Documentation

Nineteen_{Characters}!

February 14, 2015

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

     -d, –debug Activates debug mode, where debug outputs are sent to the error stream. Error stream may be redirected, as per the –err-out option

     -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)

```
  ____  _                                       _       ____  _
 / ___|| |__    ___   ___   ___  ___     /\    / \     / ___|| | __ _ ___  ___
 | |   | '_ \ / _ \ / _ \ / _ \/ __|   / _ \  / _ \   | |   | |/ _` / __/ __|
 | |___| | | | (_) | (_) \__ \\__ \  / ___ \| (_) |  | |___| | (_| \__ \__ \
  \____|_| |_|\___/ \___/|___/|___/ /_/   \_\ \___/    \____|_|\__,_|___/___/
```

S to Select a Smasher:
```
             -[.]
             -|.|
             -|.|
             -|.|
             -|.|
             -|.|     ,'‘.
             -|.|   ;\  /:                    W to Select a Summoner:
             -|.| /  \/  \                              _,.-_
             -|.|<.<_\/_>,>              .||,         /_ _\\
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     ‘.>._.-’ |)=(        |.   ;  ’--.._,‘-.‘.
          ’,--’‘-._ | _,:            ‘=’‘’
                                       _        ___        _.--.
 C to Select a Sneaker:    \‘.|\..----...-’‘    ‘-._.-’_.-’‘
                           /  ’  ‘          ,           __.--’
                           )/’ _/        \   ‘-_,    /
                           ‘-’" ‘"\_   ,_.-;_.-\_ ’,
                              _.-’_./   {_.’   ; /
                              {_.-‘‘-’          {_/
```

Figure 1: The Characters available for selection

3.2 While the map is visible

3.2.1 View Switching

Hit I to open the stats and inventory screen

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