

# VELDOREM DOCUMENTATION

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TEXT ADVENTURE GAME | CSC Project Year 12

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## Synopsis

In the land of Veldorem, where dungeons, monsters, dragons, fairy's, dwarfs, goblins, ogres, trolls and demi-humans exist, every one thousand years there will be one hero that will save this world from destruction. You are the chosen one to defeat the demon lord, Musa, and set this world free for another millennium. To defeat this demon lord, you are to explore the hidden dungeon that had reported sightings of Musa's underlings. Your adventure will be treacherous and exciting – facing many challenges as you make your way deeper into the dungeon. Monsters ranging from mutated spiders to zombie dragons and dinosaur sized scorpions. You will need to exercise with caution and intuition

You have been born into the village of Brumund, a small rural town southwest of the capital. You had a small upbringing, with you being only child in your family. Your mother is works in the church as a nun, while your father died heroically in the 5<sup>th</sup> Great War of Veldorem. You have been marked with the symbol of the 7 stars, representing the chosen one, destined upon by the Gods. This symbol holds special powers that amplifies one person's abilities equal to that of ten royal elites. You will be summoned by his Majesty King of Veldermont, Napoleon IV, and he will give you the Veldorem Legendary Hero Gear which will be sufficient enough for in your first few battles and 5000 gold. You will, however, need to upgrade your equipment in due time.

Near the dungeon, the remote village of Kazah has set up a base with the resources to help you on your quest. You'll be greeted by Lenina, a representative of the capital's royal elite, and she will introduce you to Gazel, the legendary blacksmith, and Fiona, who holds the grandmaster status in alchemy. These merchants will help you throughout your journey. You can purchase and sell items to them as you collect loot in the dungeon and need an upgrade to defeat a boss.

Before this point, you have already been trained by Grandmaster Hambell, and he has taught you all the fundamentals and advanced skills to prepare yourself as the hero of Veldorem. Each battle will be intense and exhausting. You must plan and consciously be aware of strategies you can use to effectively kill any monsters in your path. You may or may not have to retreat. This is fine as it allows you to rethink and gear up for another wave. One false move and your death will be the destruction of Veldorem and humanity.

## Characters

**Hero** – You are the main protagonist of the world and bear the mark of the 7 stars which amplifies your abilities from birth. You will be given the gold and white hero's armour and clothing which sports a high level of collision, shrapnel, melee and magic attacks. Your sword is made of pure silver, a known precious material used to fight non-human species. It has been enchanted with anti-magic and damage increase.

**Lenina** – Youngest royal elite to be accepted. She will guide you on your journey and give you hints throughout your exploration and tips throughout your battles. Upon arrival at Kazah, she will introduce you to Gazel and Fiona.

**Gazel** – Oldest and most renowned blacksmith in all of Veldorem. Having served the Capital in times of war and he has experience in crafting and upgrading armours for over 55 years. He was originally from the northern dwarf tribe where he grew up with his dad working at his blacksmith. Having been trained and working at the blacksmith for all his life, he was granted the Legendary Blacksmith status for his heroic support in the capital.

You can buy, sell, upgrade and craft various equipment's that are expertly hand crafted. You can use gold to buy better swords and armour and sell items collected in the dungeon for gold. He can also craft unique equipment that cannot be bought by collecting the necessary parts located around the dungeon. This can give you a significant boost in your battles. You may also want to upgrade existing gear that will cost gold and it will be useful for a battle that you're having a difficult time on and don't want to spend gold saving up for a specific gear you want.

**Fiona** – Middle aged witch from the Forest of Witches, was granted the Grandmaster status in alchemy before her mother died. Her mother held the Legendary status and fought together with Gazel during the Great War. Fiona inherited her teachings and skills, thus receiving the Grandmaster title. Although, she still hasn't received the Legendary title, she will be granted it in years to come.

Fiona sells potions such as health or damage boost which will aid you on your fights. You can buy or sell them if you so wish. Potions are a vital part of the game, you will find that they can change the course of the battle under stressful situations.

**Musa** – The demon lord of Veldorem. He is the single most powerful being that has ever laid its hands in this realm. Legend says there was once a commoner in this realm, however, betrayal, hatred, assault, dishonesty and jealousy all accumulated into him seeking revenge and thus, finding the forbidden stone that resurrected the powers of Musa. Humanity was on its way to being extinct, however, one hero, who bore the mark, sealed Musa away for another century.

**Monsters** – They come in a variety of different species in all shapes and sizes. Some are built for speed and agility but have weak armour, while others are slow but intelligent and heavily armoured. You will face many battles with different kinds of monsters in the dungeon. Trek carefully, as some are hidden away like snakes and ambush its enemy when they're close and vulnerable.

The game uses a turn by turn based PvE system to fight these monsters. More on that will be discussed later on.

## Objective

The objective of this game is to kill the demon lord, Musa, and prevent him from wreaking havoc to this world. In order to kill him, you must prepare yourself and have the required equipment that will be able to defeat him. You will find various loot and hidden chest in the dungeon. These are very helpful in accomplishing your objective and your progression throughout your game. The NPC's that you can interact with at the town will allow you to buy, sell, upgrade and craft different kinds of items that will help you in completing the objective. You will need to fight Musa's minions first, which range from different kinds of monsters. Each battle will be randomised and different, based on a turn by turn PvE system, and you must proceed with caution and plan your battles carefully. Once you die the game ends.

## How to Play

This game is a text adventure game which requires you to type various commands to execute an action. The game is pretty straight forward and a list of various commands you can execute will be shown below. To start the game, run the **index.html** file in the main root folder of the game.

Main Menu



The main menu is a simple interface that will allow you to start, load or view this documentation

- Start New Game – This will start a new game. If there’s already an existing saved game then it will ask for confirmation before overwriting it
- Load Saved Game – This will load the current save of the game. If there’s no saved game available, it won’t do anything
- How to Play – This will bring up this documentation on a new page

GUI



This is the Basic GUI layout for most locations except for NPCs and the Battle Scene.

- Image – Displays the image of the current location
- Description – Displays the description of the current location
- Input Box – Commands that you can type and execute
- Player Health – Displays the current health of the player
- Log – Displays all the commands and events that has happened
- Player Inventory – Shows a list of items you have
- Player Stats – Shows a list of stats associated with your player
  - Balance – Used for trading and earning rewards
  - Retreat Attempts – 3 Retreat attempts given to you in each battle. There is a 50% chance of retreating successfully otherwise it will add an attempt.
  - Equipped Sword – Show the currently equipped sword. You can use **equip (sword)** to equip a sword from your inventory
  - Equipped Armour – Shows the currently equipped armour. You can use **equip (armour)** or **take on (armour)** to equip an armour from your inventory
  - Current Weight – Shows the calculated weight of all items in your inventory
  - Attack Damage – Shows the calculated damage of your currently equipped sword
  - Armour Protected – Shows the calculated armour damage protection of your currently equipped armour
  - Active Potions – Shows a list of active potions you have taken using **drink (potion)** or **use (potion)**. The effect wears off after each battle

## Commands

These are the commands available for you to type in the input box

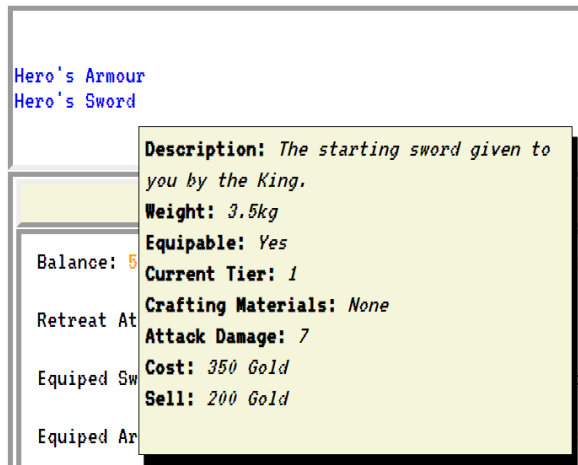
Action	Example
<b>EXAMINE</b> <i>item</i>	<b>Examine</b> sword
<b>HELP</b>	<b>Help</b>
<b>GO</b> <i>direction</i>	<b>Go</b> northwest
<b>N/E/S/W/NE/SE/NW/SW</b>	<b>SE</b> moves the player southeast
<b>TAKE/PICKUP/GET/RETRIEVE/GRAB</b> <i>item</i>	<b>Pickup</b> leather
<b>DROP/REMOVE</b> <i>item</i>	<b>Drop</b> sword
<b>DRINK</b> <i>item</i>	<b>Drink</b> health potion
<b>WEAR</b> <i>armour</i>	<b>Wear</b> lotus armour
<b>TAKE</b> <i>armour</i> <b>OFF</b>	<b>Take</b> lotus armour <b>off</b>
<b>TAKE</b> <i>armour</i> <b>ON</b>	<b>Take</b> lotus armour <b>on</b>
<b>DIG IN</b> <i>object</i>	<b>Dig in</b> water fountain
<b>SHOW</b> <i>item</i> <b>TO</b> <i>name</i>	<b>Show</b> candle <b>to</b> fiona
<b>TALK TO</b> <i>name / occupation</i>	<b>Talk to</b> Gazel / <b>Talk to</b> the blacksmith
<b>CRAFT</b> <i>item</i>	<b>Craft</b> iron ingot
<b>BUY</b> [ <i>opt. quantity</i> ] <i>item</i>	<b>Buy</b> 6 retreat potions / <b>Buy</b> health potion
<b>SELL</b> [ <i>opt. quantity</i> ] <i>item</i>	<b>Sell</b> 6 leather / <b>Sell</b> iron ore
<b>UPGRADE</b> <i>item</i>	<b>Upgrade</b> jade sword

## Features

There are several features in this text adventure game that allows for flexibility and usability

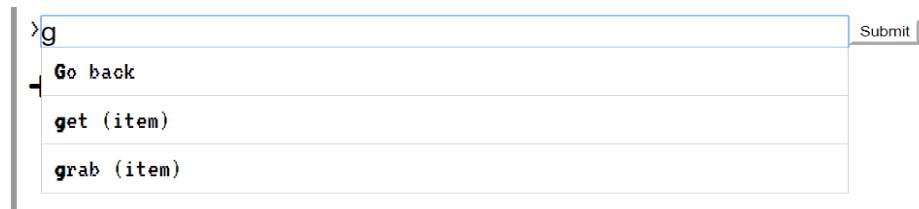
### Information Box inside Items

The information box will popup on each item in your inventory or the NPC's inventory when you hover over it. It will display all the stats and information about the item without having you to use a command. An example can be shown here when you hover over the starting item Hero's Sword



### Autocomplete

The autocomplete feature is a neat function that allows you to type part of the command in the input box and it will display a list of commands by the letter you type and the parameters the commands will take



### Turn by Turn PvE


This game uses a turn by turn Player versus Environment (PvE) system that will allow the user to fight computer-controlled environmental enemies in the game. There are 3 primary stages which are looped in this system

1. Preparation Stage – This stage happens at the beginning when encountering with the enemy and at the end after the last stage. In this stage you can do the following actions: attack, counter, retreat or use a health potion. Once you start a battle you cannot execute any text commands such as equipping other weapons or drinking other potions than a health regeneration potion.
2. Battle Stage – This stage commences once you have clicked on any of the 4 actions in the preparation stage.
  - a. Attack – The attack button's primary function is to deal damage on the enemy. Once pressed it will do one of three outcomes: deal attack damage towards the enemy, deal critical damage towards the enemy or the enemy has dodged your attack. Each

of these outcomes are randomised, however, the most favourable outcome is dealing attack damage then missing and critical hits

- b. Counter – This button’s primary function is to reduce the damage taken by the enemy by up 75%, depending on the armour you are wearing, and also reverse that damage back to the opponent. This can be particularly useful if you know that a critical strike is coming, and you want to minimise the damage as much as possible rather than attacking which will leave you vulnerable
  - c. Retreat – This button allows you to take a chance as be able to retreat back to town during a battle. This is very useful if you know you’re going to die, and you can’t win. By drinking a flight potion, your retreat chance can increase by 15%. If your retreat is unsuccessful, the battle will continue, and you will only be given 3 chances of retreating.
  - d. Drink Health Regen – This button allows you to gain health during the fight. If you’re low on health, you can drink the potion which will bring your health back up. Health potions can be found in the dungeon in various locations or bought from Fiona
3. Outcome Stage – This stage begins solely on the computer’s actions. By selecting any of the actions from the battle stage, a randomised action is performed by the computer on the enemy to do any of the following: deal damage back to the player, deal critical damage or miss.

A simple GUI layout of the Turn by Turn PvE interface shown below

Image		Battle Log	
		Battle commenced with a arachnomorpha	
arachnomorpha		Player Inventory	
<p>A large insectoid creature resembling a spider. It usually lives in damp caves and swamps.</p> <div> <div>Attack</div> <div>Counter</div> </div> <div> <div>Heal</div> <div>Retreat</div> </div> <div> <div>+ 100/100 HP</div> <div>+ 75/75 HP</div> </div>		<div>Hero's Armour</div> <div>Hero's Sword</div>	
Monster Stats		Player Stats	
Attack Damage: ???		Retreat Attempts: 0/3	Attack Damage: 0
		Equiped Sword: No sword equiped	Armour Protection: 0
		Equiped Armour: No armour equiped	Active Potions: