Documentation

Nineteen_{Characters}!

February 15, 2015

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java -jar game.jar [-d [LEVEL]|-e FILE] [-l FILE]

    -d [LEVEL], –debug [LEVEL] Activates debug mode, where debug outputs are sent to the error stream. Error stream may be redirected, as per the –err-out option. LEVEL is an integer number representing the level of detail requested in the debug output. If no value is specified, the default is level 1.

    -e FILE, –err-out FILE Redirects STDERR messages to the given file

    -l FILE, –load FILE Immediately attempts to load the given file as a saved game. If the game cannot be loaded, a new game is started instead.

2 Loading a game

After having saved a game, to load it back in, simply start the game, supplying the path to the file as a parameter.

```
--load file
```

3 Controls

3.1 While the Character Creation Screen is visible

- Hit S to create an avatar of type Smasher

- Hit W for an avatar of type Summoner(W for WIZARD)

- Hit C for an avatar of type Sneaker(C for CAT)

```
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 \____|_| |_|\___/ \___/|___/\___|    /_/   \_\  \____|_| |_|\__,_|___/___/
```

S to Select a Smasher:
```
        -[.]
        -|.|
        -|.|
        -|.|
        -|.|
        -|.|    ,'`.
        -|.|   ;\  /:                         W to Select a Summoner:
        -|.| /  \/  \                                _,'_
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C to Select a Sneaker:    \'.|\..-----...-'`    '-._.-'_.-'`
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                          '-'" '"\_  ,_.-;_.-\_ ',
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                            {_.-``-'         {_/
```

Figure 1: The Characters available for selection

3.2   While the map is visible

3.2.1   View Switching

- Hit v to open the stats and inventory screen

- Hit i to use the item directly below the avatar.

3.2.2   Movement

```
NW   N   NE
  \  |  /
   7 8 9
 W-4   6-E
   1 2 3
  /  |  \
SW   S   SE
```

3.2.3   Save Game

- Hit S

- A Save File will be created

- Format : yyMMdd_<number>.sav

3.3   In the Inventory screen

- Hit U to toggle the use option on

- Hit D to toggle the drop option on

- Hit E for toggle equip

- Proceed to hit the number of the item you wish to apply the action to

- Finally, select a direction

- If the action cannot be done on the item, nothing happens

3.3.1   View Switching

Hit M to return to the map