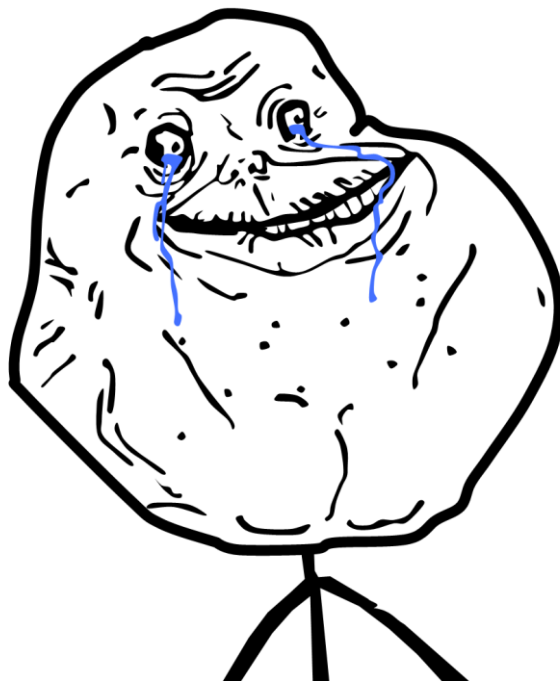# TrollQuest Player Guide

CONTROLS SUMMATION

Mouse: move to change the calculated path for you character

Mouse+Left Click: Select a square to move to or attack or cast at

X (hold): Switch to attack mode. You will now attack the square you select

C (hold): Switch to cast mode. You will now cast your currently selected spell on your selected square

Ctrl+s: Displays your character's detailed information panel

Ctrl+w: Displays a trade window if you are next to a merchant.

Ctrl+q: Displays your current quest scroll

Ctrl+I: Displays your inventory
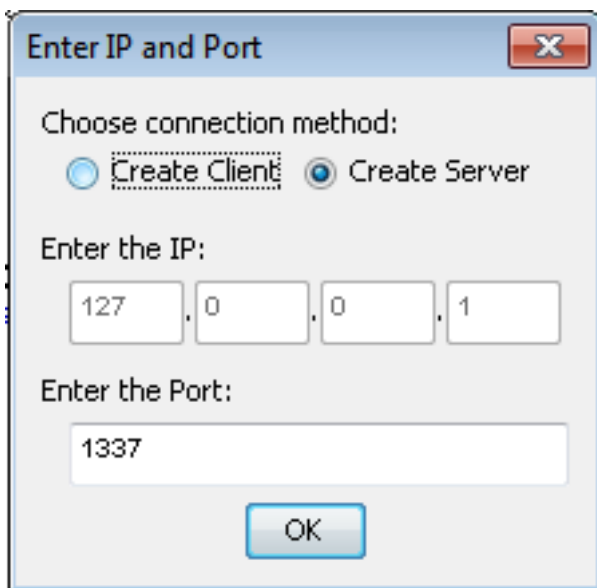
Esc: Brings up the quit screen

S: see admin section at the end of the document.

INTRODUCTION

  Welcome to TrollQuest! A game of high fantasy... and trolls! This document will teach you the things you need to know to effectively play the game.
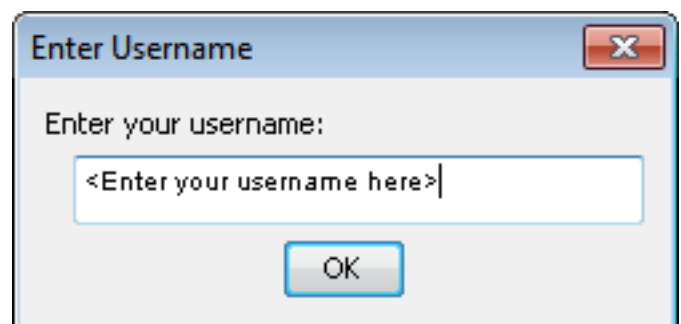
  The main game is run from the TrollQuest.jar file located inside the zipped file named client.zip. The TrollQuest.zip file should contain the TrollQuest.jar and a data directory. For TrollQuest's client program to run, the 'data' folder must be in the same directory that as the TrollQuest.jar. So to play the game as a client you just need to run that jar, select 'create client' and input the server's information.

  Alternatively, you may create a client/server if you want to play the game by yourself. Which ideally redefines the way an MMORPG is played, but it is possible. Just select the 'create server' upon starting the TrollQuest.jar file and you're ready to play!

Figure 1.01

Figure 1.02

HOW TO PLAY

  TrollQuest uses a simple UI interface with a few key commands you should be familiar with. When you log into the game you should see this.

This is the character creation screen. On the left, if you had a previously created character this is where it would be located. Use the arrows to select your character, then press the select button to resume play.

On the right is where you would create a new character. Enter a player name below simply by typing your character name and select your gender (Trollbot, female, or male), then hit the "create!" button. From here you can begin playing!

USER INTERFACE

Now is a good time to go over the user interface. This is how you would be interacting with the game and hopefully forging your elite character

1. Your status bars. The top one is your current Health points, the second is your current Magic points and the last one is your progress towards the next level.
2. This is your character. The UI will be centered around this character as this is the avatar you control.
3. These are your spell books. To select a spell, navigate to it with the up and down arrow keys so it is pulled out a little more than the others, like Zot is shown to be above
4. This is your command tool bar. From left to right, the first button opens the chat dialog, the second opens your inventory which will allow you to equip and unequip weapons and armor. The last one opens up your quest scroll, which has a written list of all the evens you must complete to finish the quest.

5. This is an NPC, you will see an occasional scattering of NPC's throughout TrollQuest and you will interact with most of them eventually.

6. These are one type of monster you will encounter in TrollQuest. There are four important things to go over. Below the character there will be a level indicator. To the right of the character there are three bars. In order from left to right, the first is a mini health bar, the second is a mini magic bar, and the third is a mini xp bar. In TrollQuest monsters will level after a time so be careful!

7. This is a merchant. These are who you would buy/sell your swag to.

8. This is your cursor. This is your current target. Depend on your actions the cursor will change different colors. When just moving the cursor will be yellow. When attempting to attack, the cursor will be red. When attempting to cast the cursor will be blue.

The three buttons in the command toolbar bring up these menus. You can reorganize your inventory, view your current moolah, and equip and dequip weapons and armor from in inventory menu. The Quest scroll will tell you what step of your quest you are on and the chat box below will show you any messages from the server or other players and even NPC's around you.

Figure 2.01

Figure 2.02

Figure 2.03

There is also a detailed view of your character. To view this, press 'ctrl+s' and it will bring up the following panel. This shows all of your character's stats, gender, name, currently equipped weapons and armor, and even the current map you are on.
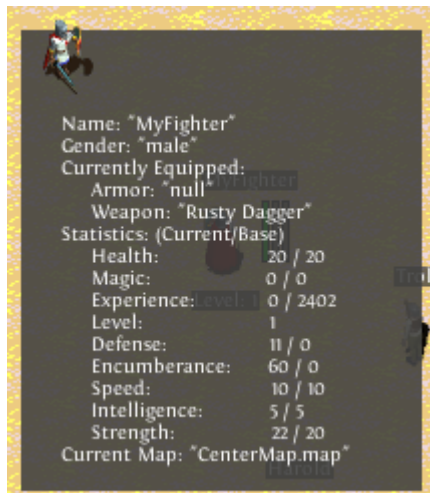

Figure 2.04

THE GAME

TrollQuest is an asynchronous game that is to say it is not turn based and you play real time with other people across the Internet. The mechanics behind TrollQuest are rather simple. To attack a monster, you must hold the 'x' key on your keyboard and that will switch your mode into attacking your target. Then you must left-click on any square to attack the creature there. If a monster is not present in the square you will move toward that square. Casting is managed the same way; you just hold 'c' to cast on your targeted cell and you will walk up to the square and cast your spell.

TrollQuest has 5 distinguishable maps to play on with different levels of creatures and different events on each one. Each map will allow you to get to the others, but of course you must find the portals first!

Throughout the game there are weapons and armor you can find that you will be able to equip. Check your inventory for anything that looks like the weapon and armor icons in the inventory picture above. There are also many types of junk swag you can sell to any merchant

Upon defeat, monsters will drop inventory for you to pick up and sell. This chest can contain possible weapons and armor or just junk swag. Be careful though! Upon your death you will lose all items and money in you inventory! Movement onto any tile that has a chest on it will pick up everything from that chest and put it in your inventory. Or, if you don't have enough room, it will ignore the chest.

MOVEMENT

Movement in TrollQuest is based off of each tile type's movement cost. Movement cost affects how fast or slow you will move through the tiles. Below is table showing the movement times in milliseconds for each of the terrain types (P.S. keep an eye out for those cursed, invisible mountain tiles!).

Terrain Type	Movement Cost (ms)
Plains	500
Desert	500
Forest	1500
Swamp	1500
Wasteland	1500
Water	10000
Mountain	2500

PLAYER STATISTICS

All creatures capable of attacking and killing each other share the same stats (see figure 2.04). All of these stats will increase upon a character's level up. Speed, strength and intelligence all run on a scale from 0-100. And based on the player or monster's class, they will level up at different rates. Below is a table defining each class' level up rate. Every class will also learn new spells at the given spell rate. This means every SpellRate levels, the player will learn new a new spell. The only exception to this is at level 3 all players will learn the Open spell.

	Level Factor	SpellRate	HPup	MPup	SpdUp	StrUp	IntUp
fighter	1.55	5	10–15	1–5	2–5	3–8	1–3
mage	1.5	1	6–10	10–15	2–6	1–3	3–8
thief	1.45	3	8–12	5–10	3–8	2–5	2–5

SPELLS

TrollQuest supports 15 unique spells. Most spells won't be used unless you are a magic wielding mage, but here is the list and what they do:

Zot: A single-target lightning attack.

    Target Designated CELL.

    Difficulty 25

    MP Cost 3

    Effect Damage to CREATURE in targeted CELL: $pc:LEVEL * Random(1; 5)$

    EXECUTE TIME 0

    Level 1

    Dependencies none

Zorch: An area of effect lightning attack.

    Target A circle (in MANHATTAN DISTANCE sense) of CELLs, of radius floor(pc:LEVEL/4), centered at designated CELL.

    Difficulty 50

    MP Cost 20

    Effect Damage to any CREATUREs in any targeted CELLs: $pc:LEVEL * Random(1; 5) + pc:intelligence$

    EXECUTE TIME 0

    Level 5

    Dependencies Zot

Open: Enable transit through a designated PORTAL.

    Target PC's current CELL.

    Difficulty 20

    MP Cost 10

    Effect If PC's current CELL is a PORTAL, moves PC to other end of that PORTAL. Otherwise, no effect.

    EXECUTE TIME 10

    Level 3

    Dependencies none

GoodDrugs: Small healing to a single target.

    Target Designated CELL within MANHATTAN DISTANCE 5 of the caster.

    Difficulty 25

    MP Cost 8

    Effect Heal any CREATURE in designated CELL by Random(1; 10) HIT POINTs.

EXECUTE TIME 0

Level 1

Dependencies none

GreatDrugs: Large healing to a single target.

Target Designated CELL within MANHATTAN DISTANCE 8 of the caster.

Difficulty 40

MP Cost 20

Effect Heal any CREATURE in designated CELL by pc:intelligence *floor(pc:LEVEL=5) HIT POINTs.

EXECUTE TIME 0

Level 4

Dependencies GoodDrugs

IFeelMuchBetterNow: Complete healing to a single CREATURE.

Target Designated CELL within MANHATTAN DISTANCE 8 of the caster

Difficulty 80

MP Cost 30

Effect Heal any CREATURE in designated CELL completely.

EXECUTE TIME 0

Level 12

Dependencies GreatDrugs

Fly: Allow the caster to move freely.

Target Caster.

Difficulty 40

MP Cost 15

Effect Set PREP TIME for all move COMMANDs to 10.

EXECUTE TIME 30 * pc:LEVEL + pc:intelligence

Level 8

Dependencies Open

FlameThrower: Area of effect fire damage.

Target Line of 5 CELLs, starting at caster and pointing in designated direction

Difficulty 30

MP Cost 2 per GLOBAL CLOCK TICK

Effect 2 HIT POINT damage per GLOBAL CLOCK TICK to any CREATUREs in targeted CELLs.

EXECUTE TIME pc:intelligence, or until MP exhausted.

Level 10

Dependenices none

ArmageddonAndThenSome: Massive area of effect damage.

Target Circle of radius 8 (MANHATTAN DISTANCE) CELLs, centered at CASTer.

Difficulty 100

MP Cost 3 per GLOBAL CLOCK TICK.

Effect 7 HIT POINT damage per GLOBAL CLOCK TICK to any CREATUREs in targeted CELLs.

EXECUTE TIME pc:intelligence, or until MP exhausted.

Level 18

Dependencies Zorch, FlameThrower

BuffSpeed: Increases a player's current speed for a limited amount of time

Target within 4 cells of the caster

Difficulty: 30

MP Cost: 10

Effect: Increases the target's speed by ¼ of the caster's intelligence

Execute time: 0

Level: 2

Dependencies: none

BuffStrength: Increase a player's current strength for a limited amount of time

Target within 4 cells of the caster

Difficulty: 30

MP Cost: 15

Effect: Increases the target's strength by ¼ of the caster's intelligence

Execute time: 0

Level: 3

Dependencies: BuffSpeed

BuffIntelligence: Increases a player's current intelligence for a limited amount of time

Target within 4 cells of the caster

Difficulty: 30

MP Cost: 20

Effect: Increases the target's intelligence by ¼ of the caster's intelligence

Execute time: 0

Level: 4

Dependencies: BuffStrength

BuffMagic: Increases a player's maximum magic points for a limited amount of time

Target within 4 cells of the caster

Difficulty: 30

MP Cost: 25

Effect: Increases the target's magic points by ¼ of the caster's intelligence

Execute time: 0

Level: 5

Dependencies: none

BuffHealth: Increases a player's maximum Health points for a limited amount of time

Target within 4 cells of the caster

Difficulty 30

MP Cost 30

Effect: Increases the target's HP by ¼ of the caster's intelligence

Execute time: 0

Level: 6

Dependencies: BuffMagic

PLAYER VS PLAYER

Ah, the good content of any game! TrollQuest does support player versus player combat and often it offers better perks than fighting the various monsters in the world. (Not to encourage it or anything…)

INTERACTION WITH NPC'S

Interaction with NPC's is rather simple. They are a talkative bunch as they spend most of their time alone on your computer's hard drive. Simply walk up to the NPC and if they have something to say, they will talk to you! Check your quest events regularly as they often will play a key role in your quests. Also you can check your chat log for all messages from the NPC's.

MONSTER INTELLIGENCE

TrollQuest is full of very smart monsters. Each monster is scriptable and will behave in their own special way so be careful! Some monsters are harder than others! Most monsters will ignore you if you are certain distance away, so be careful of how close you get to them! Upon their own defeat, they do drop some loot for you to pick up. It will always contain some money and one item. So make sure you collect them!

QUESTS!

What would a game be without quests! TrollQuest currently supports one quest that we encourage everyone to complete. Not only will it make you a rich player, but it will give you immense satisfaction to complete the last step of the quest! But be careful! As quests go, they are often dangerous, just ask a certain hobbit I know.

SAVING

TrollQuest's server program will manage all profiles for anyone logged into that server. All profiles will be stored and loaded under the user name given in figure 1.02. To get your saved profile, simply load the client program up, connect to the correct server, and input your previous username and all your characters should be there.

QUITTING THE GAME

The only way to quit TrollQuest is to get angry enough to rage quit. To do this, you must hit the 'Esc' button and select yes to the question.

GAME ENDING CONDITIONS

TrollQuest uses integer notation to determine the game time. So after approximately after 560 hours of gameplay the server will issue and endgame command to all clients. The game will also end if there is more than one player in the game and both of them are dead at the same time. Another game ending condition is if, by some miracle, all monsters are dead at the same time.

SERVER INFORMATION

For those of you kind enough to host a server for their friends this section is for you. There is another zip folder containing all server information you might need. In that package you will find a TrollQuestStandaloneServer.jar file. Again, the 'data' folder will have to be in the same directory as the TrollQuestStandaloneServer.jar. Run the jar file using the correct Java build, and enter the right port number. Shortly the server will be created and you can have clients connect to it. Keep in mind this will give you no access to any characters. So if you do want to play the game you will have to log in with the client.
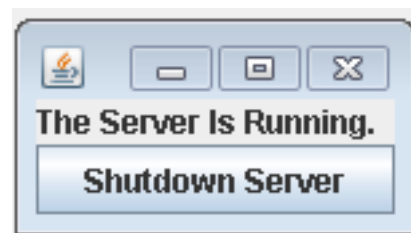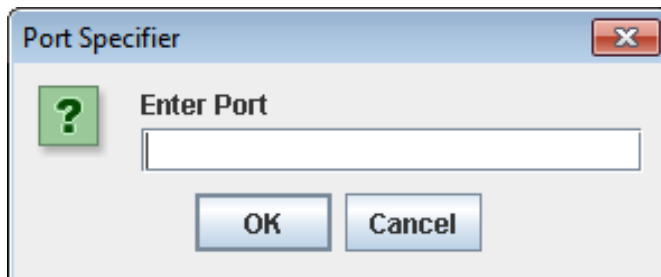
ADMIN

For any admins logging into a game for debugging purposes, you must run the admin.jar. The game will only advance if you tell it to in this mode. This is done by pressing the **'s'** key on your keyboard. This will advance the game one game clock iteration (in milliseconds that's quite small, better be good a button mashing!).

CREDITS:

All source code belongs to Team Trollolol from UNM's CS351-001 class. Fall 2011.

Server/Client: Stephen Patel

Game Content: Taylor Berger

Monster AI: Martin Tice

Graphics: Ian Mallett

Images and other content came from a mix of cites, this mostly covers all image files and tile sets. Credits as follows

Game Art: Reiner "Tiles" Prokein & Flare Game art

Reiner offers his tiles sets for free: http://www.reinerstilesets.de/

Flare Game art: http://opengameart.org/content/flare

Portal art: http://autumnforestghosthunter.blogspot.com/2009/11/hopi-legend-portal-between-worlds.html

Scroll art: Endymian www.gamersuniversity.com

Font: http://www.exljbris.com/fontin.html

Any other authors we may have missed have come only from http://opengameart.org so the authors have given their consent to have their game art used.