CONSOLE-GAME DOCUMENTATION

**Game mechanic**

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It’s a 250 x 250 Map size (the largest set) divided into 5 by 5 areas or chunks. The edge of the map is where lies the great ocean yet to be discovered.

The MC is called Volca, he was born in ..., the objective is to complete a side quest,

finishing the main story, but still can access the world after finishing, and do some farming

It is not like an RPG game, but it has some mechanics.

+ Current Mechanic

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- Farming

- Chatbox (not for sending messages, is for the voice)

- UI for inventory

- Active Map

- Energy or stamina

- Health

- Battle

- Combat

- Objective

- Free roam but have an unlimited side quest

- Time

- Watermark

+ Future plans

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- Houses or buildings (Inside of it, the sizes, decoration, etc)

- Villager

- Animal

- Armor stats

**Template**

**========**

+ Character

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Idle state - Θ : char (232)

Facing upward - ^ : char (94)

Facing downward - v : char (118)

Facing Left - < : char (60)

Facing Right - > : char (62)

+ Terrain

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Open filed - ░ : char (176)

Grassy land - ▒ : char (177)

Water - '-.\_.'

Sand - : char ()

Grass - : char ()

Bush - : char ()

Rock

Tree - : char () ~

Rocky land - : char ()

+ Items

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Coin - : char ()

Food - : char () ~

Sword - : char ()

Armor:

Level 1 > Idle state 1 - A : char (234)

Facing upward 1 - : char (143)

Facing downward 1 - : char (152)

Facing Left 1 - : char (243)

Facing Right 1 - : char (242)

Level 2 > Idle state 2 - : char (232)

Facing upward 2 - : char (142)

Facing downward 2 - : char (118)

Facing Left 2 - : char (243)

Facing Right 2 - : char (242)

Crop:

+ Misc

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Enemy - : char ()

Magical Food - : char ()

Pet - : char () ~

House - : char ()

Structure - : char ()

Building - : char ()

- (24/02/2023)\*

**Control**

**=======**

+ Movement

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Coin - : char ()

Food - : char () ~

+ Farming

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Test - : char ()

+ Combat

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**Maps**

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+ A

+ B

+ C

+ D

+ E  
+ F

+ G  
+ H

+ I