DEMO GAME DESCRIPTION

INTRODUCTION

You awake trapped in the *gardens of andor*, and the only way to leave is use the *amulet of willing*. You must recover it defeating *megaboss*.

To defeat *megaboss*, you must upgrade your character killing monsters, taking objects and drinking potions.

PLAYER DESCRIPTION

the player has the next attributes:

-Agility: the efficiency of attack and defend.
-Force: capacity of deal damage.
-Resistance: capacity of resist attacks.
-Life: health points, when it reach 0, you die.
-Experience: player experience. The increasing experience will increase your stats.

The player has some gear slots:

-Head: defensive gear slot
-Right arm: offensive gear slot
-Left arm: defensive / offensive gear slot
-Body: defensive gear slot
-Feet: defensive gear slot

GETTING GEAR

If you find some gear on the ground, you can look it (D), or take it to the inventory (G).

Every object has a specific player target slot. (i.e. *boots* can only fit on the *feet slot*)

GETTING CONSUMABLES / POTIONS

If you find some consumables / potions on the ground, you can look it (D), or take it to the inventory (G)

USING THE INVENTORY

There are two independent inventories (the consumables inventory and the objects inventory).

When you get (G) some gear / potions, this will go to your objects / consumables inventory.

CONSUMABLES / POTIONS

To drink a consumable / potion, put your player over the consumable and press 'C' followed by the number of consumable inventory slot (0-9)

GEAR

To wear a piece of gear, put your player over the object and press 'O' followed by the number of object inventory slot (0-9)

When you use a piece of gear, if you are wearing some other object in the same player slot, both objects will be exchanged.

You can drop any object from object inventory pressing 'Q' and the number of inventory slot (0-9). You cannot recover a dropped object.

FIGHTING ENEMIES

The enemy fighting is manual turn based. Every time you want to hit an enemy, you must put your player over it and press 'H'. This will hit the enemy, and (if the enemy survive), it will hit you.

The 'hit' method uses all player and enemy stats to calculate the damage and show the result on the screen. You can continue hitting the enemy until somebody dies, or stop anytime you want.

Fight and beat enemies give experience to the player.

KEYS SUMMARY

Arrow keys: player movement.
G: get object / consumable to inventory.
Q + (0-9): drop object from inventory.
O + (0-9): wear object.
C + (0-9): drink consumable.
D: read object / consumable description.
H: hit enemy

IMPORTANT NOTE

This game is only for engine test propose. The game development helps me to improve the engine and find the engine needs. The game is not tested and is in very initial development stage.

19/06/2013