



Lancaster University College
at Beijing Jiaotong University

CNSCC.210: Group Project

Guide Book



Group Number: 17

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1 Background

The player takes the role of King Zhou to fight with former enemies to know the minute details about the life of the empire of the Shang Dynasty. The blench gives birth to the empire in a virtual world with the truth of something about him. You should act like him to conquer limitless enemies to get hints.

The gods have dominated humans for thousands of years and enslaved humans exploiting minerals for them. Mankind rage about it but dare not to resist the powerful force of gods. The King Zhou of Shang feels the rough lives of ordinary workers when he traveled around the country when he is merely a youngster and he endeavor to refuse to obey commands of the gods because of it. Therefore, the gods give hands to the kingdom of Qi for the King of Qi in compliance and The King Wu of Zhou resorts to the gods. The King of Zhou came across Su Daji who comes from gods and they fell in love with each other. Su Daji teaches humans the advanced method to make wine, reserve meat, and forge bronze wares. However, the laws in gods permit the love between God and humankind and help The King Wu of Zhou with the slogan take back the sinner of gods. The King of Zhou died at the end under the sieges of enemies and betrayed friends while Su Daji jumped




down the Star Floor in the fire.

2 Keyboard keys and skill panel

Description of keyboard keys

Keyboard Key	Description
W	Go straight
D	Go back
A	Move perspective to the left
S	Move perspective to the right
Space	Speed up
E	Switch to the view of the ball
R	Switch to the view of the player
Z	Skip computer graphic animation
F	Resolve

Description of skills

SKILLS	INFORMATION
	Name: Wind wall Attack: 10 Cool time: 0s Casting time: 0s Range: 8 Description: Form a storm which can hurt the enemies around character
	Name: Fire Arrow Attack: 30 Cool time: 1s Casting time: 0.1s Range: 30 Description: Form a fire arrow which can shoot the enemies forward
	Name: Ice explosion Attack: 60 Cool time: 5s Casting time: 0.1s Range: 60 Description: Shoot a beam of ice, and it will make an explosion after meet enemies.



Name: Heal
 Attack: 0
 Cool time: 10s
 Casting time: 5s
 Range: 10
 Description: Recover the health power of character

Description of MiniMap panel

Player can get the information from the minimap conveniently, as the minimap can show the position of enemies and player. Besides, player can press the button of “+” to expand range of minimap and press the button of “-” to reduce the range of minimap.



3 Scenes Description

3.1 Welcome Scene

User can use “WASD” to control the main camera and when user close to NPC, the Welcome dialogue will be shown. User can click “Continue” button to get next message or click “Close” button to close this dialogue. When walking to the end of the path, user can enter the shining door arriving at next scene.



3.2 Guide Scene

The guide scene is set for new user, longtime users can choose “Skip” button to skip all guide scenes. Guide scenes are divided into three scenes, corresponding three kinds of scenes Adventure, Exploration and Store. User can follow the instructions to finish all tasks and similar game rules.



3.3 Login Scene

Player can input an unique name to create ID. The player data and game progress will be saved in **database**. The user's progress will be saved the next time he logs in

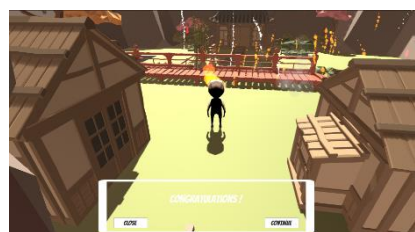


3.4 Selection Scene

Different icon representing different scenes, user can choose any level based on text description. What is noteworthy is that the level generation is completely random, player may meet various level at next time. For exploration scene(the third icon), there are four maps appearing randomly. Only after player passes all exploration levels can they win and some scenes may occur more than once. What’s more, if the player does this correctly, it can trigger a hidden ending.



3.7 Success Scene



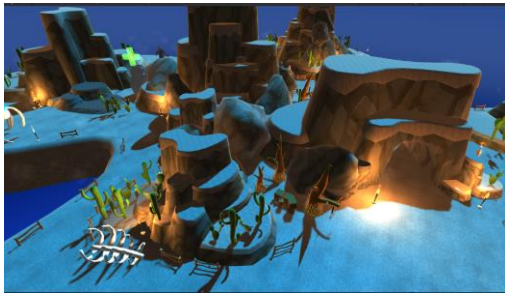
The game has a **double ending**. If player collects all the clues in each exploration scene, it will get the hidden ending. Else, player will go to the normal ending when he just passes all the level.

4 Three main mode

4.1 Exploration

4.1.1 Introduction of exploration mode

There are 4 exploration scenes in total, if player has passed all the four scenes, he will pass this game, and then enter the success scene.



Exploration 1



Exploration 2



Exploration 3



Exploration 4

4.1.2 Introduction of exploration mode



Player need to solve all the six stones, whenever each of the stone is solved, the number on the top of it will be eliminated. And there is a huge monster in the center of these stone, if player near these stones, monster will attack player.



After all the six stones are solved, there will be a light cross in the center of these stones. Player can enter the light cross, and then move to the selecting scene.

The manners to solve the stone and pass this level:

1. Clean the enemy near stones, and then close to the stone, click of one them, press “F” to solve one stone. Repeat this process six times untill all the stones are solved.



2. Use the magic ball to find the clues, one clue can used to eliminate two stones, if player



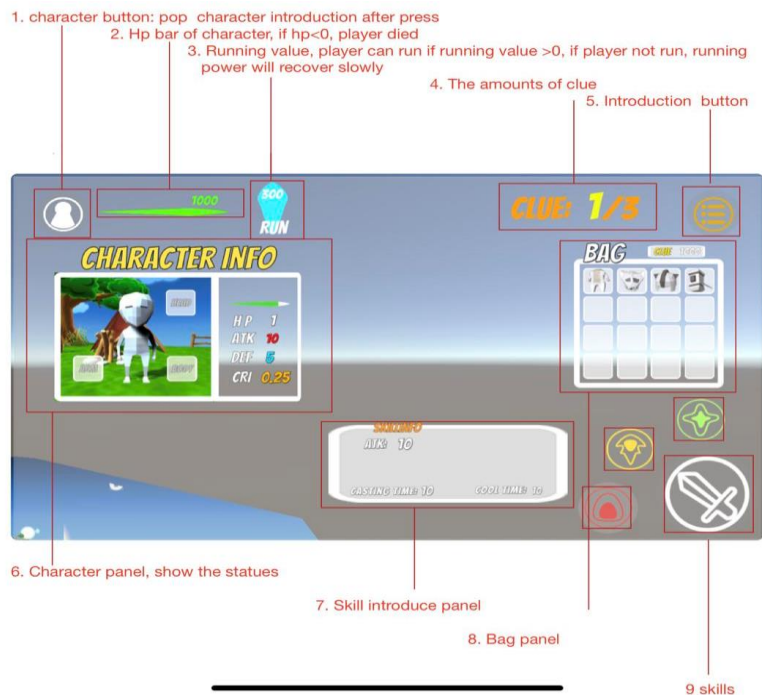
collect 3 clues, the light cross will appear automatically.

3. Player can also collect some of clues, and solve the remainder of stones on their own.

4.1.3 Two views in exploration

- (1) On character view

The panel on character view is below:



Some effects of the skills:

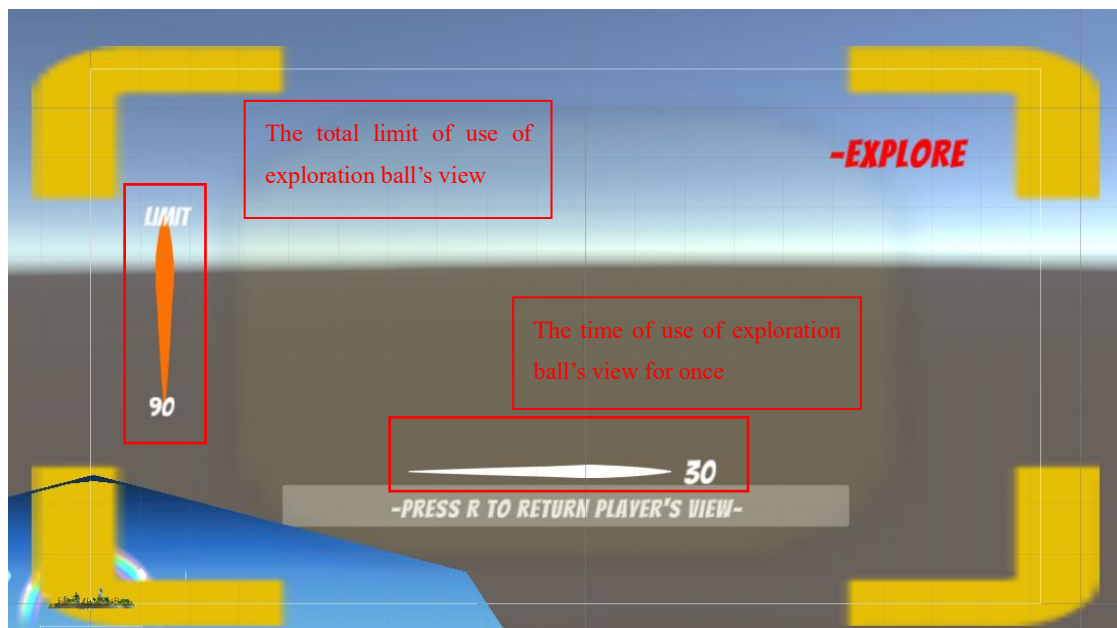


Players can move the mouse on the icon of skill to look at the description of skills:



(2) On Ball's view:

Player can press “E” to switch to the exploration ball's view, and then press “R” to return to the character's view.



The feature of exploration ball:

1. Only the exploration ball can see the clue, and collect the clue, the below two pictures show the different of exploration ball's view and character view of the same place.



(The first one is the ball's view and the second is character's view).


2. The exploration ball's view is time-limited. The total time of using exploration ball's view is 90 seconds on each scene, if the 90 seconds is exhausted, player cannot use the exploration ball's view on this scene, as the picture shown.
3. The time to use exploration ball once in 30 seconds, it will return to character's view if it exceeds 30 seconds.

4.1.4 Clue System



- (1) There are three clues in one exploration scene totally.
- (2) One clue can help to solve two puzzles on the final stones.
- (3) If you have collect all the 12 clues of these 4 exploration scenes, you can enter the final true ending, else you can only enter the final fake ending.

4.1.5 Enemy system

Type	Description
<p>Guard</p> 	<ol style="list-style-type: none"> 1. There are 3 kinds of states of guards—patrol, chase and attack. 2. There are two queues of guards in each scene. 3. As the guards will patrol around scene, if player is near them, they will attack player automatically. 4. If player attack the guards, they will chase the player and then attack player.

BOSS



1. There are 3 kinds of states of boss—defend stones, chase and attack.
2. Only one boss in each exploration scene, and it will protect the stones. If player is close to the stones, boss will attack player.
3. If player is fight with boss, but the distance between boss and character is becoming far gradually, the boss will leave the attack state and then return back to defend state. If so, the boss will return back to the stones, and recover full health power.

4.2 Adventure

Pass Condition:

Get as many reward balls as possible in 90 seconds.

How to play:

Players need to make reasonable use of the running value (an attribute of the player, used to simulate the strength of the player used to run, which will automatically recover at regular intervals) to obtain the reward ball. Reward balls can give players attribute bonuses, such as increasing the player's attack, defense, and health. The player can stay in this scene for only 90 seconds. The gameplay of this level is to get as high an attribute bonus as possible within these 90 seconds.



Some features:

1. When the distance between the ball and the player is greater than 10, the ball will move in a random direction at a slower speed than the player.
2. If the distance between the ball and the player is less than 10, the ball will move in the opposite direction of the player at a random speed of 1-1.2 times of the player's movement speed. At this time, it is difficult for the player to catch up with the ball, unless the player presses the space key to consume the running value to accelerate.
3. Red and yellow reward balls will randomly increase the attack damage of player skills.
4. The blue reward ball will improve all attributes of the player such as attack damage, HP, and defense.
5. A yellow ball is automatically generated from the spawn point every 3 seconds, a blue ball is automatically generated every five seconds, and a red ball is automatically generated every seven

seconds.

4.3 Store

Store scene provides an ability to purchase equipment. Player can near NPC and click him to open the store. The equipment descriptions are as follows.

Item Name	Information	Price	Count	Health Point Bonus	Attack Bonus	Defense Bonus	Critical Chance Bonus
Shaman Clothes B	a normal clothes of Shaman	1	10	300	0	25	0
Body Shamans Armor	a well-equipped clothes	2	10	300	0	50	0
Head Shamans Helm	better helm than simple helmet	2	10	30	0	20	0
Head Skull Cap	a well-equipped cap	1	10	50	0	20	0
Shamans Hammer	a Hammer used by Shamans	1	10	0	20	0	0.15
Weapon Shaman Staff	a Staff used by Shamans	1	10	0	30	0	0.15

The store has six equipment in total, include clothes, weapons and helmets. Each commodity can be clicked and pop detailed introduction. Click “Buy” button can use clue numbers to buy equipment. Accordingly, the number of clues will decrease. If the clue number t is 0 or the backpack is full, player cannot buy any equipment.



5 Game features

5.1 Designated patrol

There are two types of enemies in this game, **normal enemy** and **Boss**. The **Boss** will stay within 6 stone pillars in one map that need to be deciphered and won't leave. **Normal enemy** always appears with their teams, and they will patrol a few fixed locations continuously.



When the player approaches an enemy, if player in the enemy's field of view, the enemy which sees the player will enter combat mode and target the player for attack. This behavior lasts until the enemy/player dies or the player is too far away from

the enemy. If the enemy is not killed and removed from combat, the enemy returns to the interrupted patrol.



5.2 The way through the level



There are four scenes in total, with three different clues in each scene. Players can look for three clues in the scene after entering the field of vision of the ball, or they can decrypt the stone and pass through the scene after destroying the enemy.



5.3 Multiple endings

The player only has to go through all four scenes to reach the end of the game, so the player can get to the end of the game without collecting all the clues. There are two endings to the game, which can be achieved if all the clues are obtained or not. If the player dies during the game, the player goes back to where the game started and chooses to restart the game.



DIED



5.4 Storing player data

There is a database to store the player's in-game data, such as level progress, number of clues, player stats, and backpack. Things purchased in the store will appear in player's backpack, which can be used to improve the player's character. Progress through the level is also saved.

