**Game Manual**

**Pearl Quest**

**A Game by Anthony Di Donato, Bardia Kamali, Samuel Agboola, Taeho Ku**

**Use W-A-S-D to move:**

**Shape

Description automatically generated with medium confidence**

**To attack press the spacebar:**

**A picture containing text, clipart

Description automatically generated**

**You can use the movement keys simultaneously**

**To aim your attack**

**Character Select:**

**Chart

Description automatically generatedA picture containing chart

Description automatically generatedChart

Description automatically generated**

**Enemies:**

**A picture containing icon

Description automatically generatedA picture containing chart

Description automatically generatedIcon

Description automatically generated with low confidenceChart

Description automatically generated with medium confidenceA picture containing qr code

Description automatically generated**

**Chance Enemy: (1 in 50 chance):**

**Instant death if it hits you**

**A picture containing text, wheel, gear

Description automatically generated**

**Archers:**

**Chart, histogram

Description automatically generated**

**Health Allocation Chart

Description automatically generated:**

**Mage Class: 500hp**

**Knight Class: 1000hp**

**Gunner Class: 750 hp**

**Damage per Class A picture containing invertebrate, mollusk

Description automatically generated:**

**Mage Class: 200 dps**

**Knight Class: 100 dps**

**Gunner Class: 125 dps**

**Lore:**

**Set in a mystical forest far away, the magical continent of Pearl needed a hero to clear the land of pesky ghosts. You must step up to the plate to fight for the land and free the people from oppression.**

**Objective:**

**Choose from one of the three classes: Mage, Knight, or Gunner, each class has specific perks, pick one that fits your playstyle and enjoy. On each map, you will encounter ghosts, but as you progress through the levels, the number of ghosts will increase, adding it more difficult. There is a one in fifty chance that a black reaper spawns in, this ghost chases at the same speed for fifteen seconds, and if you are caught you instantly die. Beware of trap tiles as they will damage you, but simultaneously a set amount of health tiles will also spawn. The last obstacle to avoid is archer towers; archer towers shoot straight in one direction, adding variance in player movement.** **Good luck as you challenge the forces of Pearl, enjoy your quest, and may you triumph and claim the glory.**