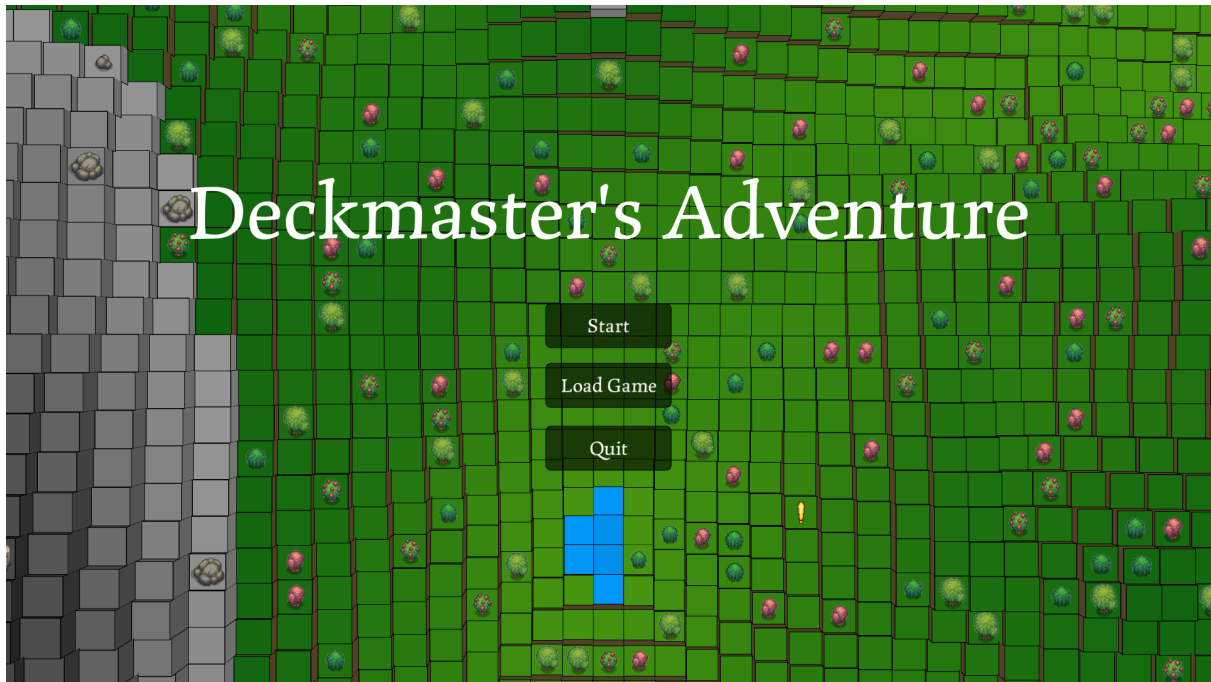


Deckmaster's Adventure

Main Menu

When the game is run the player is presented with a main menu screen.



The game can be started by clicking the “Start” button.

If the player has a saved game inside the save folder that is in the same directory as the game when “Load Game” is clicked the player will be loaded back into the saved game.

The game can be quit by clicking the “Quit” button.

Ingame Controls

When the game is started the player will be placed inside the randomly generated world. The player can move around using the WASD keys.

Events that can be proactively performed such as the one to end the game can be accessed by pressing the “T” key.

The game can be paused by pressing the “ESC” key where the player will be presented with an escape menu.

Escape Menu



The player can return back to the game by pressing “Continue”.
The game can be saved by pressing the “Save Game” button. This will override the previous saves if they were not copied somewhere else.
The player can return back to the main menu by using the “Main Menu” button.

Gameplay

The player needs to wander around the terrain and gather cards by collecting the chests. There are chests located randomly on some terrain but the majority of the chests are located inside the buildings. The buildings can be entered by stepping on the stairs and they can be left by stepping on the terrain coloured tiles. The yellow exclamation marks represent events. When the player steps on one of these marks they will be met with an event. These events can be completed by placing the correct cards in the slots and hitting confirm. If the properties of the cards that were placed are not correct the player will be sent to the default condition of the specified event which can range from taking damage to losing currency. The goal of the game is to summon the final boss “The Dusk Dragon”, when the player defeats The Dusk Dragon the game will end and the player will be returned back to the main menu.

The player cannot walk into the water and the blocks containing the following sprites. The building sprite allows the player to walk on the stairs to let them into the building.

