Name: Ryan Carter
Student ID: 10575985
Module: AINT 151

Combat
During combat, you have the ability to attack different parts of the enemy

Area 4 - Ammo Depot
//Tanks and Scouts encountered here// Here,

Area 1 - Introduction/Tut stage
The year is 2352. Civilisation has

Area 2 - Outside Facility
//-First fight will occur here-// Enemy Scout

Area 3 - Maintenance Entrance
//tank enemies encountered here// The

Area 5 - Mining Site
This area you must either destroy or capture

General aim of what i'm going for
This Twinery is a general aim as to what i

Area 6 - Prison
In the prison, you must free the prisoners after destroying the forces in the

Area 8 - AA platform
Reaching the Anti Air Platform, you must activate

Area 7 - Power Room
Once inside the Power Room, The Commandante

Index 0

Index 1

Index 3

Index 2

Index 4

Index 5

Index 6

Index 7

Index	0
Text	Area - Tutorial/Training This area is where you learn about the combat mechanics and targeting different areas.
Choices	Return to Index 1 (outside Citadel

Index	1
Text	Area - Outside Citadel This area is where fight your first enemy, this is a fairly easy fight since it's the first one.
Choices	To Index 2, Collect keycard

Index	2
Text	Area - Maintenance Entrance This area diverges into 4 areas, the Power room which you need to unlock, the Prison, Mines and Factory. Each area contains a keycard which grants access to the power room
Choices	To Index 3 - Mines To Index 4 - Prison To Index 5 - Factory To Index 6 - Power Room

Index	3
Text	Area - Mines This area contains the first keycard to access the Power room. You also have the option of destroying or capturing the resources. Destroying weakens the enemy forces remaining while capturing them allows you to upgrade 1 aspect of your bot
Choices	To Index 2, Collect keycard, Destroy Resources, Capture Resources, Upgrade

	health, Upgrade Damage

Index	4
Text	Area - Prison This area contains the second Keycard to the power room, this also has a sub objective where you can free the prisoners using a second keycard.
Choices	To Index 2, Collect Keycard, Free prisoners

Index	5
Text	Area - Factory This area has the final keycard to the Power Room, You can also destroy the factory components to weaken the enemies remaining
Choices	To Index 2, Collect Keycard, Destroy components

Index	6
Text	Area - Power Room This area contains a BOSS enemy which is tougher and stronger than other enemies. Upon defeating the boss, you can deactivate the 3 main generators. Doing so will trigger an event where the enemy targets the city for orbital nuclear bombardment
Choices	To Index 7

Index	7
Text	Area - AA Platform

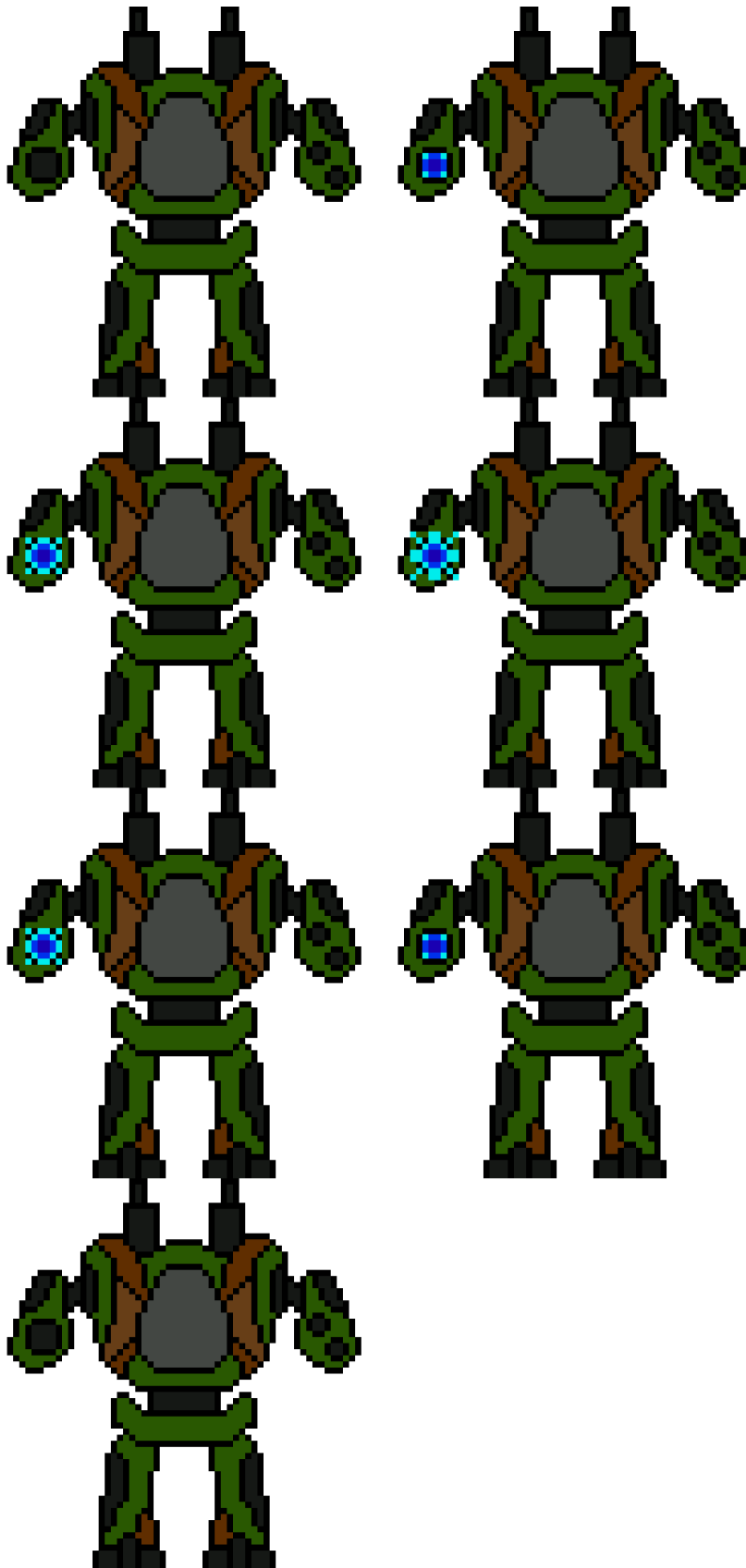|	
	This area contains 3 puzzles which must be solved these will be simple (ish) calculations which will be randomized but will, in terms of story, be the coordinates of the missiles. Failing to do so will end the game and make you start over again
Choices	To index 1, End game, Puzzle 1, Puzzle 2, Puzzle 3

Name: Ryan Carter
Student ID: 10575985
Module: AINT 151
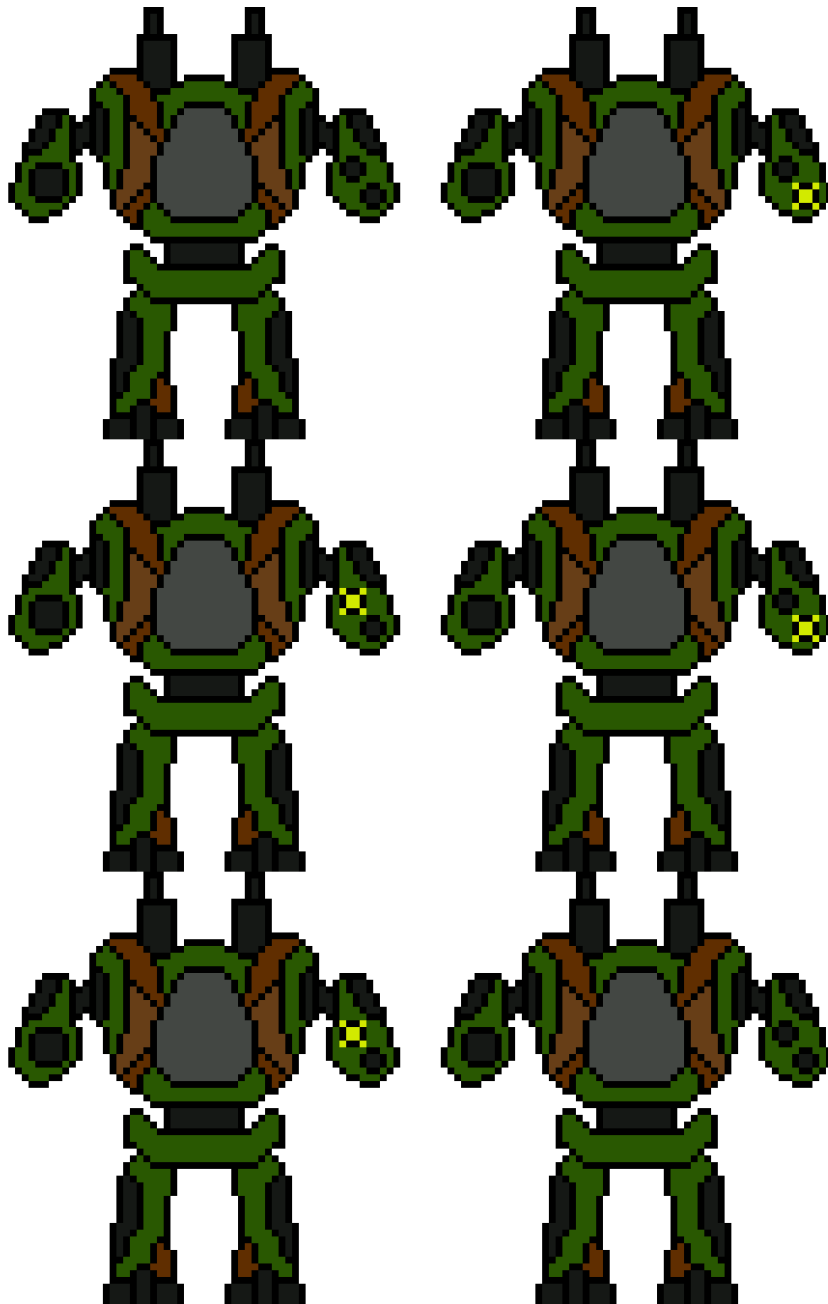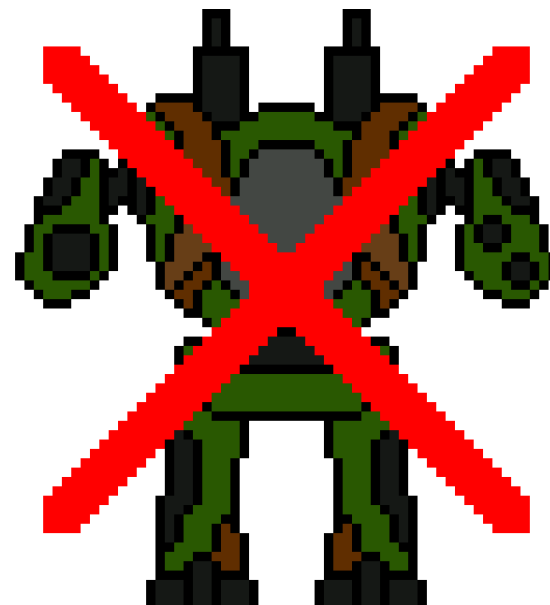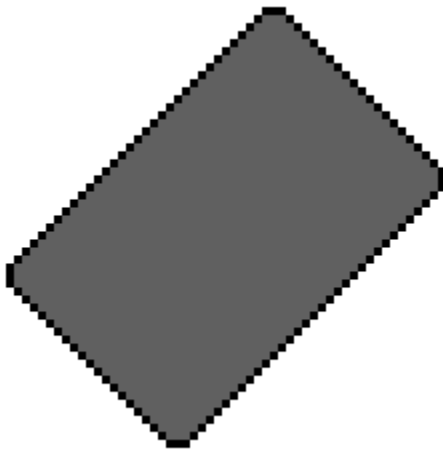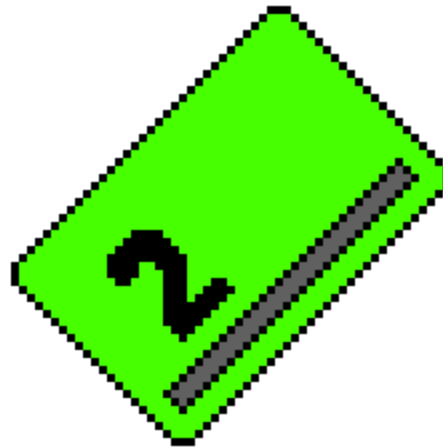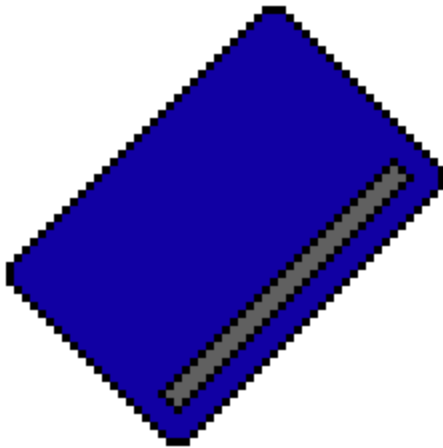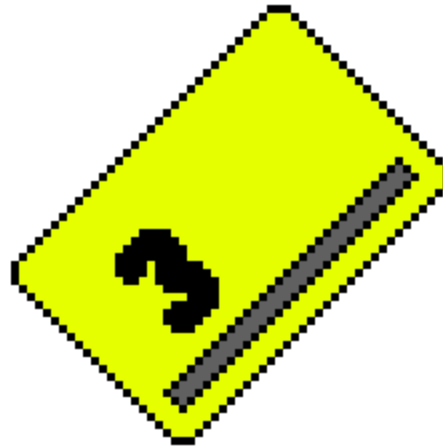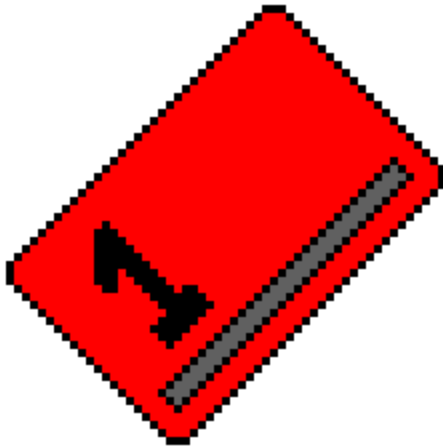
Name: Ryan Carter
Student ID: 10575985
Module: AINT 151

Name: Ryan Carter
Student ID: 10575985
Module: AINT 151
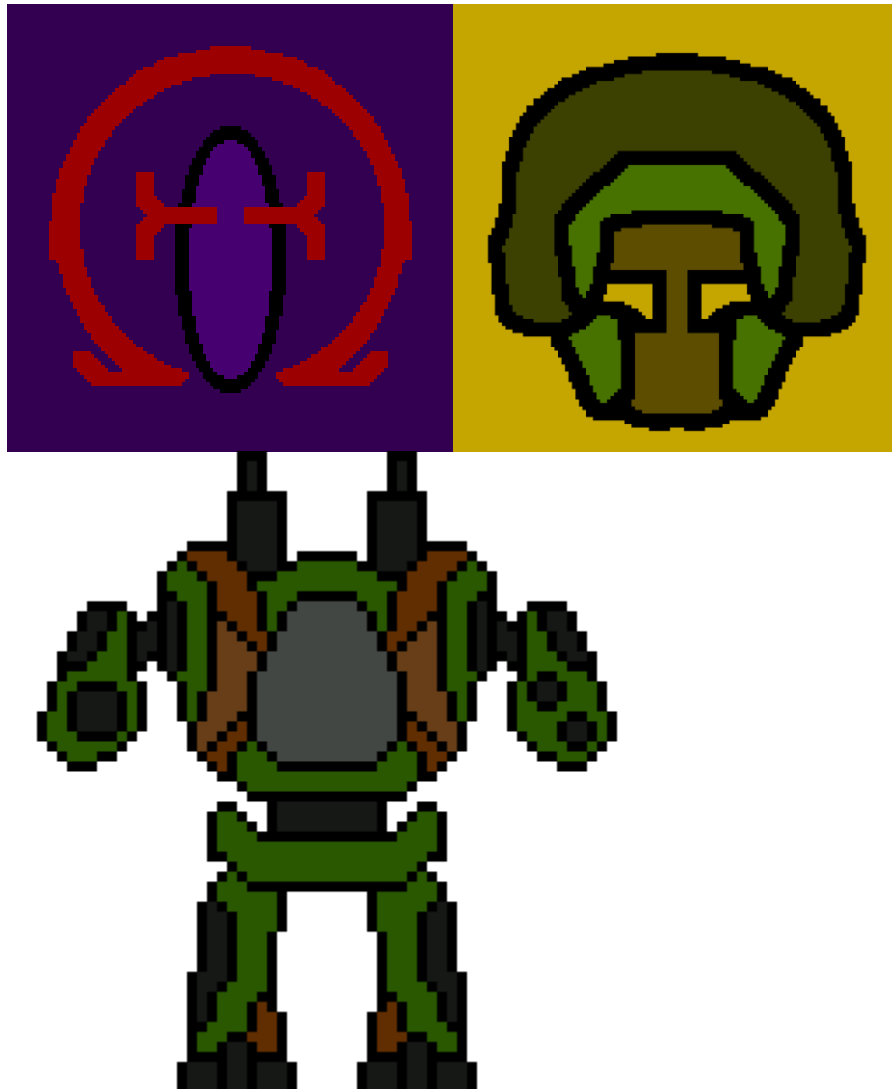
Name: Ryan Carter
Student ID: 10575985
Module: AINT 151

Name: Ryan Carter
Student ID: 10575985
Module: AINT 151

Name: Ryan Carter
Student ID: 10575985
Module: AINT 151

Name: Ryan Carter
Student ID: 10575985
Module: AINT 151

Name: Ryan Carter
Student ID: 10575985
Module: AINT 151