

# Frost And Flame

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**If an error or inconsistency is found please contact me so I may correct it.** [Paul.wortmann@gmail.com](mailto:Paul.wortmann@gmail.com)

Ps. The credits section is out of date and needs updating, it is incomplete!

## 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:



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.

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.

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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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

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Contact: DustyChest@gmail.com

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portrait\_11

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

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<http://opengameart.org/content/graveyard-fence-and-props>

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Menus, action bar and player stat display.

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Main icon

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Potion\_01 - Potion\_21

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

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<http://opengameart.org/content/health-and-mana-potion>

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Amulet\_00 - Amulet\_13

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helm\_00 - helm\_01

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menu\_00.s3m

[http://modarchive.org/index.php?request=view\\_by\\_moduleid&query=70934](http://modarchive.org/index.php?request=view_by_moduleid&query=70934) (diablo\_part\_2.s3m)

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menu\_move\_00.wav and menu\_select\_00.wav

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

Author: Bart Kelsey.

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bottle\_01.wav and bubble\_01.wav - bubble\_03.wav

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

Author: artisticdude

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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

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cloth\_00.wav, coins\_00.wav, leather\_00.wav, metal\_00.wav, ring\_01.wav

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

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wood\_00.wav - wood\_03.wav

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