**Land of Duwyn**

**Milestone 1: Alpha Build Notes**

**GAME3030 Game Production 6**

**Kenneth Mak – 101035611**

**Land of Duwyn**

**New Features**

**Enemies**

* Enemy AI has been coded in
* A bandit squad spawns in the far east and slowly make their way to your base. Targets you and your villagers
* The player will not die at the moment, but villagers will

**UI** – Action Bar, Target Bar

* An Action Bar has been added.
  + FPS mode, it shows your inventory.
  + Top-Down mode, it shows a list of buildings you can construct
* A Target Bar has been added
  + Shows the name of what you are looking at
  + Shows the health values (if applicable) of your target
* Outlines on text for clarity

**Resources** – Resources can now only be harvested if there is a nearby resource building.

* Tree resources are spawned randomly
* Resource Buildings will activate nearby resources and allow villagers to harvest them
* Resources can still be harvested by the player even if there is no resource building
* Resources have a set amount before it is depleted
* Only appropriate resource buildings will activate the resource (sawmill for wood, etc.)

**Buildings** – Buildings can now be constructed in top down view. Simply press one of the 1-4 keys to select and build it.

1. Constructs a Sawmill. Used for gathering lumber
2. Constructs a Smithy. Used for gathering rocks and gold
3. Constructs a House. Raises max village cap by 8
4. Constructs a Windmill. Used for gathering all types of resources

* Buildings can be rotated with R/T, and cancelled with RMB.

**Misc.**

* Trees will fall once used

**Controls**

**WASD** – Standard FPS movement, W and S is forward and back, A and D is horizontal strafing

**Shift** – Hold to start running

**Mouse Movement** – Moves the camera around in standard First Person movement

**LMB** – Attack with current weapon (or fists, if nothing selected)

**Weapons**

* **Keyboard ‘1’** – Equip Sword and Shield (for attacking enemy)
* **Keyboard ‘2’** – Equip Lumbering Axe (for cutting)
* **Keyboard ‘3’** – Equip Pickaxe (for mining)

**Q** – Switch between First Person and Top Down mode (Top Down allows you to assign roles)

**LMB** – Place a building in Top-Down mode

**RMB** – Cancel a building in Top-Down mode

**Buildings**

* **Keyboard ‘1’** – Construct Sawmill
* **Keyboard ‘2’** – Construct Smithy
* **Keyboard ‘3’** – Construct House
* **Keyboard ‘4’** – Construct Windmill