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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*)

Mouse control update: You can look / take gear using the action bar icons instead.

GETTING CONSUMABLES / POTIONS

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

Mouse control update: You can look / take consumables using the action bar icons instead.

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)

Mouse control update: You can drink a consumable clicking over the item in the inventory

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.

Mouse control update: You can wear a piece of gear clicking over the item in the inventory

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

Mouse control update: You can drop a piece of gear clicking over the drop icon and afterwards, the item on the inventory.

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.

Mouse control update: You can hit the enemy, using the 'fight' icon in the action bar.

TALKING

You can talk with enemies / buddies (NPC). NPC's will share some information about the game objectives, advices or clues.

Mouse control update: You can talk to the NPC's, using the 'talk' icon in the action bar.

EXIT GAME

You can exit the game, pressing 'Z' or clicking in the exit icon in the action bar.

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.
T: talk to enemy / buddy
Z: exit game.

IMPORTANT NOTES

This game uses LIBGDX.

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.

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