# Tales of Arterra – Java Version

## Description

Tales of Arterra is a classic Dungeons & Dragons adventure game. The story begins with an exploration of the background of the player, a simple country person from the farm who leaves home under tragic circumstances. The player then arrives in a large city for the first time. As the player explores the city, he/she discovers that there have been many disturbances over the last few days that have the community on edge. They player tries to find employment and get settled, but becomes more and more involved in the tide of rising evil that threatens to sweep the city.

One difference between this game and most D&D-type games is the experience system. In this game, the player receives no experience for killing creatures. That means there are no rat-killing expeditions to gain experience. Instead, the player gains experience by exploring the city and surrounding wilderness, by talking with people, by gaining information and by completing quests. So for example, the player may have a quest to stop an orc invasion, but will only gain experience by killing the main orc. This makes the game more fun than your typical “hack and slash” RPG.

Due to the limited development cycle (and the inexperience of the developer), the player will be of the sorcerer class. After earning sufficient experience, the player will reach a new level and will gain access to new spells and increased abilities. Once the player learns a spell, it cannot be forgotten, so choose wisely!

To round out the adventuring party, three henchmen will be available. However, those characters have their own idiosyncrasies and if the player treats them poorly, they may decide to no longer travel with the party. The henchmen are a rogue, a fighter and a cleric. These characters have their own back stories, and as the player gains the trust of the characters, they will reveal insights into themselves. They will occasionally bicker and quarrel one with another, which also adds insight into the characters and adds a needed dose of humor.

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## End User Stories

### Start Program

The user enters the command to start the game. The program prompts the user to enter a name (the player’s name, not their character’s name). If the user enters nothing, they receive an error message and the prompt returns. The program then displays the banner, a welcome message and the Main Menu.

### Main Menu

Display the following menu:

N – Start new game

R – Restart saved game

H – Display help menu

Q - Quit

The player selects the desired item. If the user enters an invalid option, the program displays an error message and the menu reappears. If the player enters Q, the program exits with a farewell message. Otherwise, the program displays the scene the player requested.

### Help Menu

The following menu is displayed:

O – Objective

M – Movement

H – Henchmen

R – Resting/Healing

B – Back to previous menu

The player selects the desired item. If the user enters an invalid option, the program displays an error message and the menu reappears. If the player enters B, the program returns to the previous menu. Otherwise, the program displays the information the player requested, then displays the Help Menu again.

### Start a new game

The program prompts the user to enter a name for their character. If the user enters nothing, they receive an error message and the prompt returns. Once the program receives a valid name, the following menu appears:

Select a gender for your human character:

M – Male

F – Female

If the user enters an invalid option, the program displays an error message and the menu reappears. When the played enters a valid, the next menu appears:

Abilities Menu

Your abilities:

1. Strength: 8
2. Constitution: 8
3. Wisdom: 8
4. Dexterity: 8
5. Intelligence: 8
6. Charisma: 8

You have 30 ability points to increase your abilities. Please select the ability to increase: (1-6)

H - Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the abilities and how they help the character. As the player selects a correct option, the ability increases by 1 and the points decrease by 1 until the ability goes above 14, when it goes down by 2, and by 3 if the ability goes above 16. The menu then reappears until the ability points drop to zero. If the player tried to raise an ability that will drop his ability points below zero, the program returns an error and down not allow the move. Once ability points have been used, the following menu appears:

Spells Menu

Select a list of 3 level 0 spells:

1 – Ray of Frost

2 – Flare

3 – Acid Splash

4 – Resistance

5 – Virtue

H - Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the spells and their effects, including possible nullifiers. When the player enters a correct option, the spell will be recorded and the number will decrement until it reaches zero, when a similar menu will appear to select two Level 1 spells. Once the player completes that menu, the next menu will appear:

Skill Menu

Your character skills:

Concentrtation: 4

Lore: 4

You have 1 additional skill point(s), please select the following skills to learn:

1 – Sneak 0

2 – Detect 0

3 – Persuade 0

4 – Heal 0

H – Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the skills and their use. If the characters has Intelligence of 12-13, they receive 1 skills point, 2 for 14-15, 3 for 16-17 and 4 for 18+.As with the Abilities and Spells menu, the player will select a single option at a time until the number reaches zero, and the next menu appears:

Feats Menu

Select the new feat your character will learn:

1 – Combat Casting

2 – Great Fortitude

3 – Improved Initiative

4 – Iron Will

5 – Lightning Reflexes

6 – Spell Focus

7 – Spell Penetration

8 – Stealthy

9 - Toughness

H – Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the feats and how they help the character. The user selects one option, the program records the information and the game begins.

### Game Menu

The following menu appears:

Game Menu

(ASCII map appears)

You are at (location)

X – Explore

R – Rest

T – Talk to someone

B – List bag contents

W – List weapons

C – Check henchperson

# – Go to location specified

J – Display journal

S – Save game

Q – Quit game

H - Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the actions available. If the player has not explored a city section or has not purchased a map of that section, the map will not appear. If the player is in a wilderness section, the Explore option will not appear, meaning that the player must purchase a map for a wilderness section. If the player is at a location with a person, the Talk option will have you talk with that person. The journal displays the quests the character has accepted. If the player is in a city location that does not allow rest, the program displays a message that rest is not allowed there, and the menu re-appears. Save brings up the Save menu. Quite prompts the player if they want to save, then goes to the Main Menu. If the user selects a location number, you go directly to that location, unless the program interrupts your progress.

### Magical Attack (complex calculation)

The program performs the following calculations when the character casts a spell:

CC = 10 + (spell level)

Cast = (1-20) + (CON modifier) + (Concentration skill)

CON modifier = ((Constitution) – 10) / 2

Cast > CC ? Spell successfully cast : spell fails

DC = 10 + (spell level) + (CHA modifier) + 2 (Spell Focus)

CHA modifier = ((Charisma) – 10) / 2

Save = (1-20) + Monster’s Reflex value + Spell Resistance

DC > Save ? Full damage : Half damage

The program then calculates the damage the spell makes, based on the spell. The example below covers the Level 1 spell Burning Hands:

Lvl = ((character level) / 2) + 1

Damage = lvl \* (1-6)

### Physical Defense (complex calculation)

The program performs the following calculations if a creature attacks the character. For this example, a creature will perform a melee attack by swinging a club:

AC = 10 + (clothes bonus + (ring bonus) + (helmet bonus) + (amulet bonus) + (shoes bonus) + (DEX modifier)

DEX modifier = ((Dexterity) – 10) / 2

CA = (1-20) + (STR modifier)

STR modifier = ((Strength) – 10) / 2

Damage = (1-6) + (STR modifier)

CA > AC ? Damage : 0

In this case, if the creature attack is equal to or lower than the armor class, the character takes no damage. Otherwise, the character’s hit points drops by the calculated damage.

### List Bag Contents

When the player selects the B option in the Game Menu, the following menu appears:

Bag Contents

1 - Potion of Cure Wounds 4

2 - Potion of Lore 1

3 - Healer’s Kit 5

4 - Wand of Magic Missile 1

5 – Wand (unidentified) 1

6 – Ring (unidentified)

Once the user selects the item with which they will interact, the following menu appears:

U – Use item

G – Give item

D – Drop item

I – Identify item

H – Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the actions available. If the player selects U, they will use the item, either to equip it or to consume it. If the player chooses G, they will then receive a menu of henchmen to whom they may choose to give an item. If they choose I, the program will try to identify the item using the following calculation:

LC = (1-20) + (Lore skill) + (INT modifier)

INT modifier = ((Intelligence) – 10) / 2

LC > (item Lore requirement) ? item identified : identify failed

### List Weapons

When the player selects the W option in the Game Menu, the following menu appears:

Weapons

1 – Arrow 4

2 – Bolt 1

3 – Crossbow +1 1

4 – Greatsword of Cold Fire 1

5 – Rapier (unidentified) 1

6 – Short Sword (unidentified) 1

Once the user selects the item with which they will interact, the following menu appears:

G – Give weapon

D – Drop weapon

I – Identify weapon

H – Help

If the user enters an invalid option, the program displays an error message and the menu reappears. If the player selects H, a help message appears describing the actions available. If the player chooses G, they will then receive a menu of henchmen to whom they may choose to give an item. If they choose I, the program will try to identify the item using the following calculation:

LC = (1-20) + (Lore skill) + (INT modifier)

INT modifier = ((Intelligence) – 10) / 2

LC > (item Lore requirement) ? item identified : identify failed

### Check Henchman

When the player selects C on the Game Menu, the following menu appears:

Henchman Menu

Select the henchman to check:

1 – name#1

2 – name#2

3 – name#3

Once the player selects the henchman, the next menu appears:

E – Equip items/weapons

T – Talk

As a note, the henchmen will automatically use any healing potions you provide them if their hit points fall below 50%, so be sure to provide them a few potions or you may spend a lot of time healing them.

### Save Game

When the player selects S from the Game Menu, the program displays the following menu:

Save Game

Please type the file name for this save:

The program will then save the character and location into the file name provided. If the file already exists, it will overwrite it. The player will then return to the Game Menu.

### Restart Saved Game

When the player selects R from the Main Menu, the following menu appears:

Restart Saved Game

Please type the file name you wish to restart:

If the user enters an invalid file name, the program will display an error and re-display the menu. When the user enters a correct file name, the program will load the character and location into memory and display the Game Menu.