Frost And Flame

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PLEASE NOTE THIS IS A ROUGH DRAFT AND NOTHING IS FINAL, IT IS 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).

But with many different ideas.

2. Building from source on Linux:

Compiling:

Included are the project files for use with the Code::Blocks IDE. (http://www.codeblocks.org/)

Also required are the SDL2 development libraries.

It is recommended that you build the DLL files (SDL2 etc...) with the same compiler that you use to build Frost and Flame.

Also included is the CMakeLists.txt file, which should help with Linux builds.

Compiling under Ubuntu:

Make sure you have all the relevant dependencies installed.

The dependencies required are the SDL2 development libraries as well as OpenGL and Glew.

To install development libraries you could use the commands below:

sudo apt-get install libsdl2-dev

sudo apt-get install libsdl2-image-dev

sudo apt-get install libsdl2-mixer-dev

sudo apt-get install libsdl2-ttf-dev

sudo apt-get install libsdl2-net-dev

sudo apt-get install libglew-dev

Or in one single line:

sudo apt-get install libsdl2-dev libsdl2-image-dev libsdl2-mixer-dev libsdl2-ttf-dev libsdl2-net-dev libglew-dev

Next you need to generate a make file, you can use the following command, make sure you are in the Frost and Flame directory:

cmake CMakeLists.txt

And finally you can use make to build the Frost and Flame binary:

make

So in summery the commands are as follows:

sudo apt-get install libsdl2-dev libsdl2-image-dev libsdl2-mixer-dev libsdl2-ttf-dev libsdl2-net-dev libglew-dev

cmake CMakeLists.txt

make

3. Features:

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:

Extensive item system:

Random item generation:

Gems:

Consumable items:

4. How to play:

Mouse:

Left click   Move / Use item.
Right click Equip item.

Keyboard key assignment:

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

Developer keys: (will be removed in final game.)

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.

5. Goals:

Create an open source hack n' slash style action RPG game.

Similar in some ways to Diablo 2, but with true 3D environments, real lighting and physics.

Wide variety of randomly generated environments.

Random item generation, crafting, socket-able gems, set and unique items.

Huge variety of enemies.

Quests, bounties.

NPCs, blacksmith, witch, quest giver.

Dynamic towns, randomly generated.

Spells, magic and potions.

Mele characters.

6. Credits:

A lot of art has been used under permissive licenses, as the game is in development, and a specific art direction has not been decided this list has not yet been implemented.
The current art used in Frost and flame is to be considered place holder art for the time being, it may be used in the final game, but currently I am undecided on this matter.
I do plan on populating this credits section with currently used art in the future.
To see the credits for the currently used art, please see the credits.txt file.
A lot of art used is from the awesome site of http://opengameart.org/
If you find an inconsistency, or art without a credit given, please contact me so that I may correct it as soon as possible. Paul.wortmann@gmail.com