

Custom program detail instructions

Program link: <https://github.com/Unknown-bug/Idimon>

1. Introduction

This document provides an overview and instructions for understanding and interacting with the C# program and SpashKit for graphical operations.

2. Main Components

Game Screen

Display every aspect of the game including the map, player,...

Player

Represent the image of the player on the Game Screen and handle player input to move around the map and interact with the Map object

Idimon

This is the main content of the game, there are different types of Idimon, each having its stats, ability, and rarity. Some Idimon can evolve into a different type of Idimon when they reach a certain level. You will have a chance to encounter them on the map when you interact with grass and then involved in a battle where you can use your Idimon to beat them for exp or catch them by using certain Items

Map

This will be the map for the player to move around and it includes some objects that the player can interact with

Inventory

It's the inventory of players where the player can store their items and use them

Items

Use these items to interact with the Idimon

Battle Screen

This is where represents the battle between Idimon and its opponent. Your team will have a maximum of 6 Idimons. You will have 4 actions to perform including "Fight, Using Item, Switch current Idimon, Run" The battle will end and you will return to the previous map when you beat your opponent, run away, or catch your opponent.

Blocks

This represents the map object which will be displayed on the map. Some blocks will not let the player pass through and some can be interacted with

3. Instruction

- The Player will first see a TittleMenu, press New Game to enter
- When they enter, their inventory will have 2 Idimons, and their inventory have 4 items used to heal, catch Idimon, and straightly level up their first Idimon in their team.
- After that, they will move to the Grass Area to fight with other Idimon and level up their team or they can catch new Idimon appearing. There is a healer on the map where Players can interact with to heal their team.
 - **Items:** They can be used when the Player opens their inventory and they will only Interact with the first Idimon in the team so you will have to switch the Idimon you want them to use the item to the first line. They can also be used in battle but then the opponent will execute their move
 - **Interact:** The Player can press the arrow button to move around, press Z to interact, and press X to return or open the game menu.
 - **Catch Idimon:** The player can catch the Idimon they encountered but the player's inventory can only store a maximum of 6 Idimons

