# Jeffard's Dungeon Adventure

A Game Manual by Jason Tran

You are a valiant warrior named Jeffard that happens to be in a sticky situation. You find yourself in a puzzling dungeon, surrounded by creatures that don't seem particularly friendly. Your objective is to explore the entire dungeon and hopefully come out in one piece. You are equipped with a wooden sword and your very own homemade shield, however, that won't be enough to fight your way through to the end. Your objective is to loot treasure chests, avoid spike traps and defeat foes along the way to power yourself up for a climactic showdown with the dungeon keeper.
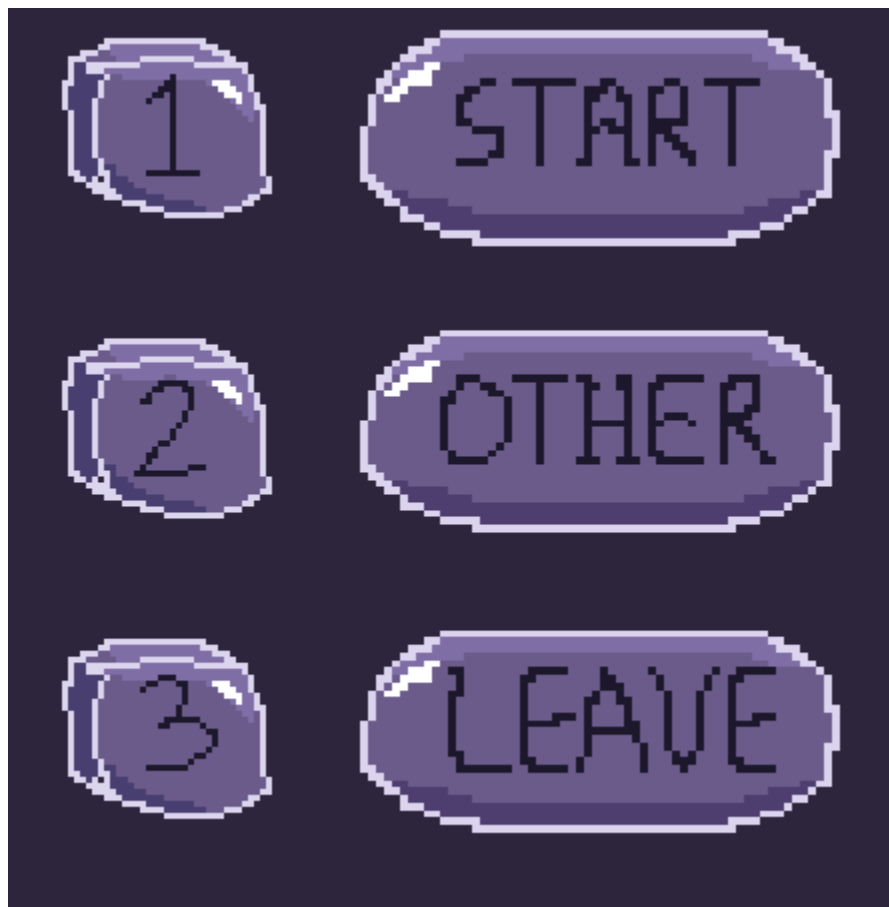
This game is played only using your keyboard making it a classic style dungeon crawler. Pressing 3 on your keyboard takes you to

an exit screen that stays there until you close the application. If you press 1, you start the game and are only taken back to the menu when you die, or when you fulfill your mission of conquering this dungeon. If you press 2, you are taken to the other screen.


The controls are

W - Move up

A - Move left

S - Move down

D - Move right

K - Attack

If you press 4, you are taken back to the menu screen.

Starting out, your character has 150 health points and 20 damage
points. Every enemy in the game has a health and damage statistic
as well so it is a game of hitting and not being hit.

When attacking, your character's hits only register on the enemy
if there hasn't been an attack in the last 250 milliseconds.
If you spam the k key, your attacks will not do anything.
Basically, you have to tempo your attacks so that they land
consistently.
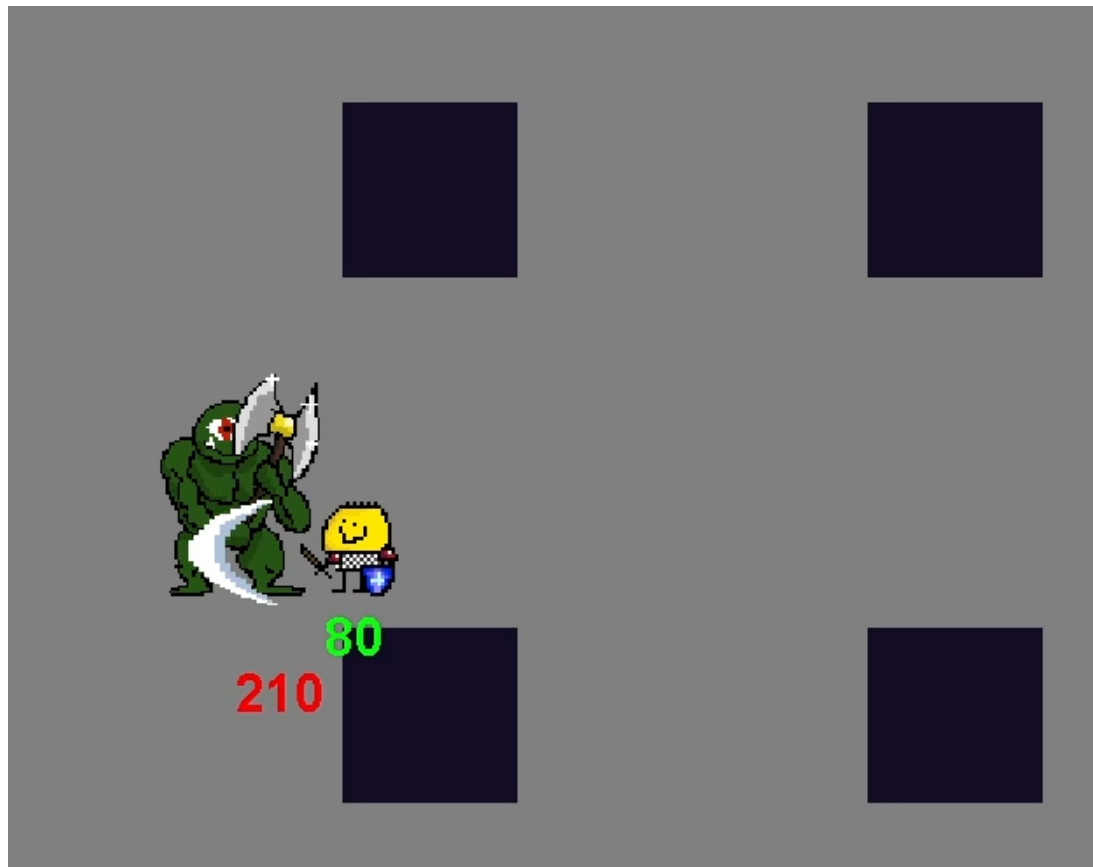
There are five enemy types that you will face in this dungeon.

Blobs:
Low HP, low ATK, Knock you back, move 1 direction linearly, they come in numbers
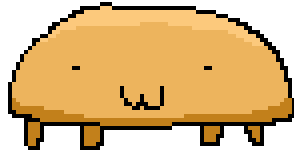
Ghosts:
Persistent, high speed, low HP, low ATK, known to come in pairs. If you hit them, they come right back at you.
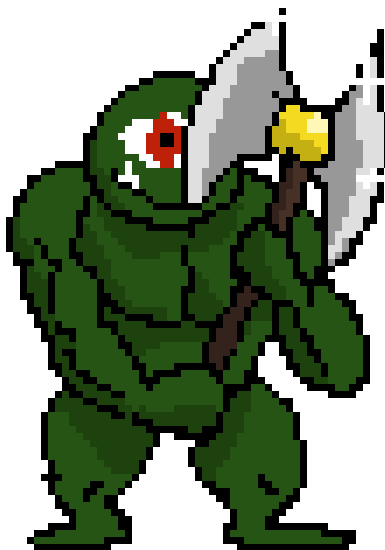
The Mercenary:

Once fought for a good cause, High HP, Low ATK, knocks back,
Doesn't go down easily.

Orc Axeman:

Enter his lair and he will be angry. He is brutish, very
unpredictable and savagely powerful. High ATK, medium HP and
knocks back, can kill you in a single blow if you are careless.

The Dungeon Keeper:

no-one dared to ~face him~

Been around for who knows how long,safeguarding his dungeon. Easy to anger, sporadic,aggressive and nimble. He has the potential to end you in oneshot if you position yourself poorly. High ATK, high speed, high HP and knocks back.

The movement of the enemies:

The blob moves linearly along a single axis, either vertically or horizontally which is predetermined.

The ghosts track and move towards you. When they collide with you or you land a hit on them, they relocate to a random coordinate of the map to once again follow you until you kill them, they kill you or you leave that part of the map.

The 3 bosses for the most part move along a single axis at a time being either the horizontal or vertical axis but they have the chance to move diagonally if they collide with a wall and have an axis switch at the same time.
The axis switch is a boolean value that returns true if the random number (0-10000 or so) is less than 5. This seems very rare but there are so many iterations of a loop running that the switch is at a natural pace.

Interesting mechanics:

Whenever you hit the orange blob enemies, you gain lifesteal! The health you gain from lifesteal is equivalent to half of your damage stat.
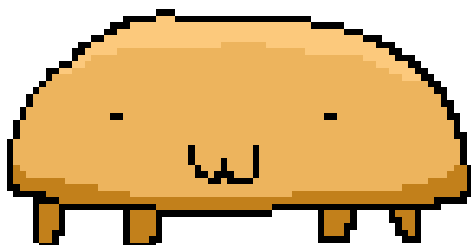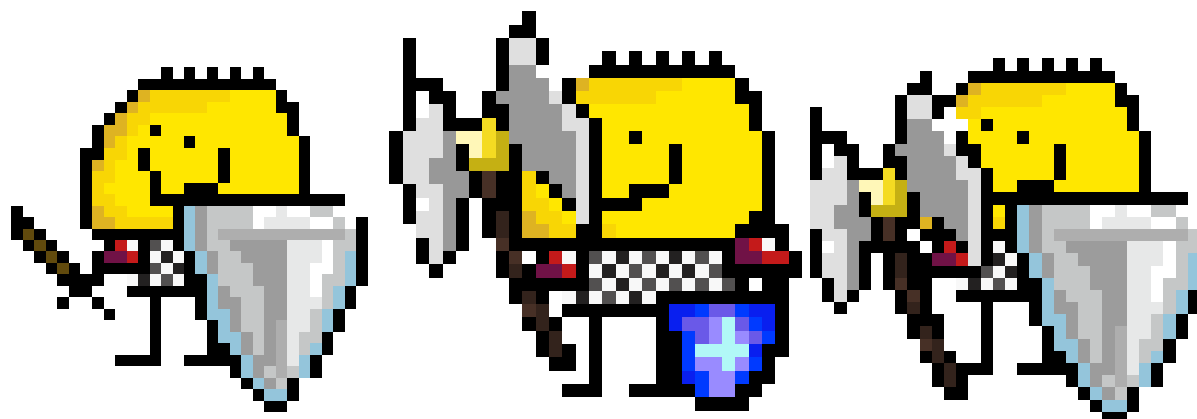
Hitting a ghost relocates it temporarily but it comes back to you, this can buy you time!

When looting chests, you have a 50/50 chance to either gain 5 damage points or 20 points to your maximum health capacity.

Fun Fact! When Jeffard defeats a formidable opponent, he takes their equipment to significantly boost his prowess on the battlefield.

Defeating The Mercenary gives you his brave shield: +100HP
Defeating the Orc Axeman gives you his mighty axe: +20 ATK

How to run the game:

Start the program by pressing run on your favourite java compiler.

It is recommended to run this program on the latest version of Java so that the program has better performance and less chance of lagging.

Helpful strategies:
- ➔ Take your time fighting off the enemies. If you rush, you will be overwhelmed and underpowered. You won't stand a chance against the harder enemies.
- ➔ Utilize your lifesteal by attacking blobs when you are not at full health
- ➔ Explore the entire map (9 areas) to find every chest to have the best health and damage statistics possible
- ➔ Fight the minibosses as they give you major buffs that are vital when facing the final boss
- ➔ Be patient when fighting the bosses, they can be very explosive and can oneshot you if you are backed against a wall
- ➔ Utilize cover so that they cannot attack you and you can time your hits

Important to know:
- ☐ There are no checkpoints
- ☐ If you die, you restart from the beginning
- ☐ Once you enter a boss arena, you can't leave until you win or lose the fight

- [ ] Make sure to have the image files under the correct directory before running the game
- [ ] Enjoy the masterpiece!