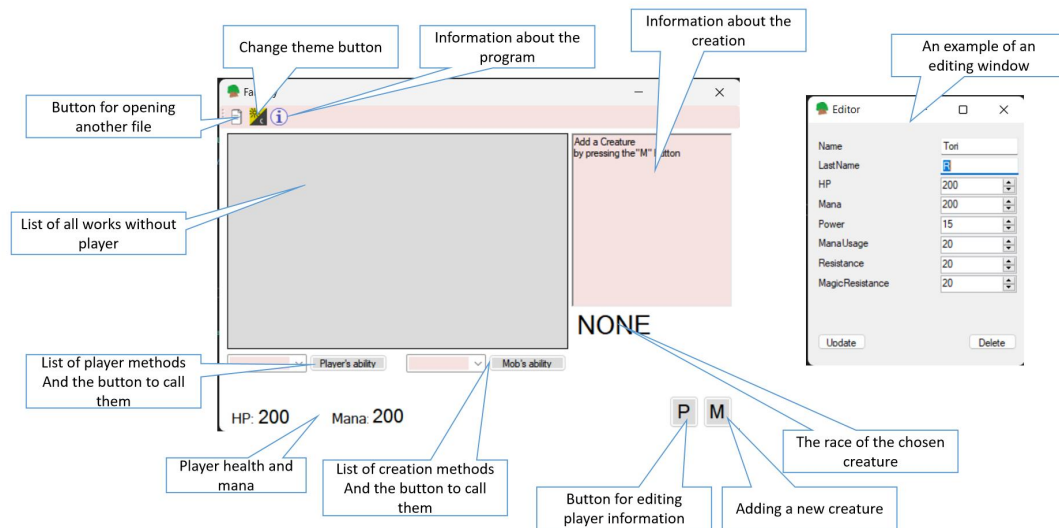


## Description of interface:



## How to use:

OS Windows 10-11 the program directory must contain at least 3 files:

- Fantasy.exe - the main file of the program;
- Fantasy.exe.config - the configuration file is needed to save some data during the program's operation, for example: topic number or file directory;
- Newtonsoft.Json.dll is a dynamic library file for processing \*.json format data files.

Instructions for using the program:

- Open the "Fantasy.exe" file;
- When the program is first launched, the program will issue a message that the file is empty and will say that a template will be created, after which you will be able to see the form of the application (Fig. 3.2);

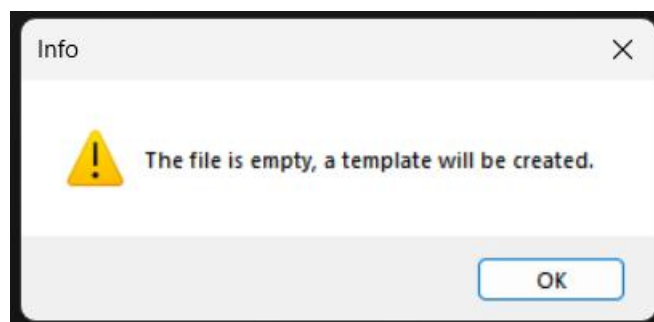


Figure 3.1 – Information message

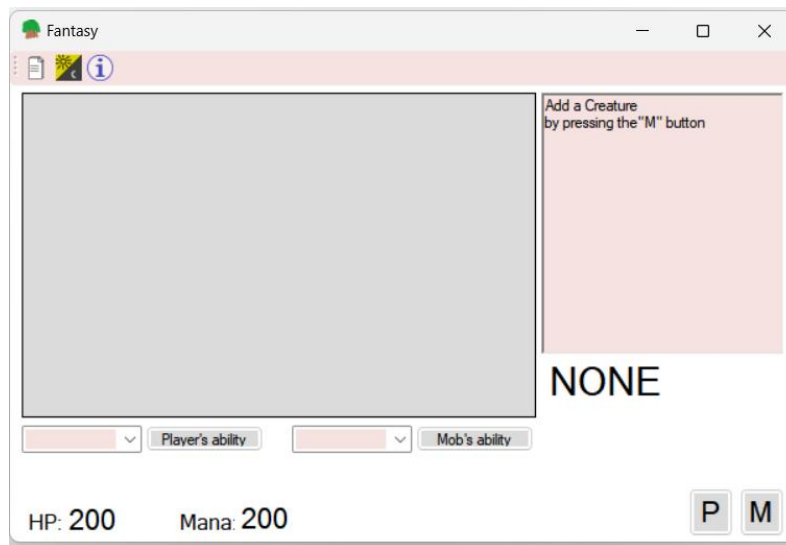


Figure 3.2 – Initial window

—After clicking on the Choose file button (Fig. 3.3), you will see a dialog box (Fig. 3, 4), in this dialog box you can choose the file you need in the .json format, after choosing the file, press the Open key;

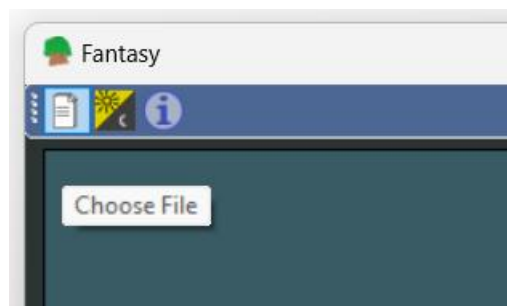


Figure 3.3 – File selection button

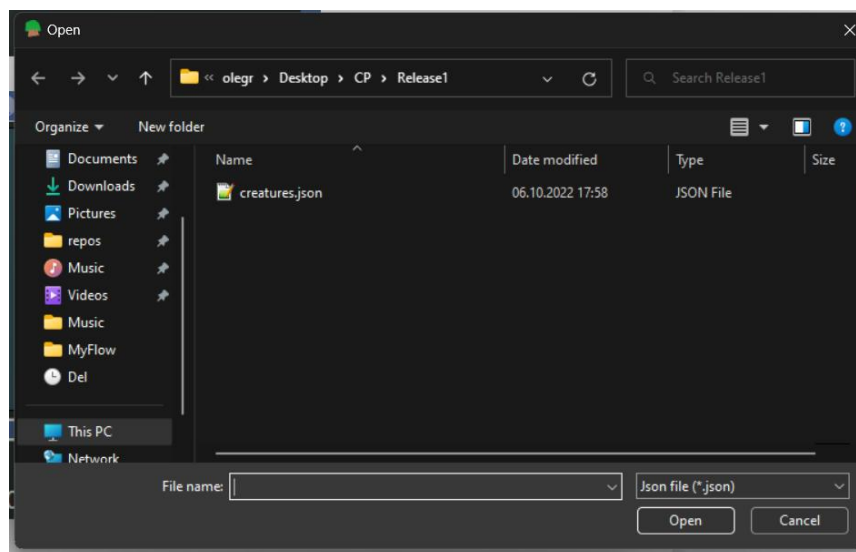


Figure 3.4 - File selection window

–If the file has an incorrect code format, the program will issue an error and offer to clean and create the file from scratch (Fig. 3.5);

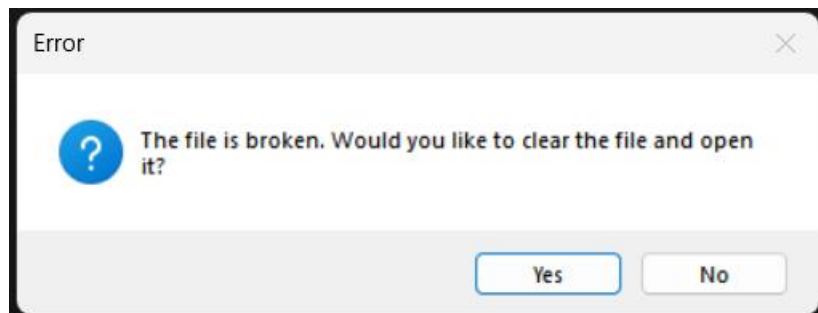


Figure 3.5- Information about an error in reading the file

– When starting work with an empty file (Fig. 3.2), in the right part of the window, the program will ask everyone to create a new creature by pressing the M button, click on this button (Fig. 3.6);

–After pressing the M button, a new form called Editor will appear (Fig. 3.7), in this form you need to enter your first name, last name, health, etc.manu for the created creature or leave the standard ones, after entering the parameters, you need to choose the race of the creature from the drop-down list shown in Figure 3.7, after choosing the race, you need to press the Add key ;



Figure 3.6 – Button for adding a new creature

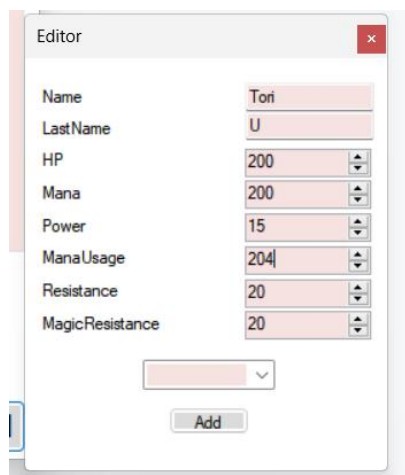
A form titled "Editor" with a close button in the top right corner. It contains several input fields for creature attributes: Name (Tori), LastName (U), HP (200), Mana (200), Power (15), ManaUsage (204), Resistance (20), and MagicResistance (20). Each field has a small up/down arrow icon to its right. Below these fields is a dropdown menu with a downward arrow. At the bottom of the form is an "Add" button.

Figure 3.7 – Form for adding a new creature



Figure 3.8 – Race selection drop-down list

–After clicking the button, the form will close and you will enter a new creature in the table, as in Figure 3.9, on the right you can see information about this creature in a format more convenient for this;

–If you click on the term with the creature in the table twice, i.e. by double-clicking, the already familiar Editor form will open (Fig. 3.10), but with a slightly different interface, in which the Update and Delete and there is no drop-down list for deletion creatures, you need to press the Delete on this form (Fig. 3.10), to save the changed information, you need to press the Update key;

	Name	LastName	NowHP	HP
	Torisdgsd	Udd	200	200
▶	Tori	U	200	200
	Tori	U	200	200

Name: Tori  
 Last Name: U  
 HP: 200  
 Max HP: 200  
 Mana: 200  
 Max Mana: 200  
 Power: 15  
 ManaUsing: 20  
 Resistance: 20%  
 MagicResistance: 20%  
 Kills: 0  
 Deaths: 0

HighElf

ManaRegen:  Player's ability:  Mob's ability:

HP: 200      Mana: 200

P M

Figure 3.9 – Form after adding creatures

The 'Editor' window displays the following parameters for the player 'Tori':

Parameter	Value
Name	Tori
LastName	[Empty]
HP	200
Mana	200
Power	15
ManaUsage	20
Resistance	20
MagicResistance	20

At the bottom of the window are two buttons: 'Update' and 'Delete'.

Figure 3.10 - Button for changing player parameters

—Next, we will consider changing information about the player/user, for this you need to press the P button (Fig. 3.11), the Editor form (Fig. 3.12) will open, in which you can change all the characteristics about the player, after which to exit it and save the information, you need to press the Update key;



Figure 3.11 - Button for changing player parameters

The 'Editor' window displays the following parameters for the player 'Player':

Parameter	Value
Name	Player
LastName	Empty
HP	200
Mana	200
Power	20
ManaUsage	30
Resistance	15
MagicResistance	15

An 'Update' button is visible at the bottom left of the window.

Figure 3.12 - The form for changing information about the player

—Next, we will consider the main functionality of the program, using the abilities of creatures and the player, for this from the drop-down menu, the abilities of the creature we have chosen (Fig. 3.13), choose an ability and press the Mob's ability key;

—After using the creature's ability, you can see (Fig. 3.14) that the player's health has been reduced;

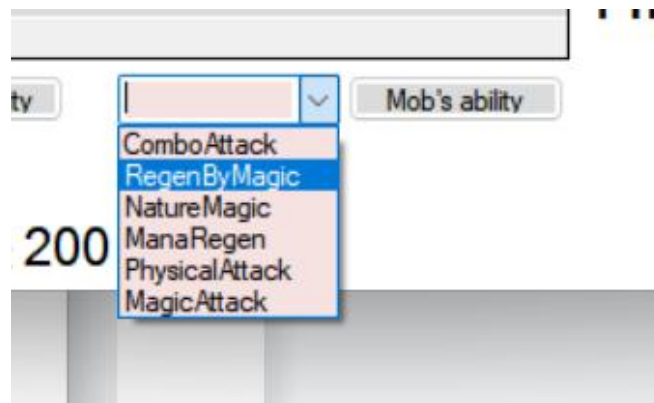


Figure 3.13 – Choosing a creature ability,



Figure 3.14 – The player's status after a creature's attack

- The next step is to use the player's ability for this from the drop select the player's ability from the list (Fig. 3.15), after selecting it, press the Player's ability key;
- In Figure 3.16, you can see the difference in the amount of health of the creature before and after the player's attack;
- Player and creature have different abilities such as health regeneration, mana regeneration, damage blocking, simple strong attacks;

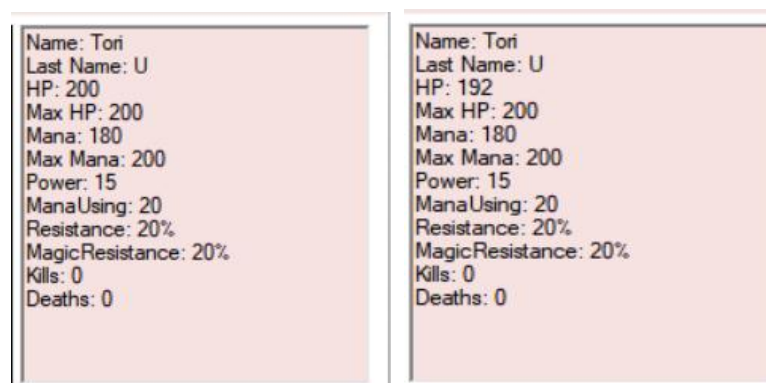


Figure 3.15 – Selecting a player's ability



Figure 3.16 – Comparison of before and after player attack

–To change the program theme, click on the button shown in Figure 3.17;



Figure 3.17– Button to change the topic

–To display information about the author of the program, you need to click on the Info button (Fig. 3.18), then the Info form (Fig. 3.19) will appear, on which you can find information about the author and the program;

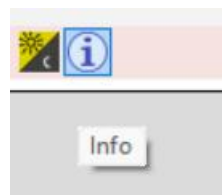


Figure 3.18- Button to open information about the author

–To exit the program, click on the cross in the upper right corner, after which a dialog about saving information will open, to save information, click on the Yes button;



Figure 3.19 – Author information form

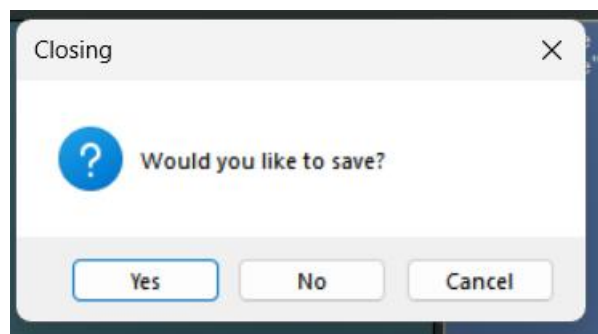


Figure 3.20 - Information saving dialog