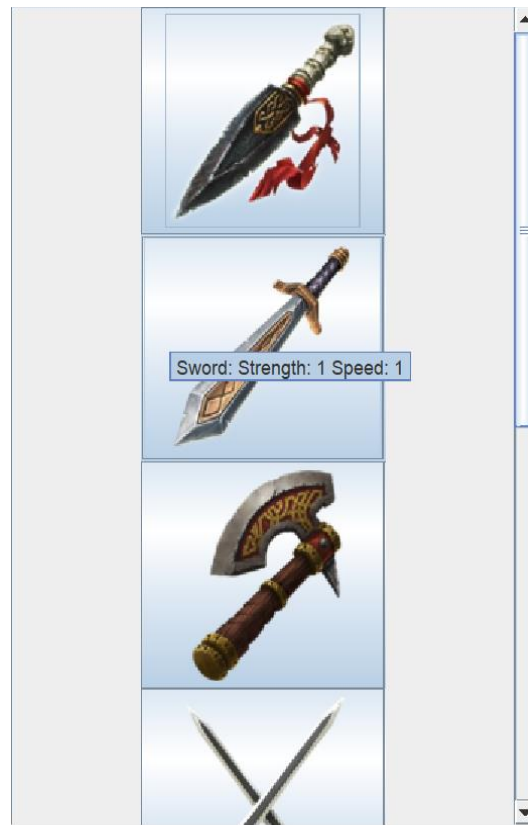
Choose Character

This button allows the user to choose a character to play with. There are 3 races - Elf - Human - Dwarf - to choose, each one with his own stats. Although there are different portrait/character options for each race. When clicking the Character button your points will reset.



Choose Weapon

This button allows the user to choose a weapon which his character will use in the fight. Some weapons are restricted to its specific race, or can't be used by a specific race. "Choose weapon" can't be accessed until a character is selected. Each weapon has his own stat modifiers.



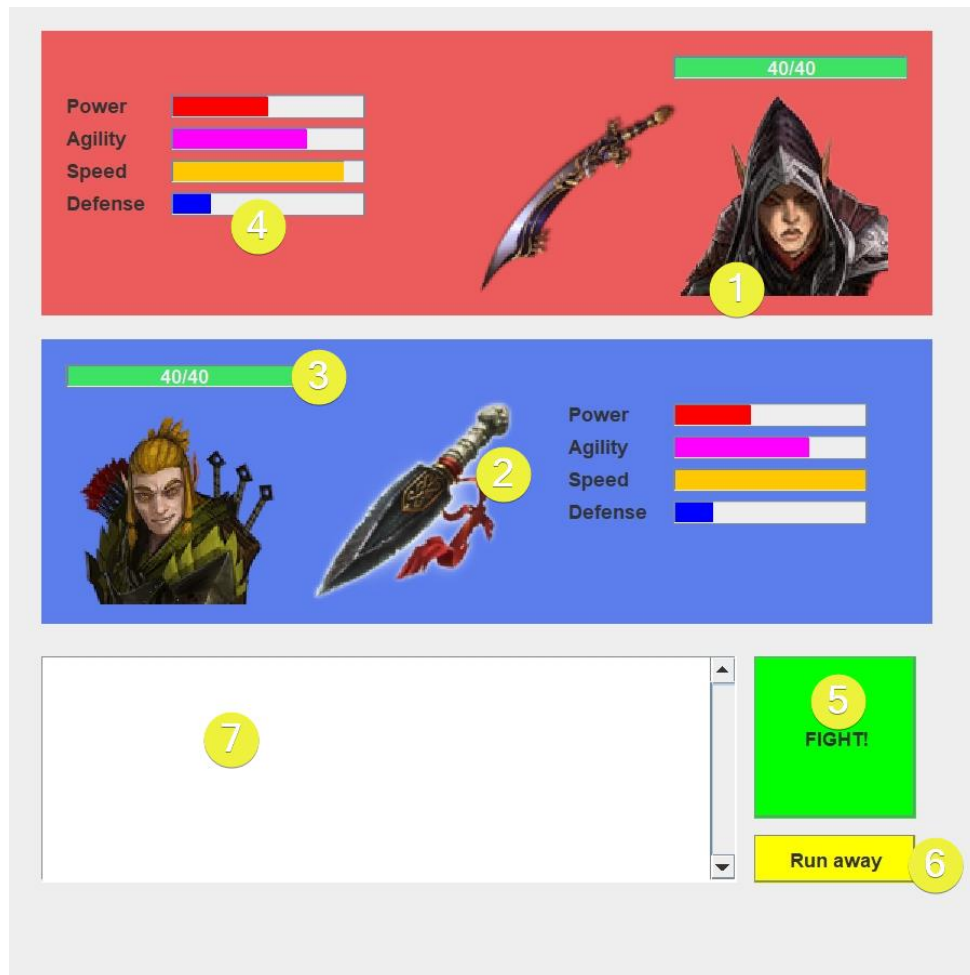
Play

Button to start open the fight window.

Battle window

This window is the main game interface and will appear after clicking play button. Note you need to choose a character and a weapon before you can start a battle.

These are the interface elements:



- | | |
|-----------------------|-------------------|
| ① Character portraits | ⑤ Fight button |
| ② Weapon icons | ⑥ Run Away button |
| ③ Life bar | ⑦ Console prompt |
| ④ Warrior stats | |

Combat Mechanics

Each race has its own stats and each weapon has its own stats modifiers:

- Character stats - Each character has his own attributes. Power, Agility, Speed, Defense.
- Weapon stat modifiers - Speed, Power.

Speed and Agility are determinants to set the battle priority and speed is used to determine if a character has the chance to repeatedly attack his opponent. The higher speed the better chance to attack again. On the other hand Agility is used to dodge attacks. The higher agility the better chance to defend opponent attacks.

Power determines the maximum damage that this character can deal with a HIT! . Defense will reduce this damage in a random number within the defense range. A powerful character can win a fight with less hits!

Once a character has attacked, it has a chance check to attack again, if successful, the character will perform another attack and the chance check will trigger again. A character with high speed can perform multiple combo attacks!

Now you know how the stats work, you can choose your playstyle. Choose wisely and obtain the victory!

After the combat

After each combat, the data is autosaved to the database. The data saved is the player name, the battle data, and the total points. After the first fight, an entry into the ranking is created. After the second battle, this entry is updated each combat until the player quits or loses the battle. This prevents losing ranking points due to unexpected reasons. In further implementations it is planned to resume from the last won battle if the game has been closed abruptly.

After the combat, you can choose to keep fighting or quit.



keep fighting

If the player won, his life is reset and a new random opponent is selected. Battle points are accumulated. If the player has lost, Battle points are saved in the ranking and character and weapon are reset.

Quit

Battle points are saved into the ranking and the application ends.

Battle points

For each combat, the player wins Battle Points, depending on the race defeated and the enemy weapon.

Race specs

Race	Health Points	Power	Defense	Agility	Speed
Dwarf	60	6	4	5	3
Human	50	5	3	6	5
Elf	40	4	2	7	7

Weapon modifiers

Weapon	Modifiers	Restricted to
Dagger	+3 speed	Human, Elf
Sword	+1 speed, +1 power	Human, Elf, Dwarf
Axe	+3 power	Human, Dwarf
Double Sword	+2 speed, +2 power	Human, Elf
Scimitar	+2 speed, +1 power	Human, Elf
Bow	+5 speed, +1 power	Elf
Katana	+3 speed, +2 power	Human
Knife	+4 speed	Human, Elf, Dwarf
Great Axe	+5 power	Dwarf

Battle points for victory

The Battle Points are calculated with the following formula:

$((\text{remaining life} + \text{damage dealt}) \times 100) - \text{damage recieved}$

The Total Points is the sum of Battle Points of all combats, as its updated after each fight, its calculated as follows:

$\text{Total Points} = \text{Total Points} + \text{Battle Points}$