



The Fallen Brothers

Overview

You play as a hero who has descended upon the lands from far above upon request from a higher being. Your goal is to avenge the brothers who have fallen by defeating the dark lord.

Theme & Setting

Due to the environment and circumstances on how this game was made (a text-based game), graphics are limited to single characters such that:

'T' represents trees, 'o' represents the player, 'n' represents the brothers, 'm' represents the merchant, and 'b' represents the boss.

You may assume the game takes place in a forest.

Gameplay

The game uses the windows console and takes in single character inputs. The characters; 'w', 'a', 's', 'd' are used as input to move around on the map. The 'i' character may be used to open the inventory to access potions which restore health. Other inputs will use '1', '2', and '3'.

Monsters based upon level will be encountered randomly. Upon encounter with a monster, a battle sequence will take place. The game continues until the player dies and does not wish to continue playing.

Coded in C++ by Stephen Diep