OIT SURVIVER

RULE BOOK

This game is simple, but there are many ways to beat it.
To understand how to play, first read this book to understand the rules!

How to play this game

・Run OIT_SURVIVOR.py in the downloaded OIT_SURVIVOR folder.
(Note: Do not modify the contents of the folder.)
・Start the game with the "Start game" button.
・End the game with the "Exit the game" button.

Photo below:
Title image at the start of the game.

About the game screen

Informations of Player's Screen

1.Experience bar
Display the number of experience points of the player.

2.Timer
Display game progress time.

3.Current Level
Shows the player's current level.

4.Health bars
Bars above players and monsters.

What is the objective of OIT SURVIVOR ?

• The objective of OIT SURVIVOR is to defeat the boss enemy.

• However, if you die before defeating the boss, it will result in failure.

• In case of failure, the player can choose to either return to the title screen or exit the game.
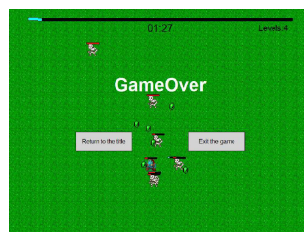
About the Player

Controls

• Movement:
Move to the location clicked with the left mouse button.

Commands

• H key:
Fully restores HP.
(Note: This can disrupt the game balance.)

• L key:
Instantly levels up the player.
(Note: This can disrupt the game balance.)

• P key:
Pauses the game. To resume, click the left mouse button.

• Q key:
Commits suicide. Use this when you want to reset the game.

• T key:
Advance one minute.
(Note: This can disrupt the game balance.)

About the Player

Level-Up

• Defeating monsters causes them to drop experience points on the spot.

• The player gains experience points by touching them.

• Accumulating a certain amount of experience points results in a level-up.

• Upon leveling up, the player can choose one option from three randomly selected choices.
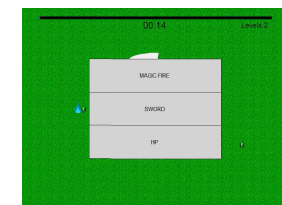
About the Player

Player Status

- HP
  When the player's HP reaches 0, player will die.
  Choosing 'HP' during a level-up increases its value.

- SPEED
  It determines the player's movement speed.
  Choosing 'SPEED' during a level-up increases its value.

- DEFENCE
  It reduces the damage from the monster's physical attacks.
  The damage received is calculated by multiplying the monster's attack power by the defense percentage (%).
  Choosing 'DEFENCE' during a level-up increases its value.

About the Player

Level	HP	SPEED	DEFENCE
1	100	2.0	100
2	130	2.4	80
3	163	2.8	64
4	199	3.3	51
5	239	3.9	41
6	283	4.4	33
7	331	5.1	26
8	385	5.8	21
9	443	6.6	17

About the Player

Player's Attacks

Magic Fire
- This Magic Fire is automatically launched.
- It flies towards monsters and deals damage.
- By selecting 'MAGIC FIRE' during a level-up, the flight speed, damage, and the number of Magic Fires launched will increase.
- Magic Fire has a level cap, with level 3 being the maximum.

Level	Damage	Number of Magic Fire	Speed
1	5	1	4
2	6.25	2	5
3	7.5	3	6

About the Player

Player's Attacks

Sword
- This Sword automatically attacks in the upward direction.
- When a monster comes into contact with the Sword, it deals damage.
- By selecting 'SWORD' during a level-up, the attack interval, damage, and attack range will increase.
- The Sword has a level cap, with level 3 being the maximum.

Level	damage	interval	range
1	10	60	small
2	12.5	45	normal
3	15	30	large

About the Monsters

SKELTON
Speed: normal
Hp: normal
Attack: Blow

OCTOPUS
Speed: slow
Hp: normal
Attack: Magic

WOLF
Speed: fast
Hp: low
Attack: Bite

GHOST
Speed: slow
Hp: high
Attack: Cooling

BOSS
Speed: normal
Hp: high
Attack: Sword