

Frost And Flame

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**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).

Aiming to bring an awesome 3D RPG, as in Hack 'n Slash, Action RPG, to the Open source / Linux community.

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.
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 learning along the way. :)

5. Story:

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

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6.1 Game and source code license:



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font_03.ttf

unifont-6.3.20131020.ttf

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Author: Paulius Jurgelevičius

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

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7.4 Music.

menu_00.s3m

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

Licensed under the Mod Archive Distribution license

7. Credits:

7.5 Sound.

menu_move_00.wav and menu_select_00.wav

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

Author: Bart Kelsey.

License(s): CC0

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.