**ItSpecifications by JUDY PAYOT**

1. **Hot** **Keys**
   1. *Hot Keys* are available at any time and event of the game except in the *Front Menu*.
   2. *Hot Keys* are not available in the *Front Menu* except for the menu-navigation keystrokes: Up, Down, Left, and Right.
   3. The following are the *Hot Keys* and their applicable actions:
2. **Esc**
   * + - Shows/Hides *Menu*. See *Menu*.
3. **F1**
   * + - Shows/Hides *Help* window. See *Help*.
4. **F2**
   * + - Turns On/Off Music.
5. **F11**
   * + - Switch from Window-mode/Full-size view.
6. **I (Inventory)**
   * + - Shows/Hides *Inventory.* See *Inventory.*
7. **Q (Quest)**
   * + - Shows/Hides Quest list window. See *Quest*.
       - Size: 760x530 pixels.
       - Position: Center of the screen.
       - There are two (2) Types of Quests that are listed: *Required* and *Optional* Quests.
       - **Tab buttons**: *Required* and *Optional* Quests
         1. Size: 100x 530 pixels
         2. Position: Flushed to the Left of the Quest list window.
         3. The player should be able to highlight the *Required*- or *Optional*- tab by pressing the Up/Down buttons.
         4. The player should be able to view the highlighted-tab’s content by pressing ‘Enter’.
       - **Tab content**: List of *Required*/*Optional* Quests
         1. Size: 660x 530 pixels
         2. Position: Right relative to the tab buttons.
         3. If the tab content does not fit the window, there should be a scroll bar on the right-side of the content.
         4. The player should be able to browse through the *Quest* list and highlight a *Quest* using the Up and Down buttons.
         5. The player should be able to view the highlighted *Quest’s* information by pressing ‘Enter’.
       - **Quest information**
         1. The *Quest* information should appear after the player highlights a *Quest* and presses ‘Enter’.
         2. The *Quest* information should appear in the Tab content area of the *Quest* list window.
         3. If the player wants to return to the Quest list, he/she should press ‘Enter’.
8. **P (Profile)**
   * + - Shows/Hides *Character Profile*. See *Character Profile*.
9. **Keystrokes Up, Down, Left, Right**
   * + - Character Movement/Map Navigation: Enables the character to move up, down, left, right within the game screen.
       - Menu Navigation: Enables the player to navigate through the Menu, Help, and Inventory windows.
10. **Inventory**
11. Size: 800x600
12. *Inventory* should display all the items the character is *holding*.
13. *Inventory* should be arranged by Category and alphabetically
14. The player should have the option to *Throw* away items.
15. **Tabs**: General Items, Fashion, and Books
    1. **Tab buttons:** Wallet, General Items, Fashion, and Books
       * + Size: 100x150 pixels
         + Position: Float Left
    2. **Tab content**
       * + Size: 700x600
         + Position: Left relative to the Tab buttons
16. Inventory Categories:
    1. **Wallet**
       * + 1. The Wallet should display the amount of money the character own.
           2. The currency should be called ***Jenny***(***ies***).
           3. The maximum amount of money a player can carry should be 10,000,000 *Jennies*.
           4. The player should use money to buy *Equipment* and *Items* from *Shops*.
           5. After a player buys an item from a Shop, the equivalent amount should be taken away from his/her wallet.
           6. The character should be able to amass money by:
         + Interacting with characters that are programmed to give the player money given particular situations or conditions.
         + Trading in *Equipment* and *Items* at *Shops*.
         + Accomplishing *Quests* that reward money.
    2. **General** **Items**
17. General items include: *Consumables* and *General* *Equipment*
18. ***Consumables***…
    * + - Should be items that can only be used once.
        - Should affect the *Character* *Status*. E.g. HP and Mana
19. ***General*** ***Equipment***…
    * + - Should be items that can be used infinite times.
        - Should not affect the character *Status*.
    1. **Fashion**
       1. Fashion should includes items that are wearable but do not affect the *Character* *Status*
       2. Fashion items should be purchased from the *Tailor* *Shop.*
    2. **Books**
20. The magical books are the *Grimoires*.
21. There are four (4) books that the player should collect: Earth, Fire, Wind, and Water.
22. Each book should have the ability to boost the maximum limits of the Character Statuses’: Health Points (HP), Mana Points (MP), Defense, and Attack. The following indicates how much each book should boost the given statuses:
    * + - 1. **Earth**

- HP: ±0

- MP: +5% per second (recovery rate)

- Defense: +20% better (defense)

-Attack: +10% better (attack power)

* + - * 1. **Fire**

- HP: ±0

- MP: +5% per second (recovery rate)

- Defense: +10% better (defense)

-Attack: +20% better (attack power)

* + - * 1. **Wind**

- HP: ±0

- MP: +5% per second (recovery rate)

- Defense: +20% better (defense)

-Attack: +10% better (attack power)

* + - * 1. **Water**

- HP: ±0

- MP: +10% per second (recovery rate)

- Defense: +10% better (defense)

-Attack: +20% better (attack power)

For example:

**Effect of the Fire Grimoire**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Boost %** | **New Status Limit**  **(With Boost)** | **Effect** |
| **HP** | ± 0% | N/A | N/A |
| **MP** | + 5% | let R = (m \* 0.05)  MP = MP + R | **R** is added to the remaining MP every passing second till full. |
| **Defense** | + 10% | DAMAGE = (x – (x \* 0.10) ) | A boost in *defense* will decrease the attack power of the enemy. The damage received per enemy attack decreases. |
| **Attack** | + 20% | ATTACK = (y + (y \* 0.20) ) | A boost in *attack* will increase the attack power of the player. |

Let:

MP recovery rate = 5% per second

R = (m\*0.05)

m = maximum MP possible (100% MP)

x = monster/enemy attack power

y = character’s original attack power (original damage the character can inflict on the enemy)

DAMAGE = damage received every time a monster/enemy attacks (status boost applied)

ATTACK = new attack power (status boost applied)

1. **Help** **Module**
   * + - 1. Size: 450x450 pixels
         2. Position: Center of the screen
         3. The *Help* window should display the *Hot Keys* and their applicable actions.
         4. If the list of *Hot Keys* does not fit the Help window, there should be a scroll bar on the right-side of the list. The player can use the Up and Down arrows to scroll through the *Hot Keys* list.
         5. To show/hide the *Help* window, press **F1**.
         6. See section about *Hot Keys* for the available *Hot Keys*.
2. **Equipments** **Module**
   * + - 1. Size: Less than equal to 120x170 pixels.
         2. Position: Equipment that is worn by the character should be found within the border of pixels the character can occupy. A character can occupy 120x170 pixels.
         3. Equipment should be purchased from the *Black Smith’s* *Shop*.
         4. Equipments should be divided into the following categories:

**Armor**

Armors available are: Wooden and Metal armors.

Armors increase the *Character Status*: *Defense*.

**Wooden armors** should be weak against Fire monsters, weapons, and attacks.

**Metal** **armors** should be weak against Water monsters, weapons, and attacks.

**Weapon**

1. Weapons available should be suitable for an archer. E.g. Bow, Arrows, etc.
2. The bows available differ in *Range*. E.g. Wide- and Short-range bows
3. Arrow supply should be infinite but the arrows available differ in *Attack* power. The higher the attack power, the greater the damage an attack should inflict on its target.