# APPLICATION JEU DE RÔLE :

# DOCUMENTATION UTILISATEUR

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# Introduction to the Windows Console

To start the game, you need to launch the « project_RPG.exe » file.

When you do so, a windows similar to this one will appear:
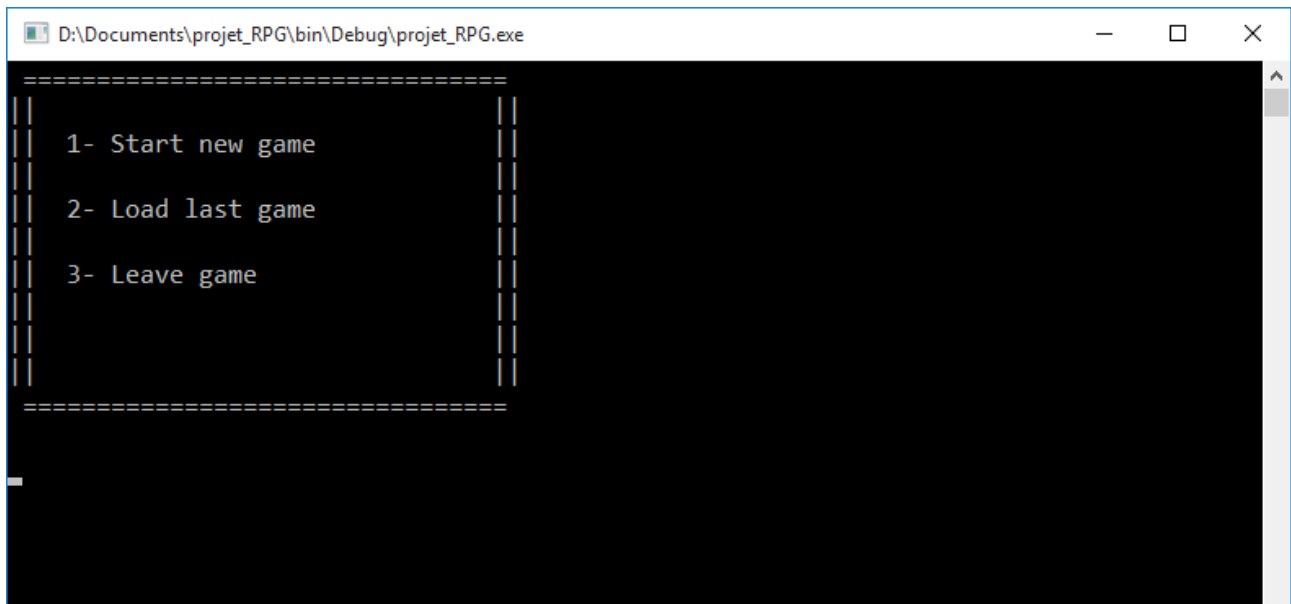


This window is called the Windows Console. The whole game will me played in this environment, so let's get you comfortable with it.

The blinking cursor (called prompt) is where the text you type from your keyboard will appear when you do so. In order to make a choice from the displayed menu, you need to type the given character (letter or number depending on the menu) and then press Enter.

For example, in the previous picture, to start a new game, type "1" then press Enter.
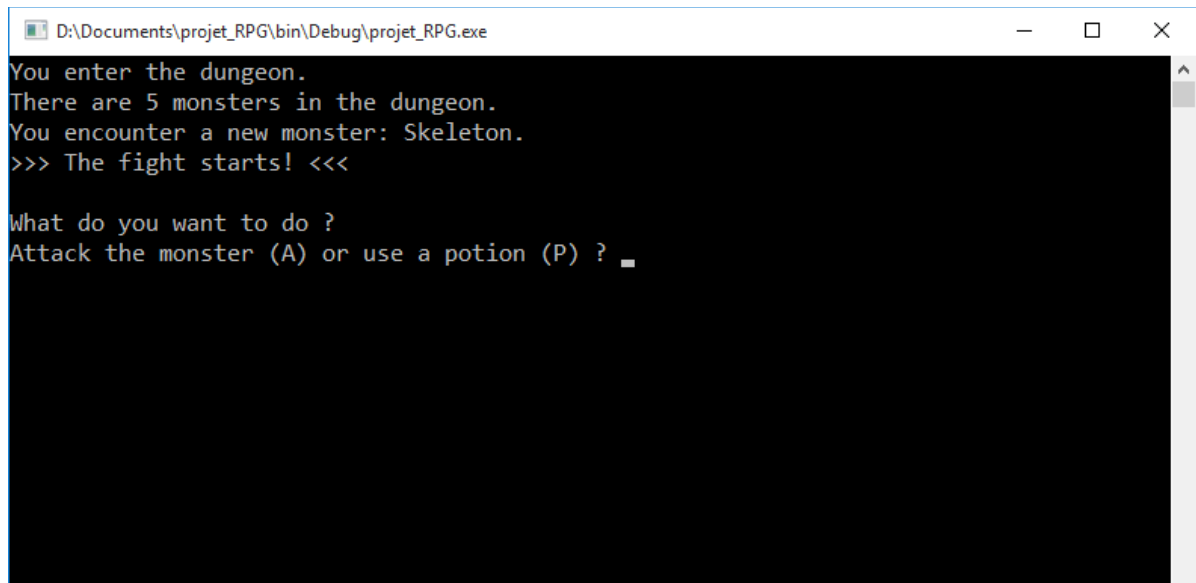
Starting a new game will display this window :
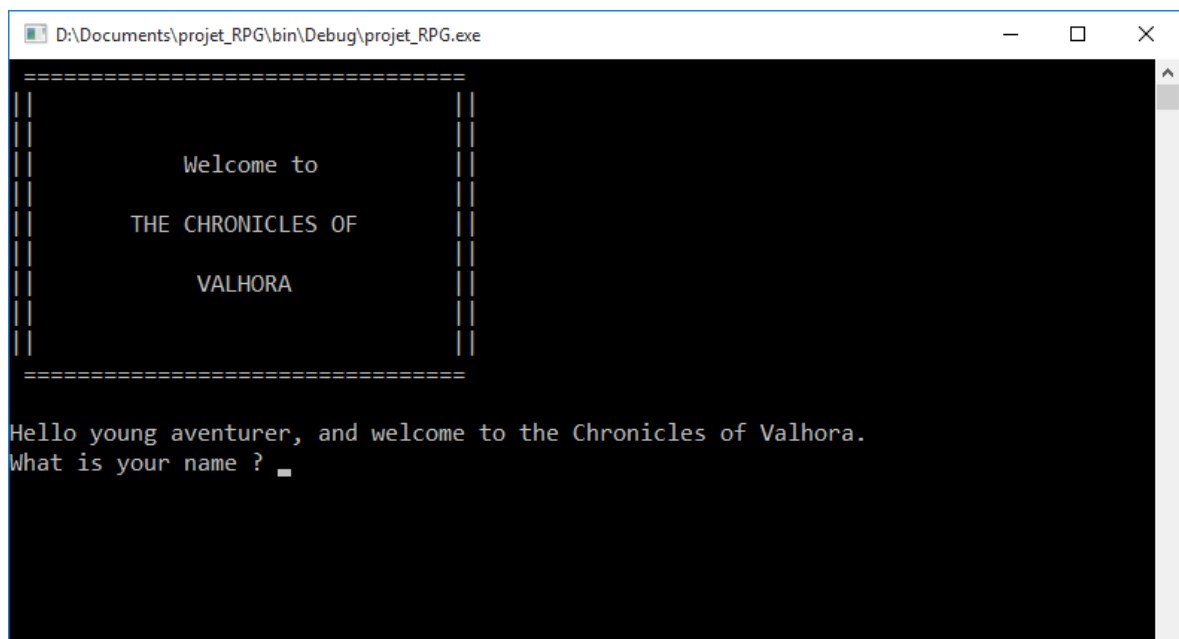


The game will ask you for your name. Your name can only contain LETTERS, with a maximum of 20 letters. It cannot contain numbers, special characters or spaces. The letters can either be upper or lower case. After choosing and typing your name, press "Enter".
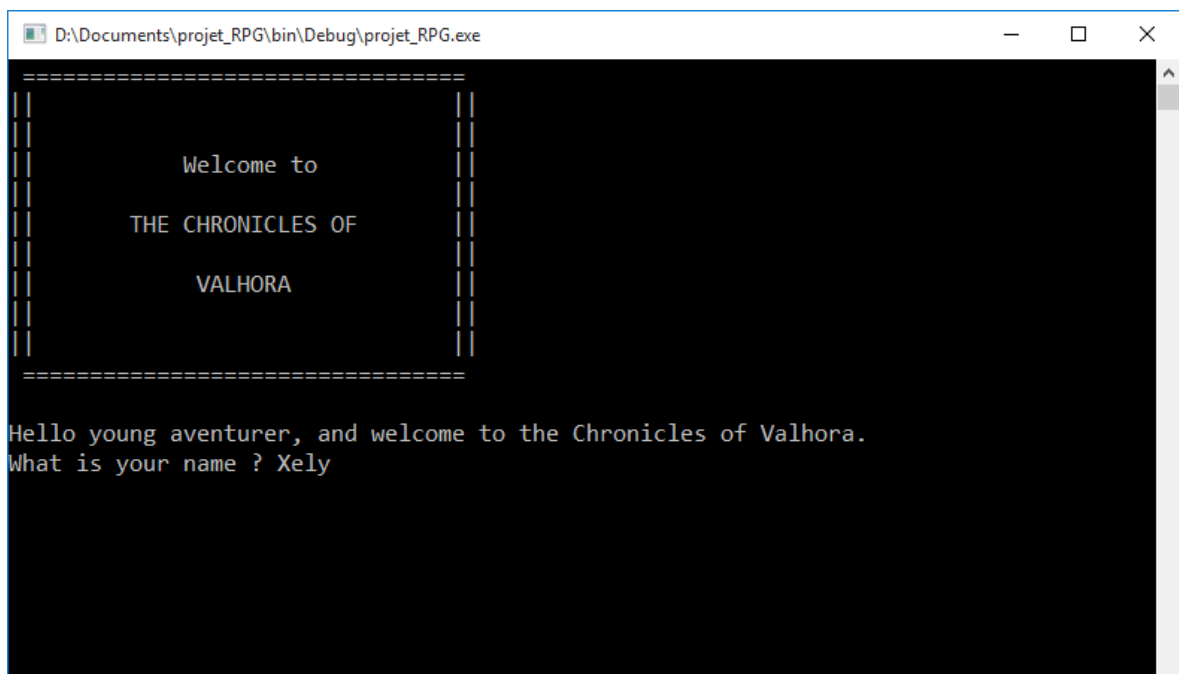
From now on, most of the menus (moments of the game where you need to make a choice) will appear like this:



Every choice available (for example: "Attack the monster" or "Use a potion") is followed by the character you need to type to choose this action, between two parentheses. You can type this character in upper or lower case. For example here, you can type "A", "a", "C" or "c" then press "Enter".
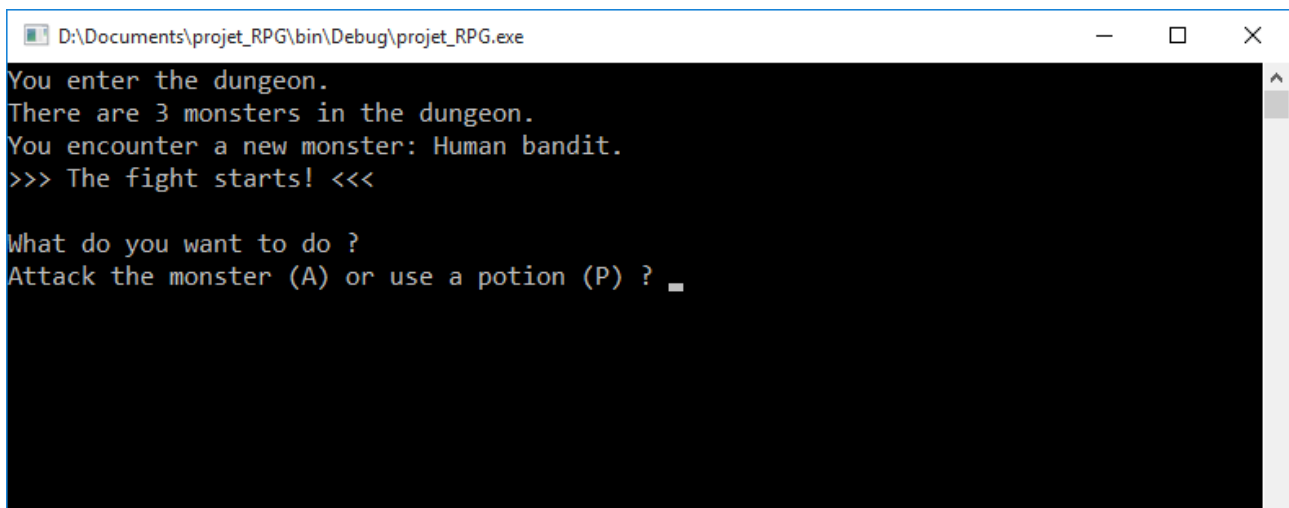
# Game's proceeding and rules:

## I   Dungeon

As we saw, starting a new game will, after asking you for information and writing some lore (the story and background of the game), make you enter a dungeon.

### 1      Fights

A dungeon is where all the fights will happen. You will have to fight through a random number of creatures. The fights are turn based. This means that after you attack the monster will attack you back, and so on.
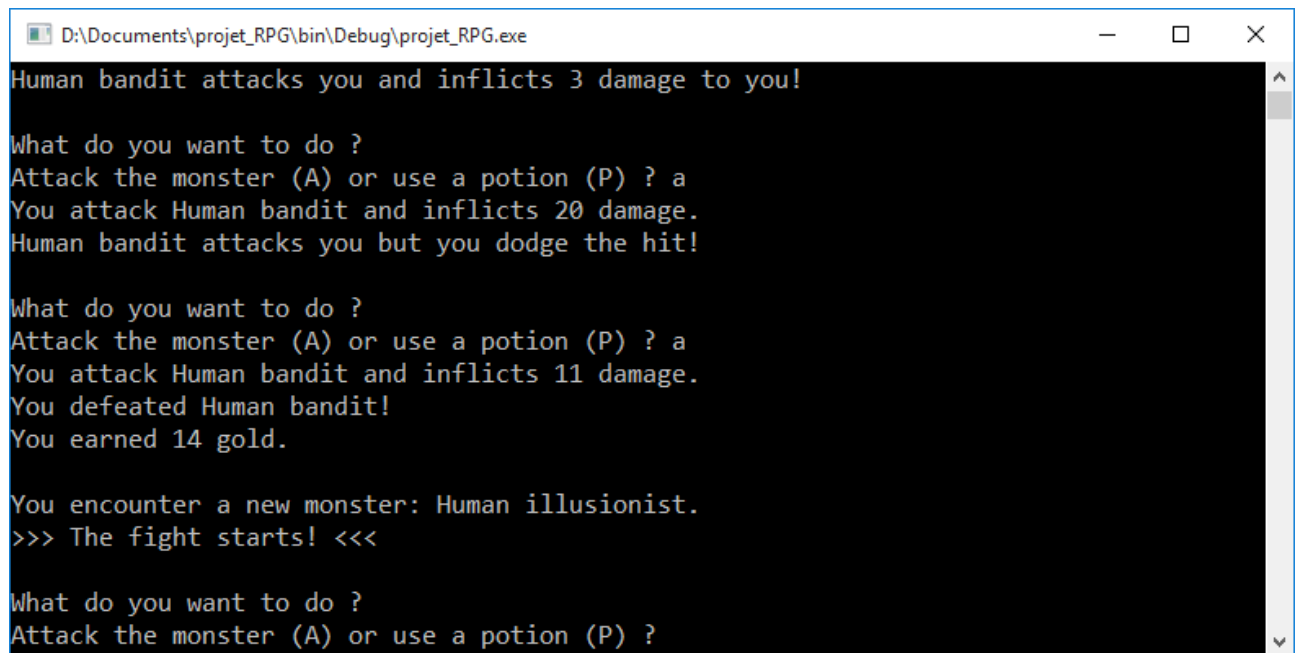
```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                    —    □    ×
You enter the dungeon.
There are 3 monsters in the dungeon.
You encounter a new monster: Human bandit.
>>> The fight starts! <<<

What do you want to do ?
Attack the monster (A) or use a potion (P) ? _
```

When attacking each other, the player and the monster can dodge the hits. When an attack is dodged, it deals no damage.

When either you or the monster is killed (its Health Points reach 0), the fight stops. If you win, you will earn some gold, and will advance through the dungeon to fight the next monster.

```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                    —    □    ×

Human bandit attacks you and inflicts 3 damage to you!

What do you want to do ?
Attack the monster (A) or use a potion (P) ? a
You attack Human bandit and inflicts 20 damage.
Human bandit attacks you but you dodge the hit!

What do you want to do ?
Attack the monster (A) or use a potion (P) ? a
You attack Human bandit and inflicts 11 damage.
You defeated Human bandit!
You earned 14 gold.

You encounter a new monster: Human illusionist.
>>> The fight starts! <<<

What do you want to do ?
Attack the monster (A) or use a potion (P) ?
```

If there aren't any monster left in the dungeon, this means you have beaten the dungeon. If, on the other hand, you die, you will leave the dungeon and get to the character death screen (see section "Character death").

## 2    Potions

Before attacking,  you have the choice to use a potion. A potion is an item in your inventory. Starting a new game will autocratically give you 3 potions. Using a potion will give your character an advantage (an increase to one or several of your statistics) for a few turns. Once a potion is used, it can not be used any more and is deleted from your inventory.

You can use any number of potion before attacking. When you choose to use a potion, the first potion of your inventory and its characteristics will be displayed. You can choose to use it, display the next potion, or do nothing and go back to the "Fight" menu.

```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                    —    □    ×

You enter the dungeon.
There are 3 monsters in the dungeon.
You encounter a new monster: Human bandit.
>>> The fight starts! <<<

What do you want to do ?
Attack the monster (A) or use a potion (P) ? p

#### Potion 1/3: ####
Quick Potion of Renewal
This potion gives 15 hp every turn for 3 turns.
Use it (U), check the next potion (N) or go back to the fight (Q) ?
```
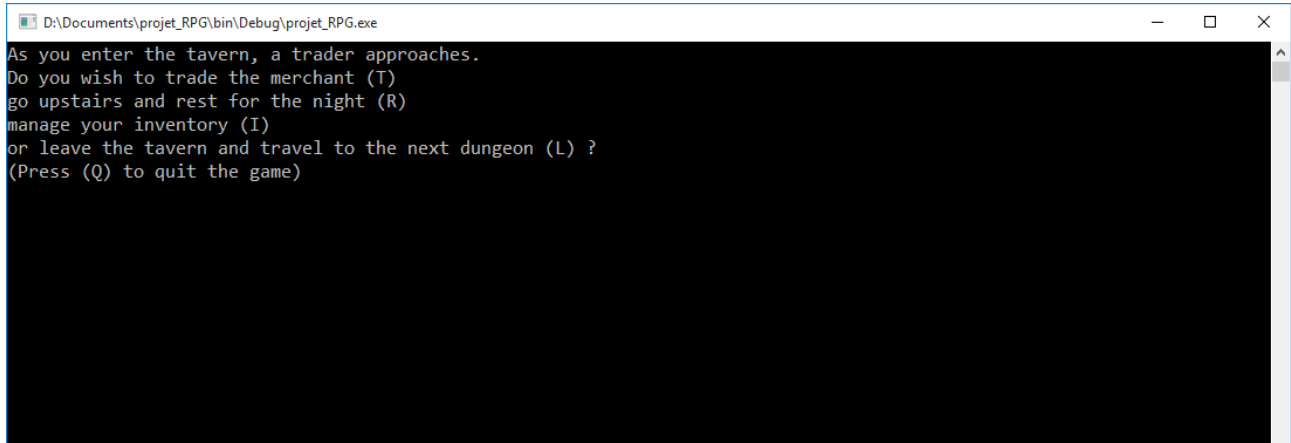
# 3      End of dungeon

As it is written, beating a dungeon awards you with an item (either a weapon or an armor) chosen randomly.

```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                    —    □    ×

As you defeat the last remaining monster in the dungeon, you walk forward
and enter in what appears to be the former treasure room of the dungeon...

Most of the treasures seems to be gone...

However, in the back of the room, under a pile of junk,
you find a item that could very well serve you...

--Bandit's Ivory Guardian has been added to your inventory!!!--

After an entire day spent in this dungeon, you feel exhausted and could use some rest
 at the local tavern.
(Press (C) to continue)
```

# II Tavern

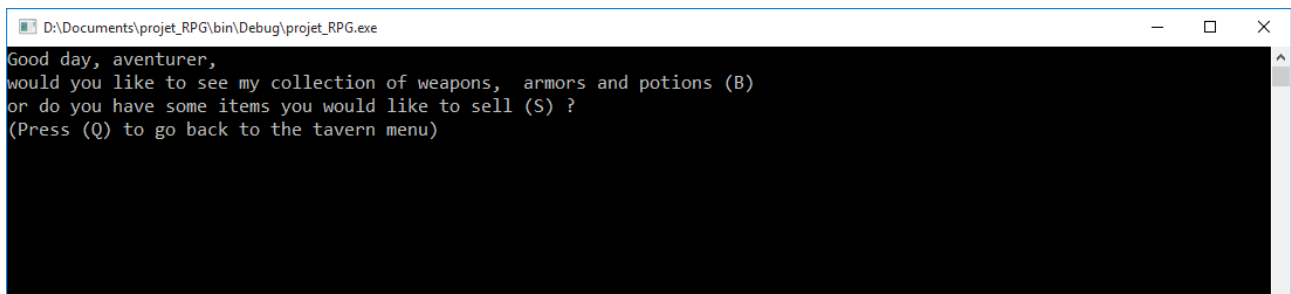When you are done with a dungeon, you enter the Tavern.



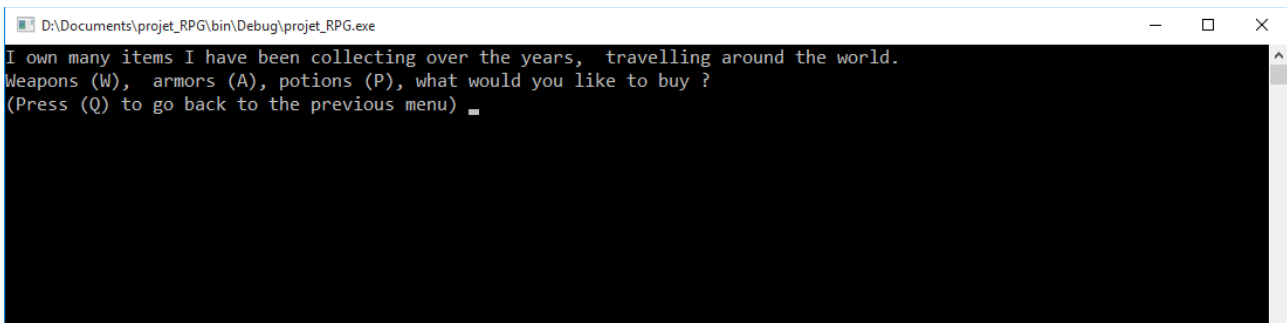At the tavern, you can either trade, rest, manage your inventory, leave the tavern, or leave the game.

## 1    Trade

Here you can choose to either buy something, sell somethingor go back the previous menu.

## 1.1    Buy



Example of item to buy :



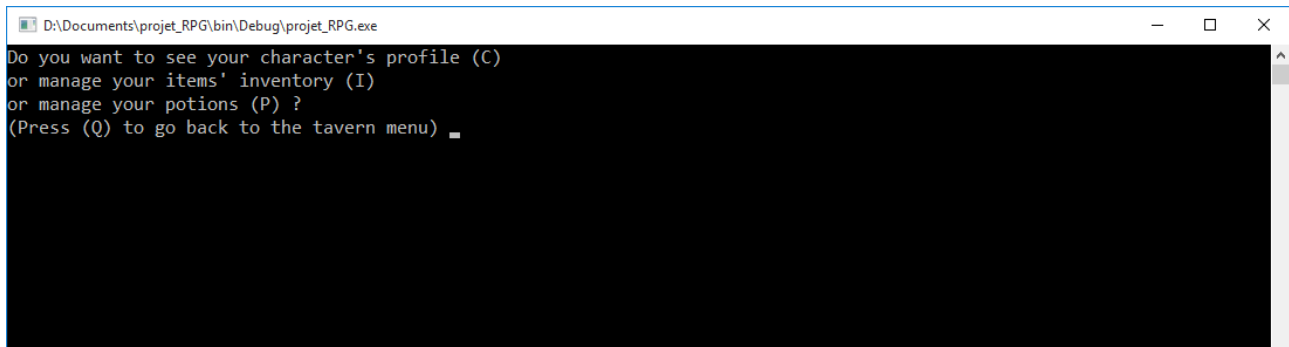At any time, you can press B then Enter to buy the corresponding item.

Note that it will cycle though all the items of given type (for example, the weapons) and only when the cycle is complete you can go back the previous menu.

## 1.2    Sell

Example of item to sell :



At any time, you can press S then Enter to sell the corresponding item.

Note that it will cycle though all the items of given type (for example, the weapons) and only when the cycle is complete you can go back the previous menu.

## 1.3    Rest

At any time when you are at tavern, you can choose to rest, which will restore your HP to full for free.
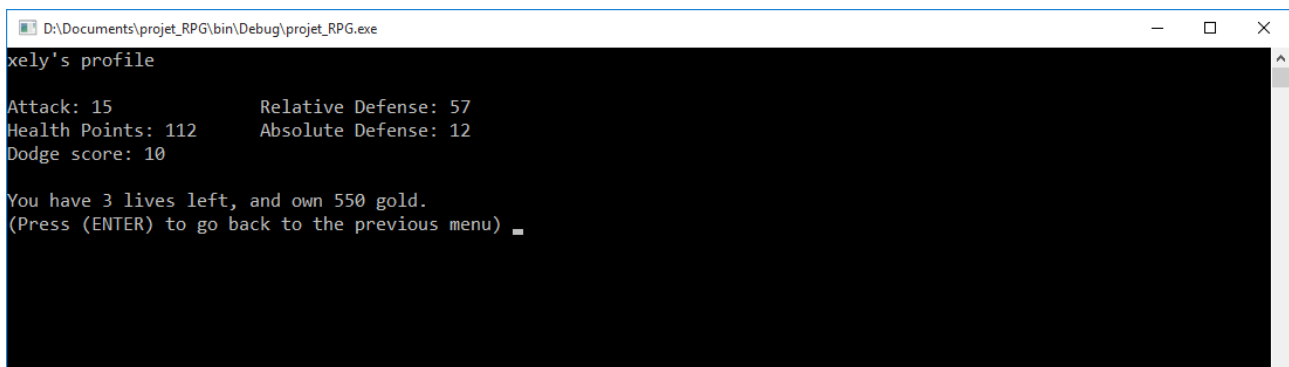
# 2    Manage inventory

```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                              —   □   ✕
Do you want to see your character's profile (C)
or manage your items' inventory (I)
or manage your potions (P) ?
(Press (Q) to go back to the tavern menu) ▪
```

## 2.1    Profile

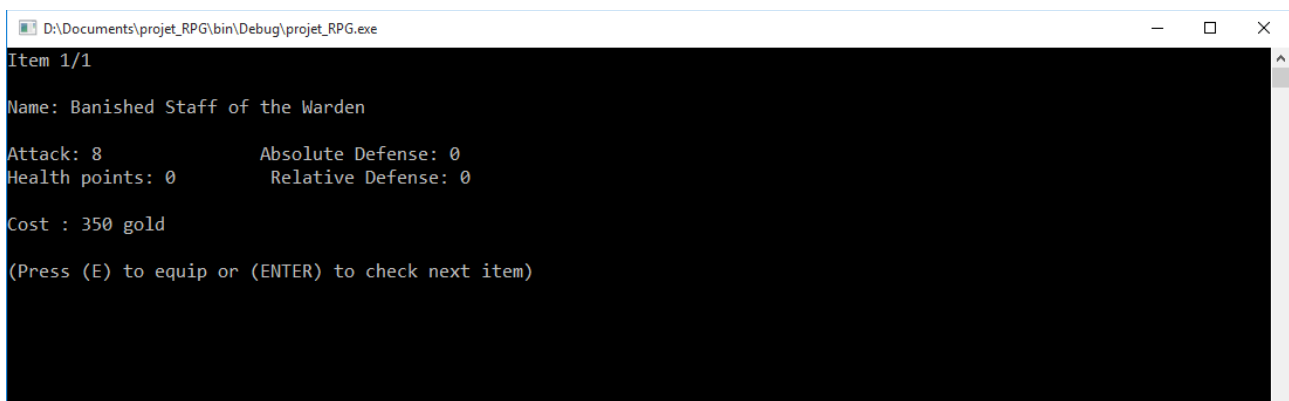Checking your character's profile wille display several information about you, such as your caracteristics, lives and gold.

```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                              —   □   ✕
xely's profile

Attack: 15              Relative Defense: 57
Health Points: 112     Absolute Defense: 12
Dodge score: 10

You have 3 lives left, and own 550 gold.
(Press (ENTER) to go back to the previous menu) ▪
```

## 2.2    Inventory

Checking your inventory will display very item (excluding potions and equipped items) in your inventory.

```
D:\Documents\projet_RPG\bin\Debug\projet_RPG.exe                              —   □   ✕
Item 1/1

Name: Banished Staff of the Warden

Attack: 8               Absolute Defense: 0
Health points: 0        Relative Defense: 0

Cost : 350 gold

(Press (E) to equip or (ENTER) to check next item)
```
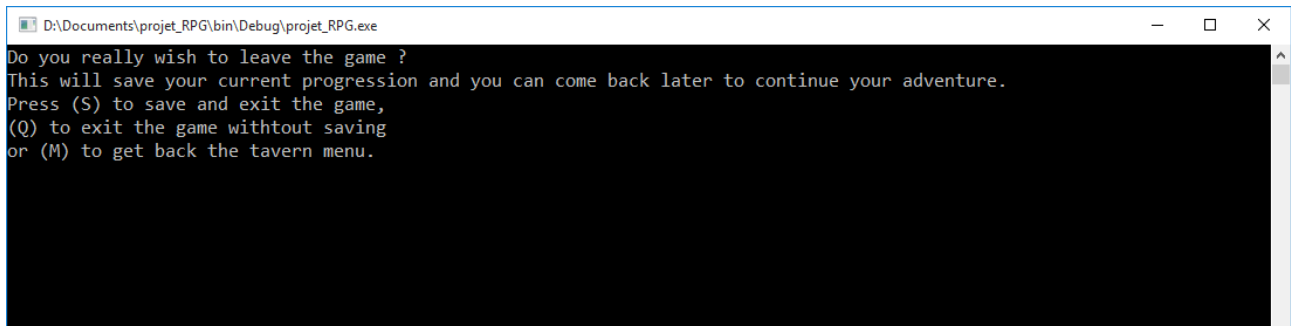
You can choose to equip a given item. Note that this will unequip the item you were wearing before, placing it in your inventory.
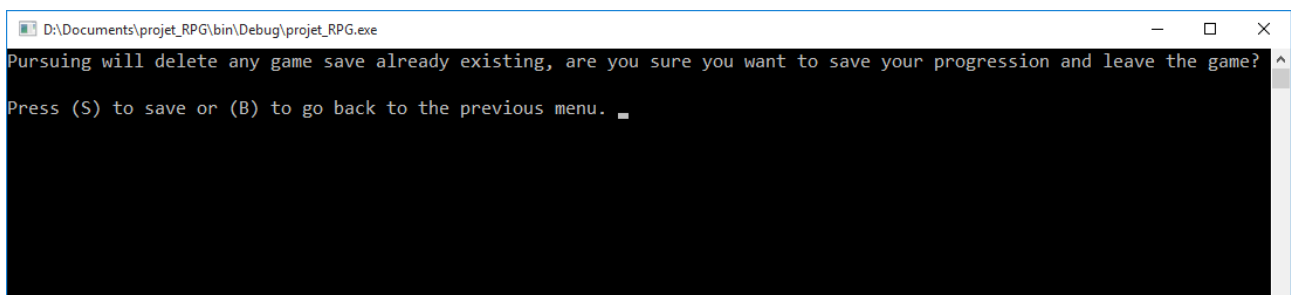
# 3 Leave game

Choosing to leave the game will bring you to the menu where you can choose in details what you want to do.
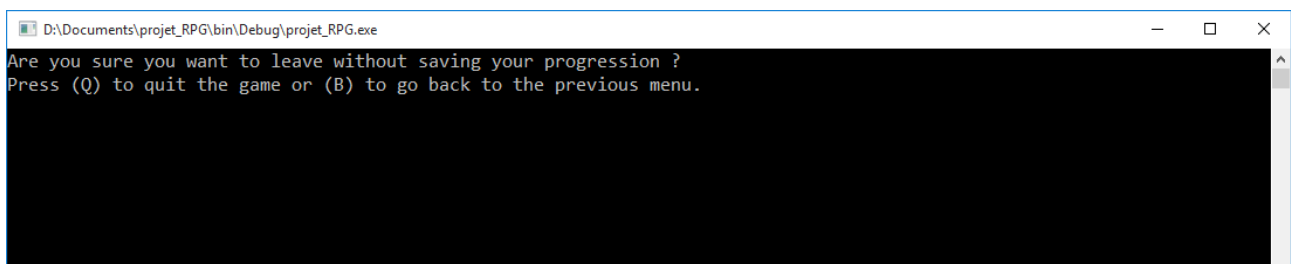


## 3.1 Saving

Choosing to save the current game will ask for confirmation. If you choose to save again, your game will be saved, errasing any former game saved.



## 3.2 Leaving without saving
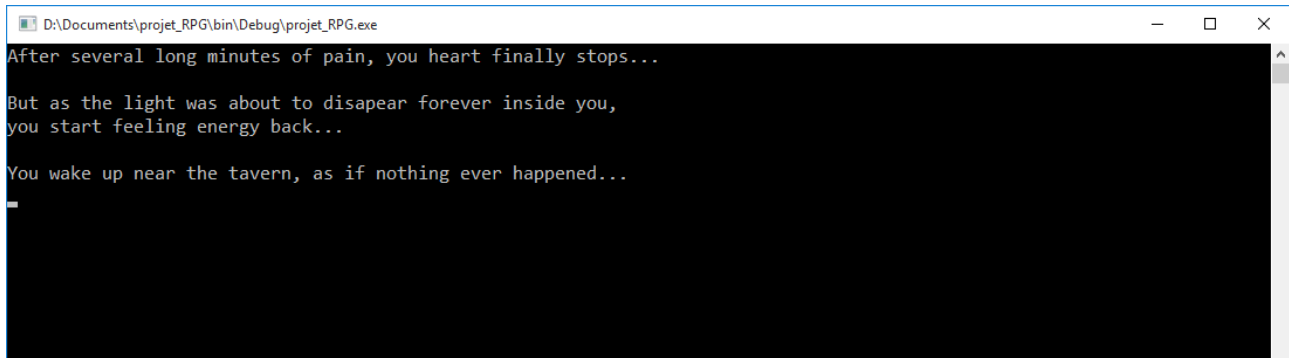
You also have the option to leave the game withtout saving.

# III Character death

Dying in a dungeon will bring this screen up if you still have lives left.



This means your total of lives will be decreased by one, your HP will be set to full, and you will be brought to the tavern.

If, on the other hand, you don't have any lives left, the game will be over, and your score will be displayed.