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4/18/19

Flex Project

How play “A Twisted World”

The game functionality is relatively simple. The game starts with a title screen and a little introductory quote which outlines your objective, You press any key the game starts. The console will show your map, the X on the map is your current location, any dashes or lines on the map represent walls and the game will not let you move into them. You may move through the 0’s. The W, in the top right corner of the screen, represents the boss of the game, you must make your way to the boss, kill the Ogre King, and then you win. Simple enough, Each attack/heal has a chance to be “Critical” to where the damage you deal or cure spell you use is much more effective. You kind of have to play around that mechanic to really do well. There is a level up system to where you get stronger, but the monsters also get stronger as you level as well. Your stats (health and attack), scale more than them so do not worry too much. The max level is 5, at level 1 you can kill goblins (relatively) easily, wolves can kill you most of the time, if the random number generator is unkind to you. At level 2 you can kill goblins pretty much 100% of the time, wolves most of the time if you make sure to heal when necessary, I managed to kill an Ogre only 1 time at level 2, super hard, but Ogres only spawn 5% of the time, goblins and wolves much higher chance. Around level 4-5 you can most definitely finish the game no problem. When you win a battle, the Won counter goes up, and when you die, the Lost counter goes up, you can display the scoreboard to view those stats. The game takes around 4-10 minutes to beat depending on your experience with RPG games. After you beat the game, it’s over and it says you win. But lets you continue to walk around and fight things if you wish to.