

RACE GAME



1.- Goal of This Document.

Our goal with this manual is to show the mechanics of the game “Race War”.

2.- Requirements.

This app is developed with Java, implementing a sql database.

The development environments used for this project are eclipse and mysql, so they are recommended for a proper execution and data saving.

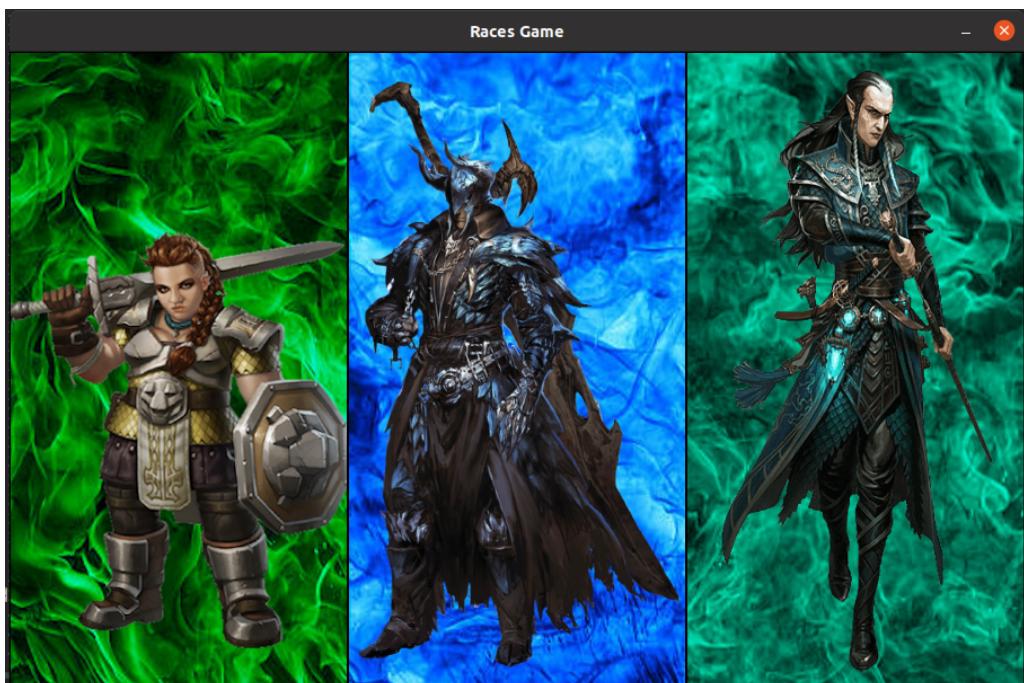
The recommended system requirements are the same ones as these two development environments.

If you have already installed a Java and Sql development environment, you can charge our table schema with our provided script, and execute the project’s Main.java which will start the game.

3.- User Manual.

3.1- Warrior Selection

The Warrior selection screen is the first screen you will see when the game is started. In this screen you can see the pictures of the warriors you can pick. You click over the one you want to use and they will be your selected warrior.



Every warrior belongs to a race which has unique stats.



Human:

Health Points 50
Strength 5
Defense 3
Agility 6
Speed 5

Available weapons:

Dagger– Sword– Axe– Twin Swords – Scimitar– Katana – Dirk



Elf:

Health Points 40
Strength 4
Defense 2
Agility 7
Speed 7

Available Weapons:

Dagger– Sword– Twin Swords – Scimitar– Bow– Dirk



Dwarf:

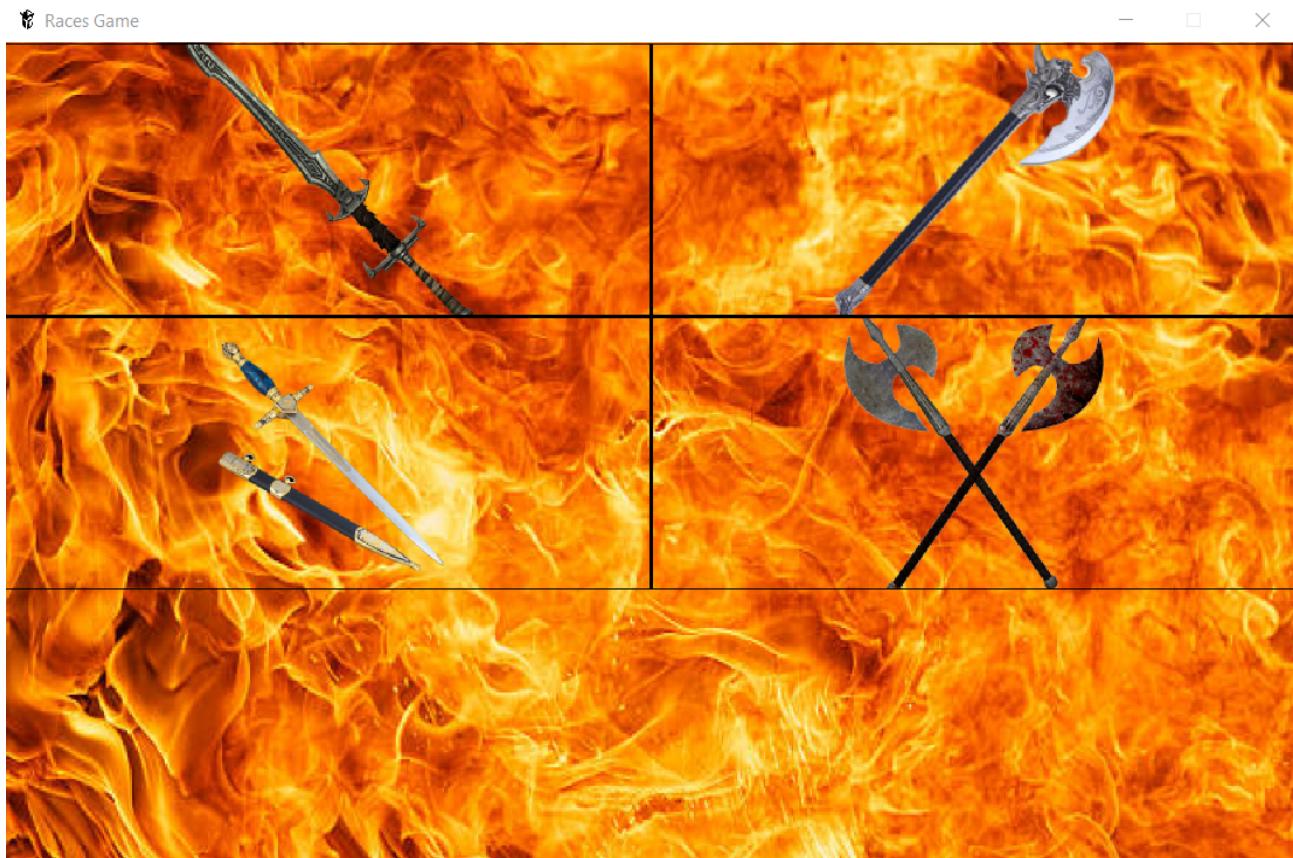
Health Points 60
Strength 6
Defense 4
Agility 5
Speed 3

Available Weapons:

Sword– Axe– Dirk– Battleaxe

3.2- Weapon Selection.

After choosing your warrior, you get to the weapon selection screen. This screen will depend on the warrior you picked beforehand, as each one has their own weapons. You have to click over the image icon to pick the one you want to use. The ones you can see in the example are the dwarf's available weapons.



In addition, each weapon boosts some of your character stats, such as strength and speed.



Dagger

+3 speed



Sword

+1 speed
+1 strength



Axe

+3 Strength



Twin Swords

+2 speed

+3 strength

**Scimitar**

+3 speed
+1 strength

**Bow**

+5 speed
+1 strength

**Katana**

+3 speed
+2 strength

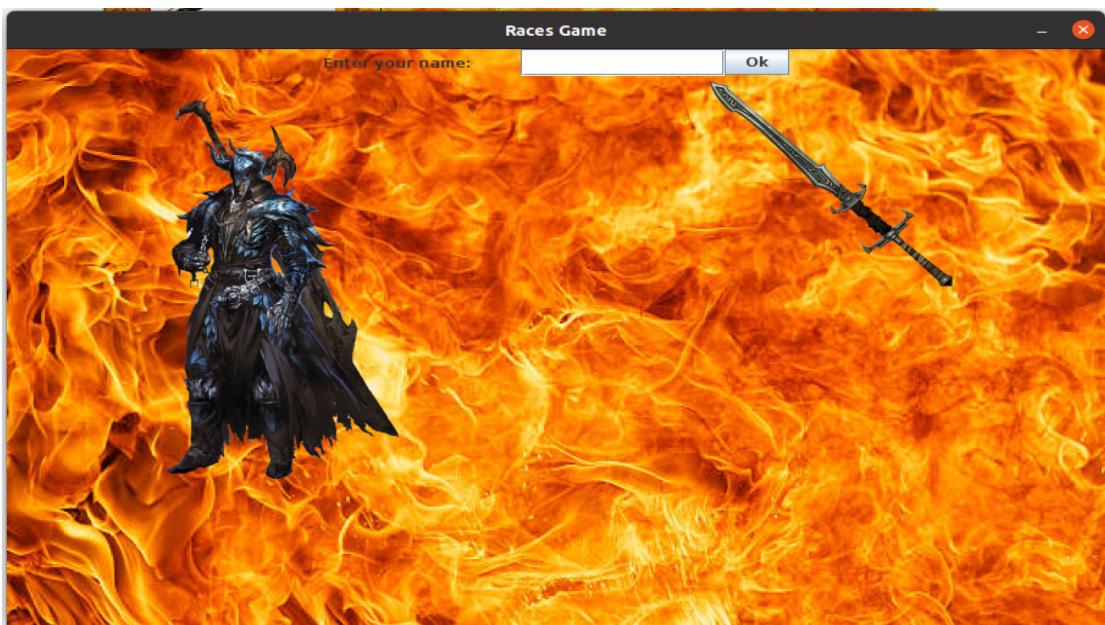
**Dirk**

+4 speed

**Battleaxe**
+5 strength

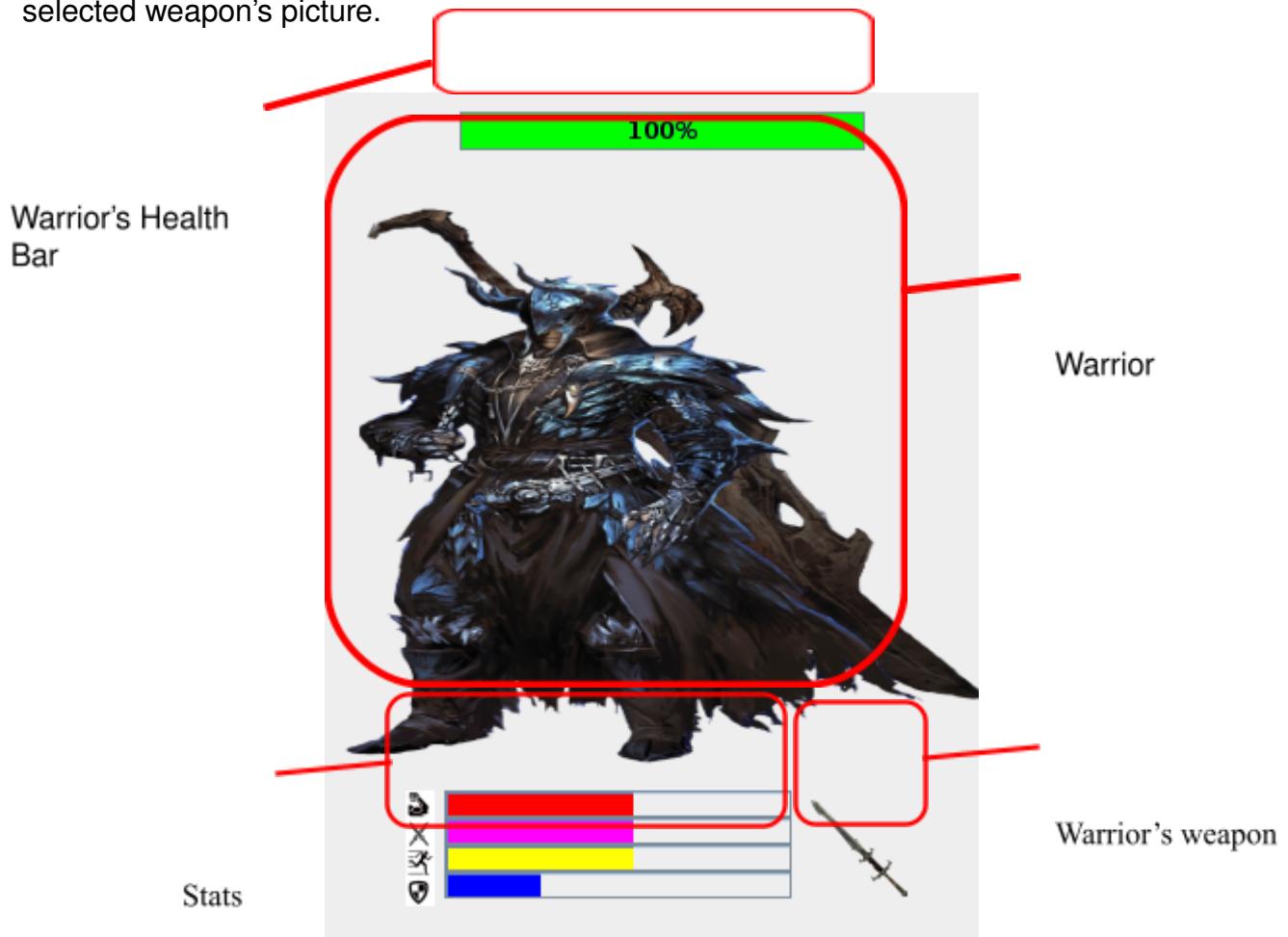
3.3- Name Selection

The next screen is the name selection screen. It is where you will introduce your username and it will send it to the games database.



3.4- Pantalla de Lucha.

The warrior's interface is formed by the health bar, the warriors picture, the stats and the selected weapon's picture.



Strength: The amount of damage your warrior will do



Agility: Gives the warrior the chance to deal multiple attacks

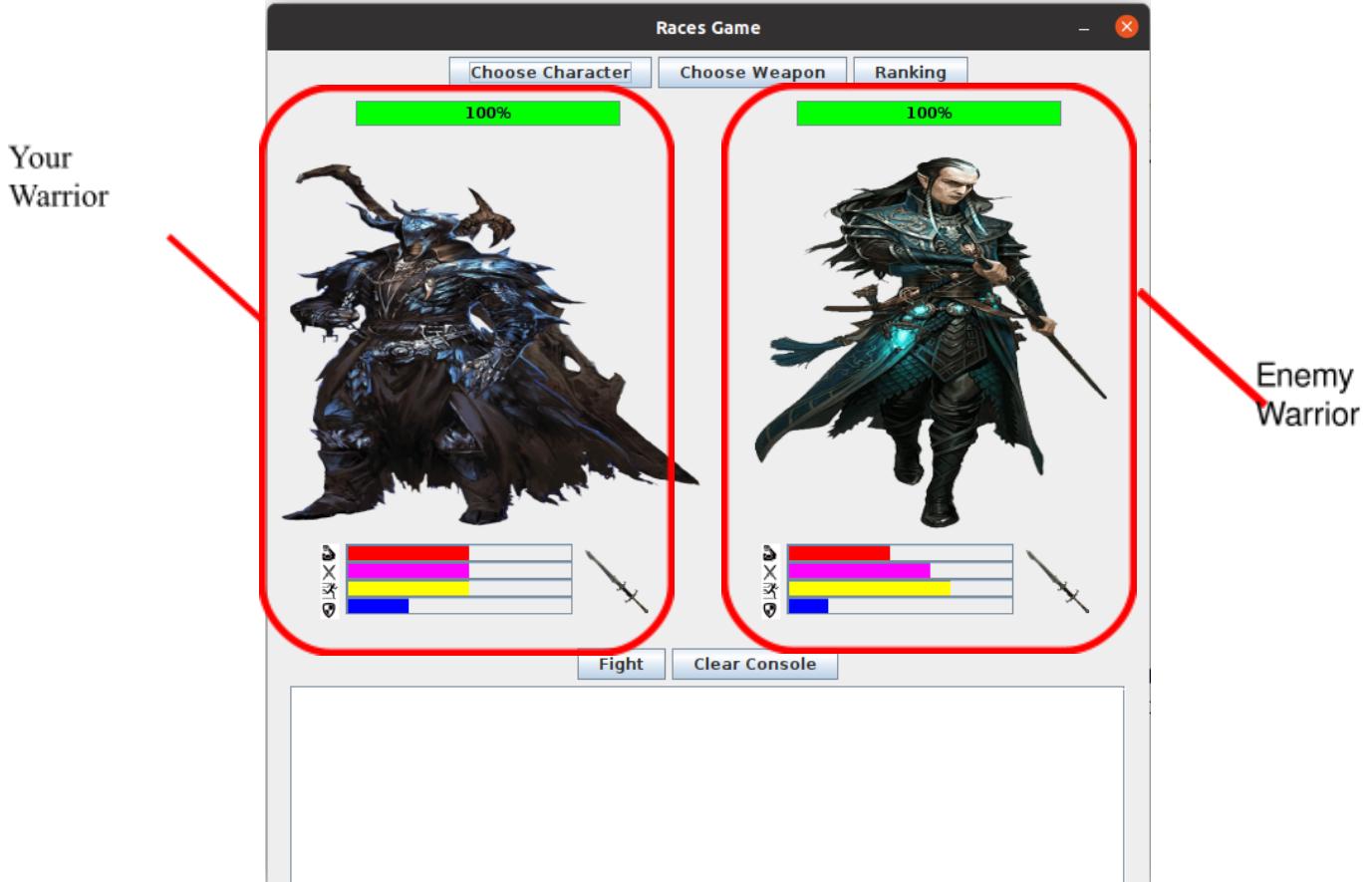


Speed: Probability of attacking first



Defense: The amount of damage a warrior can take

In the battle screen your warrior is shown on the left and the enemy on the right. There are also 5 buttons which are used to select another character or weapon, show the game's players ranking, start the fight or make the fight console clean.

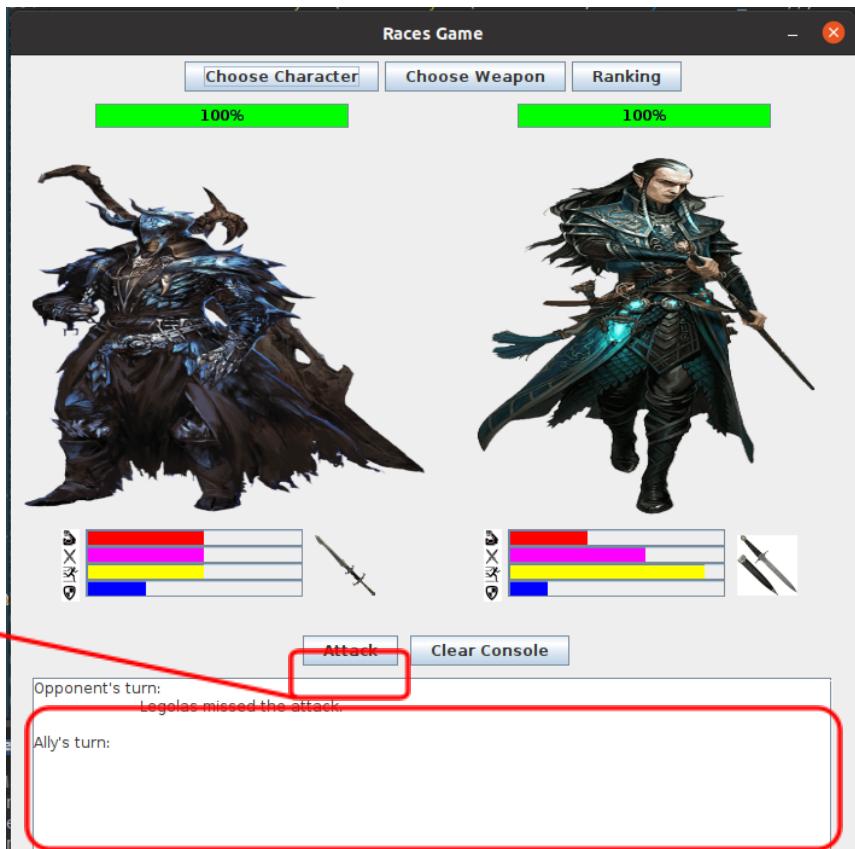


In the bottom of the screen there is a console that at the start of the fight is clear but it will show you the development of the fight. To start it you have to click on the button fight, that when your turn comes will change into attack. The fight has an attacker and a defender.

There are three different things that can happen when an attacker attacks:

- They miss.
- The defender avoids the attack.
- The attack hits, if this happens the defender lost HP will be shown.

When your turn comes you will have to click it to attack



Every time your turn to attack comes you will have to press the button attack for your character to try to hit the other.

When one of the warriors health bar reaches zero a pop-up screen will show up asking if you want to continue fighting.

The option “No” will close the game and upload the user battles’ information into the database. This user won’t be able to play again as the same player, they will be able to choose the same name but their ranking points will start at 0.

If they choose “Yes” the game will do the following:

If the user was defeated, their battles' information will be stored into the database and the game will go back to the character selection screen, to choose a new character and generate another user.

If you were victorious, your warrior's HP will be set to 100% and they will be against a new enemy.

