THE AFTERLIFE
User manual

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Answers

About the game 🔫

Description

Our game is called "THE AFTERLIFE". It's 2D interface RPG game in metroidvania. You will play as one of the survivors in the post-apocalyptic world. It won't be easy to survive. Good luck!

Movement keys

[A] [D]   left / right

[SPACE]   jump

[V] [ENTER]   knife hit / shooting

[R]   reload

[I]   open inventory

How to use our game engine?

Tileset

At first you need textures (tileset). You can draw your own or use existing ones. The existing textures are in the folder:"\src\main\resources\testmap". Textures are called "earth.gif".
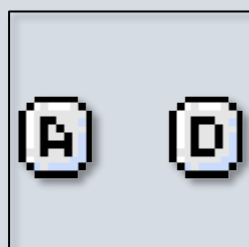If you want to create your own tiles, you need to know:

- size of tile is: 120 x 120 pixels
- the texture file format is "GIF"
- 1st row in texture file is NORMAL tiles. (for example: button's icons, grass, interior items etc.)
  2nd row is BLOCKED tiles. (earth, container etc)
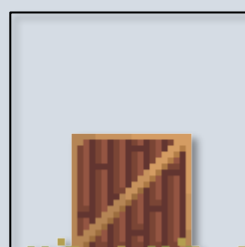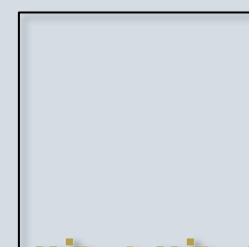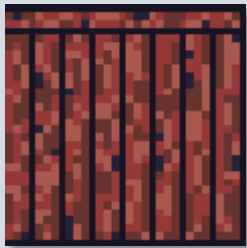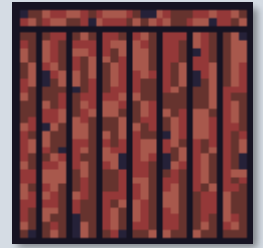
Our tileset:

Numbers:

10	11	12	13

14	15	16	17

18

19

20

21

22

23

24
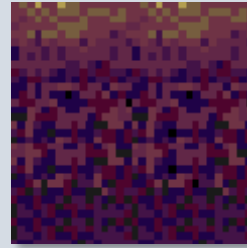
How to create a new level?

The map is created in a text file and has a format ".map". In the first and second rows, you need to write the height and width. The game window has a size of 720 x 1200 pixels, so we recommend to set the height to 6 tiles. After that, you can start writing the tile numbers to create the map.
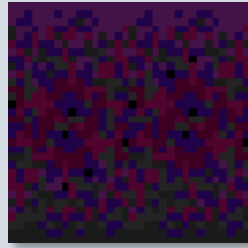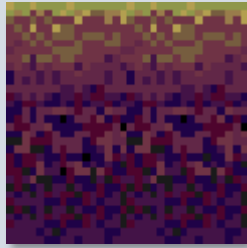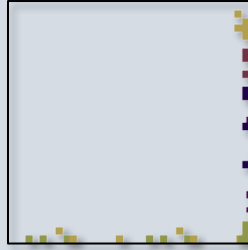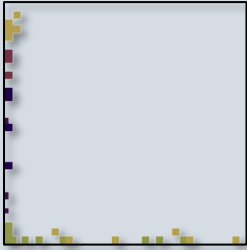
Example map (it is small and boring, was created just for the test 😄):

```
6
50
0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0
0  0  0  0  0  0  11 0  0  0  0  0  0  0  0  14 0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  17 17 0  0  0  0  0  0  0  0
0  0  10 0  0  0  17 17 0  12 0  0  0  0  0  17 0  0  13 0  0  0  0  0  0  15 0  0  0  0  0  0  0  0  0  0  17 17 19 20 20 18 0  0  0  0  0  0  0  23
17 17 17 17 17 17 19 20 18 17 0  0  0  0  19 20 18 17 17 17 17 23 24 17 17 17 17 17 17 0  0  0  0  17 17 20 20 20 22 22 20 18 17 17 17 17 17 17 17 23
20 20 20 20 20 20 22 22 20 18 17 17 19 20 22 20 20 20 20 20 20 20 20 20 20 20 20 18 17 19 20 20 22 22 22 22 22 22 20 20 20 20 20 20 20 20 20 20 20 20
21 21 21 21 21 21 21 21 21 21 21 22 22 22 22 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21 22 22 21 21 21 21 21 21 21 21 21 21 21 21 21 21 21
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You can also find this test map in the folder with our textures.