

Frost And Flame

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Index:

1. Introduction.
2. Features.
3. How to play.
4. Goals.
5. Story.
6. Licenses.
 - 6.1 Game and source code license.
 - 6.2 Game resources and assets license.
7. Credits.
 - 7.1 Development.
 - 7.2 Fonts.
 - 7.3 Graphics.
 - 7.4 Music.
 - 7.5 Sound.
 - 7.6 Special thanks.

**Please note that just like the game, this game guide is also a work in progress.
If an error or inconsistency is found please contact me so I may correct it. Paul.wortmann@gmail.com**

1. Introduction:

Frost and Flame is a 2D isometric action role playing game, in a similar style and inspired by great games like the Diablo series, NOX and Fallout (1,2).

2. Features:

4 Random dungeon generation algorithms:



A random dungeon generator based on a recursively dividing BSP tree. Great for generating dungeons with closely joined rooms.



A random dungeon generator based on cellular automata. Perfect for generating cave like maps, as well as outdoor maps.



A random dungeon generator that builds rooms in random circles and then connects them with passages, this algorithm generates some nice looking dungeon maps.



A random dungeon generator that uses a recursive algorithm to generate maps with perfect mazes.

Currently there are 3 tile sets available, and can used interchangeably with any of the above maps.

Flexible UI system:

(If you don't like the window placement, just drag them about)



Picture of Frost and Flame V0.30b

Extensive item system:

Random item generation:



Gems:



Consumable items:



3. How to play:

Mouse:

Left click Move / Use item.

Right click Equip item.

Keyboard:

| | |
|--------|-------------------------------------|
| F1 | In game help menu. |
| 1-9 | Action bar → use item / cast spell. |
| B | Display the Skill book. |
| C | Display the Character overview. |
| E | Display the player Equipment. |
| I | Display the player Inventory. |
| Q | Display the Quest log. |
| Arrows | Scroll the map. |
| Space | Close all windows. |
| Escape | Display the Main menu. |

Developer keys:

(will be removed in final game.)

Please note that these keys are only available if developer mode is enabled.

Use command line option '-d' to activate.

| | |
|---|------------------------------------|
| A | Generate a random dungeon, type 0. |
| S | Generate a random dungeon, type 1. |
| D | Generate a random dungeon, type 2. |
| F | Generate a random dungeon, type 3. |
| G | Generate a random dungeon, type 4. |
| H | Generate a random dungeon, type 5. |
| J | Generate a random dungeon, type 6. |
| K | Generate a random dungeon, type 7. |
| X | Quit game. |

4. Goals:

To make a kick ass game, but most of all enjoy making a game and learn something along the way. :)

5. Story:

The story is yet unwritten... thinking something dynamicly changing, and different for every game based on player choices? Hmmmm

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Version 3, 29 June 2007

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7.1 Development.

7. Credits:

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font_001

From <http://cooltext.com> (epkgobld.ttf)

font_03.ttf

unifont-6.3.20131020.ttf

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default.png (Mouse cursor.)

<http://jalentorn.deviantart.com/art/Arkanus-15791636>

portrait_00 - portrait_33

These portraits were commissioned for the Flare project: <http://flarerpg.org/>

Author: Justin Nichol

Collaborators: Clint Bellanger

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URL: <http://opengameart.org/content/creative-commons-portrait-marathon>

portrait_34 - portrait_43

Author: Paulius Jurgelevičius

Website(blog): <http://dustychest.blogspot.com/>

Contact: DustyChest@gmail.com

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Gold tileset.

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Medieval building tileset.

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Most parts of the UI are derivatives.

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<http://opengameart.org/content/necklacesmedallions>

Author: sunburn

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armor_00

<http://opengameart.org/content/fantasy-items-set>

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armor_01

<http://opengameart.org/content/leather-breastplate>

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axe_06

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<http://opengameart.org/content/painterly-spell-icons-part-2>

<http://opengameart.org/content/painterly-spell-icons-part-3>

<http://opengameart.org/content/painterly-spell-icons-part-4>

sword_00

Author: WeaponGuy

License(s): CC-BY 3.0

<http://opengameart.org/content/seraphim-sword>

sword_01 - sword_02

<http://opengameart.org/content/fantasy-items-set>

Author: Justin Nichol

License(s): GPL 2.0, GPL 3.0, CC-BY-SA 3.0

sword_03

<http://opengameart.org/content/broken-heart-sword>

Author: WeaponGuy

License(s): CC0

sword_04

<http://opengameart.org/content/rune-sword>

Author: WeaponGuy

License(s): CC-BY 3.0

sword_05

<http://opengameart.org/content/spartan-sword>

Author: WeaponGuy

License(s): CC-BY 3.0

sword_06

<http://opengameart.org/content/long-sword>

Author: WeaponGuy

License(s): CC-BY 3.0

sword_07

<http://opengameart.org/content/fantasy-sword>

Author: djonvincent

License(s): CC0

sword_08

<http://opengameart.org/content/fantasy-sword-hand-painted-unfinished>

Author: mactinite

License(s): CC0

sword_09

URL: <http://www.blendswap.com/blends/view/73478>

Author: lubomircenovsky

License(s): CC-BY 3.0

sword_10

Author: mohsen3d

License(s): CC-BY 3.0

URL: <http://www.blendswap.com/blends/view/72970>

sword_11

Author: clarabox

License(s): CC-BY 3.0

URL: <http://www.blendswap.com/blends/view/44506>

sword_12

Author: aquila

License(s): CC-BY 3.0

URL: <http://www.blendswap.com/blends/view/48473>

sword_13

Author: LSDRUID

License(s): CC-BY 3.0

URL: <http://www.blendswap.com/blends/view/72028>

sword_14

Author: KIRBELLY

License(s): CC-BY 3.0

URL: <http://www.blendswap.com/blends/view/73079>

wand_00

<http://opengameart.org/content/fantasy-items-set>

Author: Justin Nichol

License(s): GPL 2.0, GPL 3.0, CC-BY-SA 3.0

wand_01

<http://opengameart.org/content/random-item-icons-128x128>

Author: Mumu

License(s): CC0

wand_02

Author: polygonerus

License(s): CC-BY 3.0

URL: <http://www.blendswap.com/blends/view/48338>

7. Credits:

7.4 Music.

menu_00.s3m

Author:

License: Licensed under the Mod Archive Distribution license

URL: from http://modarchive.org/index.php?request=view_by_moduleid&query=70934
(diablo_part_2.s3m)

dungeon_00.ogg

Author: Pera

License: CC0

URL: <https://www.freesound.org/people/pera/sounds/36816/>

forest_00.ogg

Author: TinyWorlds

License: CC0

URL: <http://opengameart.org/content/forest-ambience>

7. Credits:

7.5 Sound.

menu_move_00.wav

Author: Sudocolon

License(s): CC0

URL: <http://opengameart.org/content/menu-rollover>

menu_select_00.wav

Author: Macro, Dan Knoflicek

License(s): CC0

URL: <http://opengameart.org/content/jump-landing>

menu_move_01.wav and menu_select_01.wav

Author: Bart Kelsey.

License(s): CC0

URL: <http://opengameart.org/content/interface-beeps>

bottle_01.wav and bubble_01.wav - bubble_03.wav

<http://opengameart.org/content/rpg-sound-pack>

Author: artisticdude

License(s): GPL 2.0, GPL 3.0, CC-BY 3.0

book_00.wav - book_02.wav

<http://www.soundjay.com/page-flip-sounds-1.html>

ring_00.wav

<http://www.freesound.org/people/theta4/sounds/66136/>

Author: theta4

License(s): CC-BY 3.0

cloth_00.wav, coins_00.wav, leather_00.wav, metal_00.wav, ring_01.wav

<http://opengameart.org/content/inventory-sound-effects>

Author: artisticdude

License(s): GPL 2.0, GPL 3.0, CC-BY 3.0, CC-BY-SA 3.0

wood_00.wav - wood_03.wav

<http://opengameart.org/content/metal-and-wood-impact-sound-effects>

Author: OGREbane

License(s): CC-BY 3.0

7. Credits:

7.6 Special thanks.