

# The 2D Interface game «Troubles in Kamyshovo»

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The main idea is 2D interface RPG postapocalyptic game in metroidvania genre. Prehistory is: *“The game places the player in the fictional post-Soviet Republic of Chernarus, where a mysterious plague has turned most of the population into violent "infected". As a survivor, the player must scavenge the world for food, water, weapons, and medicine, while killing or avoiding the infected, and killing, avoiding, or cooperating with other players in an effort to survive the outbreak.”* – DayZ SA, Wikipedia

## The main plot

Script: two guys [*coop / multiplayer*] are approaching at the Kamyshovo village in the old Niva car. Car is stolling. They are discussing about where to find the fuel [*location #1, the main mission*]. After that they start to loot nearby houses [*looting process*], grabbing weapons, clothers, food, medicines [*loot categories*].

When they come to the end of the city, they see a lot of zombies [*NPC - enemies*] around the house. They can hear shoots form it, and decide to help the citizen [*NPC – friendlies*].

After fight the NPC asking how to thank them for their service. They ask about the fuel for their car. Luckily NPC knows where is the nearest gas station [*location #2, secondary mission*]. He gives them the coordinates an the canister [*mission item*], guys leave him.

Two guys leave the Kamyshovo, go right to the Gas Station. At the Gas Station are a lot of zombies. After killing them, two guys try to fill the canister from the big one, but apparently they can't. To do it they have to find the key [*location #2, secondary mission*], which is inside the main office. But of course the office is locked. So they need to find something to get inside [*location #2, secondary mission*]. After searching at the nearby buildings they find the crowbar. Now they can enter inside the office, grab the key, unlock the the big one canister and fill up their small canister.

Time to back to the car. *But something goes completely wrong...*

## Classes

- |                 |                 |                    |
|-----------------|-----------------|--------------------|
| 1. Food         | 2.4. Shoes      | 5. NPC             |
| 1.1. Drinks     | 2.4.1. Sneakers | 5.1. Friendlies    |
| 1.1.1. Cola     | 2.4.2. Boots    | 5.1.1. Good gradpa |
| 1.1.2. Kvas     |                 | 5.2. Enemies       |
| 1.1.3. Juice    | 3. Weapons      | 5.2.1. Boss        |
| 1.2. Canned     | 3.1. Firearm    | 5.2.2. Zombie      |
| 1.2.1. Beans    | 3.1.1. Rifle    |                    |
| 1.2.2. Spaggeti | 3.1.2. Shotgun  | 6. Location        |
| 1.2.3. Peaches  | 3.1.3. Pistol   | 6.1. Road          |
|                 | 3.2. Melee      | 6.2. Houses        |
| 2. Clothes      | 3.2.1. Axe      | 6.2.1. Inside      |
| 2.1. Head       | 3.2.2. Shovel   |                    |
| 2.1.1. Cap      | 3.2.3. Knife    | 7. Filling         |
| 2.1.2. Boonie   |                 | 7.1. Containers    |
| 2.2. Top        | 4. Armor        |                    |
| 2.2.1. Coat     | 4.1. Head       | 8. Quest           |
| 2.2.2. Jacket   | 4.1.1. Helmet   | 8.1. Key           |
| 2.2.3. Hoodie   | 4.1.1.1. Heavy  | 8.2. Crowbar       |
| 2.3. Bottom     | 4.1.1.2. Light  | 8.3. Canister      |
| 2.3.1. Jeans    | 4.2. Top        |                    |
| 2.3.2. Skirt    | 4.2.1. Vest     |                    |
| 2.3.3. Trousers | 4.2.1.1. Heavy  |                    |
|                 | 4.2.1.2. Light  |                    |

## User guide

- 1) Inventory
  - a) Tab = open / close inventory
  - b) Mouse as a controller inside
  - c) RMB = select item + LMB = combine
  - d) RMB = select item + LMB on [throw] = throw item
  - e) 1-9 = change toolbar item
- 2) Moving
  - a) a / d = movement left / right
  - b) shift = lay down
- 3) Shooting
  - a) LMB = shoot
  - b) R = reload
- 4) Melee
  - a) LMB = attack
- 5) Environment
  - a) E = open door
  - b) F = grab item