**Manual for Charlie**

**A Game By**

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**Game Controls**

Menus

* Arrow Keys to scroll through the menus
* X Key to select an option
* Escape of Z Keys to cancel

Gameplay

* Arrow Keys to move the player
* A/S/D Keys to use the items equipped to the leftmost, middle, and rightmost equipment slots respectively
* X Key to interact with objects, such as chests, NPCs, etc.
* Enter Key to open the game menu whence items in the inventory, such as weapons and potions, can be equipped to equipment slots for use

**Editor Controls**

The editor is accessed by selecting “editor” in the main menu and is used to create content for the game. The first screen one sees upon opening the editor is a dialogue asking for the name of a map file. If the given file name exists, the editor loads the map of said name, else it creates a new map with the given name.

Once a map has been loaded or created, the editor switches to a new screen from which editing of the map may be performed. In the top left corner of the screen are the three buttons *Close*, *Save*, and *Test*. These buttons respectively close the map and return to the previous screen, save the current map to its file, and test such as it would be during gameplay. Below them is a text box which allows the user to define what name the map will display during gameplay[[1]](#footnote-0).

Below that is a large area taken up by a representation of the currently selected room in the grid of rooms of which the map consists. This representation is the primary means of manipulating the map. In a newly created map or room, this is empty and thus not visible until tiles and objects are placed onto it.

One can change which room selected using the dialogue at the bottom right of the screen: a 7x7 grid of differently-coloured rectangles. The currently selected room is always at the centre of the grid, with lighter grey rectangles representing created rooms and darker grey rectangles representing grid spaces in which no room has yet been created. Clicking on a lighter grey rectangle will select that room and clicking on a darker grey rectangle will create a room in that position. Rooms can be deleted by clicking on their grid piece while holding down the delete key.

At the top right of the screen are four different buttons representing the four different modes of the editor: *Tile*, *Object*, *NPC*, and *Miscellaneous*. An arrow will rest beneath the button representing the currently selected mode. Selecting a different mode changes the dialogue beneath the four buttons.

**Tile Mode**

The topmost interface for this mode are two buttons that allow the user to scroll between the different available tilesets, with the name of the current tileset written between them[[2]](#footnote-1). Beneath that are buttons for selecting the coordinates of the 32-by-32 pixel tile the user wishes to place on the map. Clicking at a position on the room display will place the given tile at that position in the room. Beneath the tile coordinate dialogue is a toggle for placing tiles or colliders. When placing colliders, clicking on a tile in the room display makes that tile collidable and solid.

**Object Mode**

This mode has toggle for switching between three different sub-modes: transition, dialogue, and item.

Transitions are invisible objects that change the player’s position in the game when interacted with[[3]](#footnote-2). The Player Position dialogue defines the position of the player in the destination room. The Room Position defines which room in the destination map to send the player to. And the dialogue below that defines which map by file name to send the player to (if it is left empty, the transition will keep the player within the same map).

Dialogues are similar to transitions, but begin dialogue when interacted with. The textbox defines the filename, as found in the *./Content/Defines/Dialogue* folder, of the dialogue to use.

Items are objects which are picked up by the player during gameplay and added to the inventory, from which they can be equipped to be used. The text box takes the name of the item file, as found in the *./Content/Defines/Items* folder, of the item to place. Items appear as their menu icon on the editor display but appear as chests during gameplay.

All these objects can be placed onto the map by clicking on a tile in the room display, assuming that tile is not already occupied by another object.

**NPC Mode**

NPC mode is used for placing NPCs and Monsters on the map, and has a toggle for switching between the two sub-modes. The text box below the trigger asks for the name of an NPC or Monster and a picture of the named character’s sprite will be drawn beneath it when a valid file is named, as found in the *./Content/Defines/Characters/NPCs* and *./Content/Defines/Characters/Monsters* folders. Beneath the sprite is a dialogue allowing the player to set the direction the character will initially face on the screen.

Where the two sub modes differ is that in the NPC sub-mode beneath the directional dialogue is another text box used for naming the dialogue to be used when the player interacts with the character. If the text box is left blank, then no dialogue will be used.

NPCs and Monsters can be placed onto the map by clicking on a tile in the room display, assuming that tile is not already occupied by another character or object.

**Miscellaneous Mode**

The miscellaneous mode has two different dialogues for its two functions: assigning music and placing save points. Typing the name of a music file, as found in the *./Content/Audio/Songs* folder, will indicate that the currently selected room should use that background music when entered by the player. If no valid music is defined, the room will use no music. The second dialogue, a toggle, allows the user when true to place save points on the map by clicking on the room display, in the same manner as NPCs and objects.

**Dialogue Commands**

The commands used to define dialogue as written in the dialogue files.

/end

Ends the current dialogue.

/menu

Goes to the main menu immediately.

/credits

Goes to the credits screen immediately.

[speaker]:[text]

Writes the given text to the screen as said by the name of the given speaker.

[speaker]:colour:[r] [g] [b]

Sets the colour of the given speaker’s name to the given RGB value.

goto:[line number]

Jumps to the current line number in the dialogue file.

block:[block name]

Tells the dialogue to read the given block.

Blocks are defined by writing the name of the block on a line and writing its commands indented on subsequent lines. E.g.:

A\_Block

Command:Value

Command:Value

Lines within a block are ignored unless the dialogue is told to read said block. The dialogue can only be told to read one block at a given time.

choice:[block name]:[text]

Writes a choice with the given text to the screen for the player to select. If the player selects this choice, the dialogue is told to read the given block.

set:[variable]:[value]

Sets the given variables, which can be read by any subsequent dialogue, to the given value.

if:[variable]=[value]:[block name]

If the given variable, having been set previously, is equal to given value, the dialogue is told to read the given block.

ifitem:[item name]=[number]:[block name]

If the player holds the given item in a quantity greater than or equal to the given number, the dialogue is told to read the given block.

additem:[item name]:[number]

The given item is added to the player’s inventory in the given quantity.

removeitem:[item name]:[number]

The given item is removed from the player’s inventory in the given quantity.

transition:[map name]:[room pos-x] [room pos-y]:[player pox-x] [player pos-y]

Performs a transition in the same manner as a transition object with the given values.

drawui:[true/false]

If false, the gameplay UI ceases to be drawn. Else, it will be.

1. So that the name of the map is not limited to its file name, thus not riddled with underscores, numbers, or whatever else, and can be named using special characters (not that our current spritefont would support them, but we can dream). [↑](#footnote-ref-0)
2. Nota bene: only a single tileset can be used for the whole map. Changing the tileset of one room changes the tileset of all the rooms. [↑](#footnote-ref-1)
3. This includes walking into them or standing next to them and pressing the X key (the latter is usually done when they’re placed on top of a collider). [↑](#footnote-ref-2)