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                             Version0.0.1v1



                    a rouge-like game by created and maintained
                         Benni, Chris, Dariush, Florian Kristin


                           *** PRESS S TO START ***
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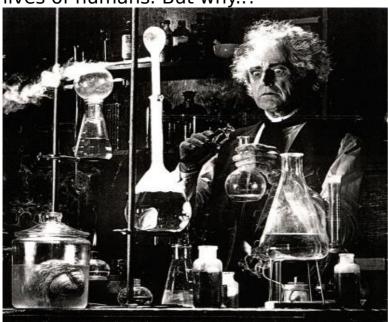
Cyberpunk

The game's can be best described as a cyberpunk dungeon crawl. It is set in a dystopian world in the near future where supernatural elements such as life after death, superpowers (most due to biotechnological implants) and god-like creatures (and their minions) are a part of everyday life.

You are a scientist researching the existance of gods. You have already determined their existence and have been working to make direct contact. The gods seem to be able to move freely between their own world and our own and that they regularly interfear in the lives of humans. But why..?

You are conducting a key-experiment in an attempt to make contact you are killed, when equipment in your laboratory malfunctions. Upon your death, you are delivered to a dungeon in the underworld.
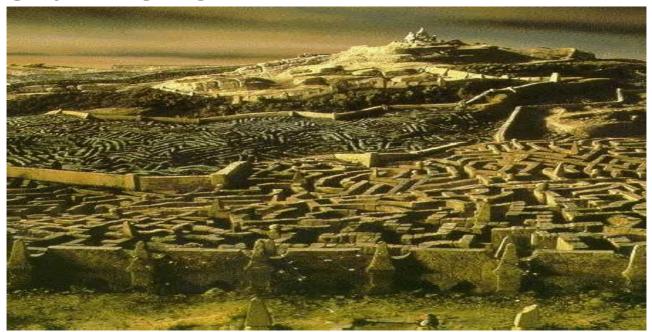
A Deal with the Devil...

Mictian Servant of Belphegore, Satan's deligate to the Earth realm, offers to return you to the real of the humans on the condition that you destroy your laboratory and all your research. Upon compleation of this task he will free you.

Shun the Devil...

If you refuse Mictian's offer, you are to roam the labarynths of Hell for eternity.

You will kill for Satan or kill to defete him and his army. Classed as a non-Human, you must deal with angels, demons and everything inbetween, stemming from a wide variety of mythologies (including elephant-headed indian god Ganesh).

You will be confronted again and agian with the question: Who am I fighting for? Different gods will work to enlist you into their various causes. Accept a mission from a god and be rewarded with super natural powers.

You may be unawair that, for the gods, you dance like a puppet on a string. You have to play to uncover the truth.

Features I

- Startscreen
- Charakterwahl (Geschlecht, Religion)
- Screen mit Vorgeschichte, Einführung und 'erster Entscheidung'
- 'Erste Entscheidung' beeinfluss den Spielverlauf
- Outdoormap
- Indoormap-Generator
- Steuerung-Spieler
- NPC-Steuerung
- NPC-Setting

Features II

- Hunger-Durst-System
- Inventar- und Item-System
- Kampf-System
- Kauf-System
- Spielzustandsanzeige (Levelzähler etc.)
- Spiel beenden / speichern
- Endscreen
- Dokumentation / Hilfe

Menus (implementation of the game)

Choose Super Power
- fly
- breath fire
- super strength
- hypnotize s.o.
- read thoughts

Choose waepon

Mission overview
- accept
- deny

actions
- look at s.th.
- pick up s.th.
- take from s.o. / s.th.
- break s.th.
- jump
- run

use (inventory)
- phonebook
- food
- beer

Level of Difficulty

It is safe to assume that players playing a rogue-like game for the first time will struggle and may be discouraged at the beginning. Only very small missions can be accepted and seen through at the beginning of a game, but as the player progresses through the levels and aquires more Experince Points, bigger and more exciting contracts can be taken.
Gods can increase the players upper limit on Life Points if they so choose.
Super Powers are given as gifts by gods that are pleased with your work but they can also be taken away.
With super human abilities, daily life in the city, getting along with the poeple of the city, becomes rather easy and the creatures and other gifted individuals, as well as the contracts, then become the real challenge.
If a player dies, all Experience Points and everything else aquired on the last unfinished level are taken away and the player is left at the beginning of the level with a choice to continue or end the game.