Story Overview

The game has an overarching story. You play a delinquent, discontent youth who lives in the Flora Kingdom. The kingdom is comprised of the towns of Marigold Municipality on the plains to the south, Cacti Town in the deserts of the west, Mushroom Villa nestled in the haunted forests of the north, Lilypad Port on the coast of the east, and Rose City sitting as the hub of all in the center. The order of the kingdom is kept by the Crystal Bearers, guardians of a respective town and one of the few who can control the Guardian Spirits, powerful elementals of the land. The chivalrous Arborius protects Marigold Municipality. The steadfast Marina protects Lilypad Port. The devious Toxitra protects Cacti Town. The spooky Hagitha protects Mushroom Villa. And, leader of them all, the powerful Ruby protects the capital of Rose City.

Despite the fact the Flora Kingdom is a land of peace and no real hardship, you are grumpy with the establishment, and have decided to take them down and take their power for your own. One day, you steel your resolve in your home in Rose City and decide today is the day. You sneak into the neighborhood guard station and steal one of their Lesser Spirits. With a spirit now in hand, you are ready to take on the world!

Through your adventures, you will meet NPCs who will give you advice and help you, including the mysterious Crystal Man, a traveler of the land always willing to lend a helping hand if you prove your toughness. But where does he get all these spirit crystals? And you will run into wild enemies. If you can beat them, you might just get stronger.

In each town, in their headquarters, are the Crystal Bearers. If you can beat them in battle, you can steal their crystals too, and grow even more powerful. Defeat all the Crystal Bearers and become the ultimate ruler of Flora Kingdom! None will stand in your way!
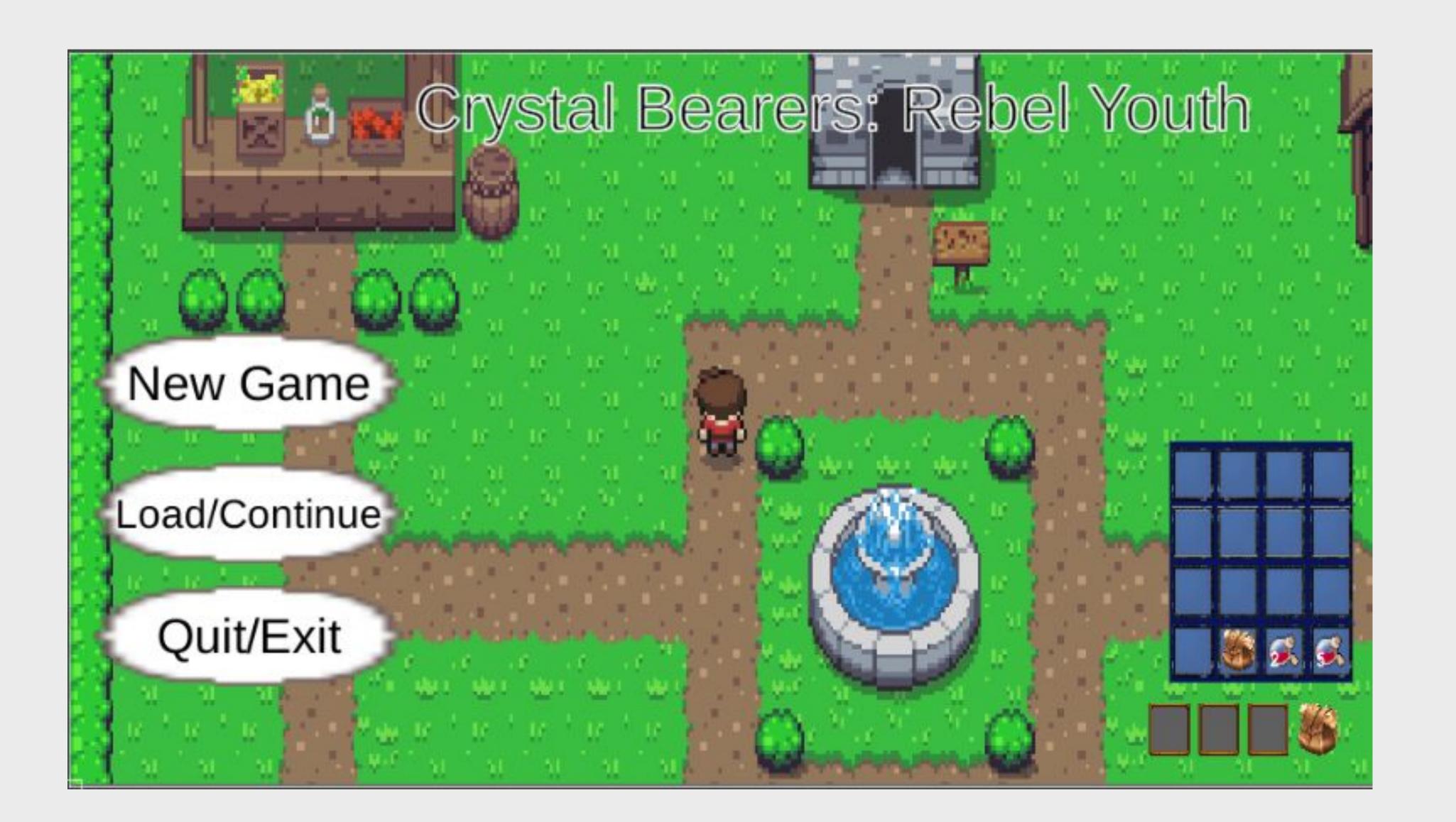
Oregon State University

Crystal Bearers: Rebel Youth

Team Sweevil : Evil Pokemon Clone

Alexander Goodman, Vincent Yasi, William Cameron

```
        StartCoroutine("StartTurn");
}

IEnumerator StartTurn()
{
    yield return new WaitForSeconds(1);

    //get player party object
    this.playerParty = GameObject.Find("Player Party");

    unitStats = new List<UnitStats>();

    //Load in party member objects
    PlayerPartyManager.MyInstance.SummonSpirits();

    //Get the Player Party
    GameObject[] partyMembers = GameObject.FindGameObjectsWithTag("PartyUnit");

    Debug.Log("Turn System (Party Member Count): " + partyMembers.Length);

    //set fields for each party member
    foreach (GameObject partyMember in partyMembers)
    {
        UnitStats currentUnitStats = partyMember.GetComponent<UnitStats>();
        currentUnitStats.calculateNextActTurn(0);
        unitStats.Add(currentUnitStats);
    }

    //create enemy party
    enemyMembers = GameObject.FindGameObjectsWithTag("EnemyUnit");

    //set fields for enemy units
    foreach (GameObject enemyUnit in enemyMembers)
    {
        UnitStats currentUnitStats = enemyUnit.GetComponent<UnitStats>();
        currentUnitStats.calculateNextActTurn(0);
        unitStats.Add(currentUnitStats);
    }

    //sort unitStats list to organize turn order
    unitStats.Sort();

    //set flags to false
    //this.actionsMenu.SetActive(false);
    this.enemyUnitsMenu.SetActive(false);

    battleDone = false;
    spacePress = false;
```


Player Controls

- Arrow Keys/W-S-A-D - Move Player
- Space - Interact With Signs and NPCs
- "b" key- Toggle All Inventory Displays On/Off
- Left Click Bag Icon - Toggle specific Inventory Display On/Off
- Left Click + Shift Bag Icon - Dequips Bag and can be placed into Inventory Slot
- Right Click - Use item Menu (Use, Toss, Cancel)
- Left Click - Picks Up Item
- Left Click, Move Mouse Over World, Left Click - Discards/Removes Item from Inventory
- Left Click, Move Item Over Same Item Type, Left Click - Stack Items in Inventory
- "esc" key - Pause Menu

Game Overview

Our project is a 2D Role-Playing Video Game, modeled in the style of the same genre of games most popular during the 90s and 2000s, and coded in C# using the Unity Engine. It uses 2D graphics and sprites to produce the game environment and gameplay elements. The gameplay revolves around exploring a created world, composed of many scenes, interacting with the environment, and doing battle with many enemies in separate combat scenes, using the different party members you can recruit. Each party member (and the enemies) have various stats that regulate their performance in battle (such as HP, Attack, Defense, etc.), and the many combatants battle until one side is left standing. If the player is victorious, the party receives Experience Points that are used to Level Up and increase their overall stat values. Upon victory, the player also receives some randomly generated loot such as health potions and coins. Through this gameplay loop of exploration and battling, the player grows stronger and is able to take on greater challenges, thereby being able to play more and more of the game, and hopefully have fun.