Admin Manual

Dark Ascent

Turkish Van

Stephen Aldred

Noelle Alston

Peter Gatira

Bhoj Raj Pandey

CMSC 447: Software Engineering I

Dr. Nick Allgood

# 

# Introduction

Dark Ascent is a captivating turn-based strategy game that incorporates point-and-click mechanics, allowing players to fight numerous waves of enemies. Each wave of the tower presents unique challenges and enemies, enhancing the player’s characteristics with new abilities and items.

Unique selling points;

* Turn-based strategic combat system with cooldown management for abilities.
* Multiple floors of combat with increasing difficulty and complexity.
* Integration of point-and-click mechanics for intuitive gameplay.

The target audience for this game is players aged 13 and above who enjoy turn-based games with strategic depth.

# Gameplay

## Basic Controls

The game is primarily controlled through a mouse. Players click to move characters, interact with objects, and navigate through the game’s various menus and settings.

## Game Mechanics:

Players use the mouse to click on nodes within the game map to move their characters. The combat is turn-based, allowing players to select action from basic attacks to special abilities, each with specific cooldowns. Players interact with various NPC’s, including shopkeepers and enemies, enhancing the immersive experience.

## Objectives and Goals:

Successfully navigate through three progressively challenging floors of the tower, defeating enemies and collecting treasures. Players enhance their characters by acquiring new abilities and items, essential for tackling tougher opponents on higher floors.

# Saving and Progress

The game automatically saves progress after leaving any room, ensuring no loss of progress. Players have the option to manually save their progress through the game menu. Players can track their progress through a leaderboard system that records kill-to-death ratios and treasure collections.

# Tips and Strategies

Utilize strategic planning in combat by balancing basic and special actions based on cooldowns. Fight through every floor fully to maximize item and ability acquisition.

# Conclusion

**The thrill of exploration with the strategic depth of turn-based combat, wrapped in an intuitive point-and click interface. It’s designed to challenge players while providing a rewarding and progressive gameplay experience. Join us in “Dark Ascent” to explore, strategize, and win!**

# 