

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.
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 learning 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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6.1 Game and source code license:



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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_10

<http://opengameart.org/content/faces-0>

Author: Paulius Jurgelevičius

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

Contact: DustyChest@gmail.com

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<http://opengameart.org/content/old-mens-head>

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Most parts of the UI are derivatives.

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Author: sunburn

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armor_00

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armor_01

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axe_06

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Author: WeaponGuy

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<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

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sword_06

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

Author: WeaponGuy

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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: lubomircenovskyy

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: polygonesrus

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>

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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

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7.6 Special thanks.