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| Namoul corp. |
| Zelda like |
| Game design |
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| **Matthieu Richard & Romuald Scharre** |
| **18/05/2013** |

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| This document will resume the details of all the game we have created for this module. |

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# TeamWork

## Team

Matthieu Richard (12129042):

Has built the game system, animations, control and all interaction between the character and the environment.

Romuald Scharre :

Made the map editor and create the xml used for the mapping.

Tristan Denis :

Convert the XML file created by the editor to usable data.

Thomas D’Hulst :

Made paper prototype of the XML

## Technologie used

The language used to develop all along this project is [C++](http://www.cplusplus.com/).

For the game:

Visual Studio 2010

Graphic library: [SFML : 2.0](http://www.sfml-dev.org/tutorials/2.0/)

Software used to create original pictures: [Photoshop CS5](http://www.adobe.com/en/products/photoshop.html)

For the editor:

Library used [Qt : 5.0.1 & Qt-creator 2.6.2](http://qt.digia.com/)

# Overview of The Game

## When and what ? (the context of the story)

In early times when enchanted creatures belong not to the world of dreams, evil beings threaten any form of light. However, an ancient prophecy announces the arrival of a young hero braving his destiny to save existence itself

## Where ? (the place)

On the beginning of the game, the Hero wake up in a dark place looks like a dungeon. It’s your role to find the issue of it.

## Who ? (the player)

In this game you play a little boy, Link, choose by strange and unknown forces to accomplish his destiny.

## How to do that ?

Throughout his adventure, and to help him in his quest, our little character will find many tools in different places (dungeon for the moment). So, he will become powerful and kick the ass of the evil.

# User Manual

## Input

Movement:

←↑↓→ to move the character

‘Space” to roll

Utility:

‘P’ to set the game in pause

‘Escape’ to return to the Title Screen

‘Enter’ to confirm

# Source Used

For all the animations and level design:

<http://www.spriters-resource.com/gameboy_advance/lozminish/>

For some pictures used in the Title screen :

<http://wallbase.cc/>

Musics:

[The Legend of Zelda 25th Anniversary "Special Orchestra CD"](http://zelda.wikia.com/wiki/The_Legend_of_Zelda_25th_Anniversary_Special_Orchestra_CD)

- 4. - Gerudo Valley

- 5. - Great Fairy's Fountain Theme

- 7. - The Legend of Zelda Main Theme Medley

For the convertion mp3 to ogg format:

<http://audio.online-convert.com/fr/convertir-en-ogg>