

# **BearQuest User's Manual**

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## **Introduction**

### **What is BearQuest?**

BearQuest is a text-based Baylor RPG that aims to be a text game adventure set in the perspective of a Baylor computer science student and it presents situations that a common computer science undergraduate encounters in his/her daily life. This adventure is filled with all the quirks and inside humor a typical undergraduate computer science student may encounter on his/her way to class.

The adventure is supposed to represent the 4-year life of a typical computer science undergraduate student at Baylor University. The first task for the player is to meet up with their academic advisor, which is presented in the form of either starting a new game or loading a previously saved game and giving their name. Once this is done, they will be able to walk around campus and complete their assignments.

Good luck on your BearQuest!

### **Features**

The features of the game include:

1. Attacking an enemy during a battle
2. Battle system
3. Traveling on the map
4. Launching a new game
5. Loading a previously saved game
6. Accessing the skills and inventory menu
7. Saving a game
8. Adding an item to the inventory
9. Entering the player's name
10. Accessing an item from the inventory
11. Entering random encounter
12. Completing a battle
13. Retreating from a battle
14. Winning
15. Losing
16. Increasing player's stats by winning battles

## **System Requirements**

### **Minimum System Requirements:**

OS:	Any operating system that supports JRE 1.8 or later
CPU:	Pentium 2 266 MHz processor on Windows
RAM:	120 MB
Hard Disk Space:	160 KB of free disk space

## Install Instructions

1. Start computer.
2. Go to <https://cameron1701.github.io/BaylorRPG/> and click “Download Zip” button.
3. Open the folder where the zip file is located.
4. Decompress the zip file to the desired location.
5. Open the *BaylorRPG-master* folder.
6. Open *target* folder.
7. Double click on “BearQuest-jar-with-dependencies” application and the game should start.

## How to Play

### Basics

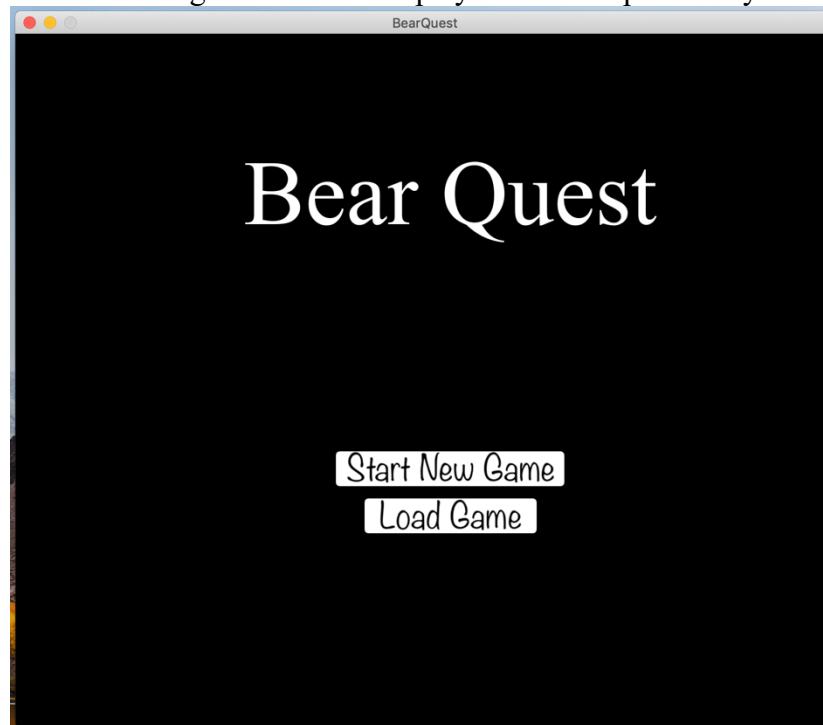
BearQuest is a text-based Baylor RPG that consists of a Start Menu, Main Menu, Map, Buildings, Encounters, and Enemies, which are categorized into two types: enemies and bosses.

The game is played by using the mouse or mousepad/trackpad in a laptop or computer to select among different options. Also, a keyboard will be needed to insert the name of the player and to select which buildings to go into.

The Map consists of a list of the buildings available for the player to visit. While traveling on the Map, the player may come across battles with bosses or encounters. The latter are explained in following sections.

### Start Menu

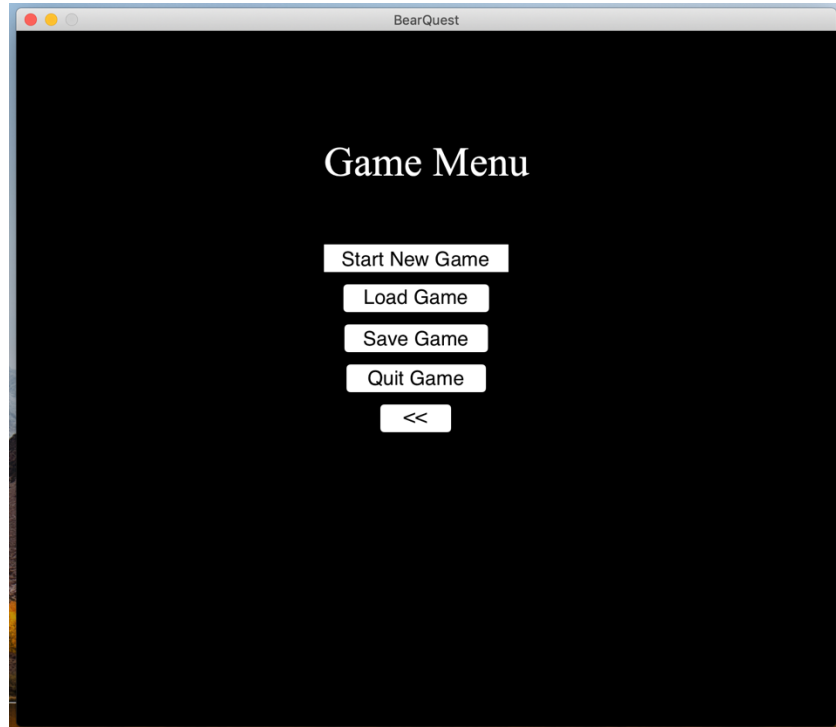
The Start Menu consists of two buttons: Start New Game and Load Game. These buttons allow the user to either create a new game with a new player or load a previously saved game.



**Figure 1:** Start Menu screen

## Main Menu

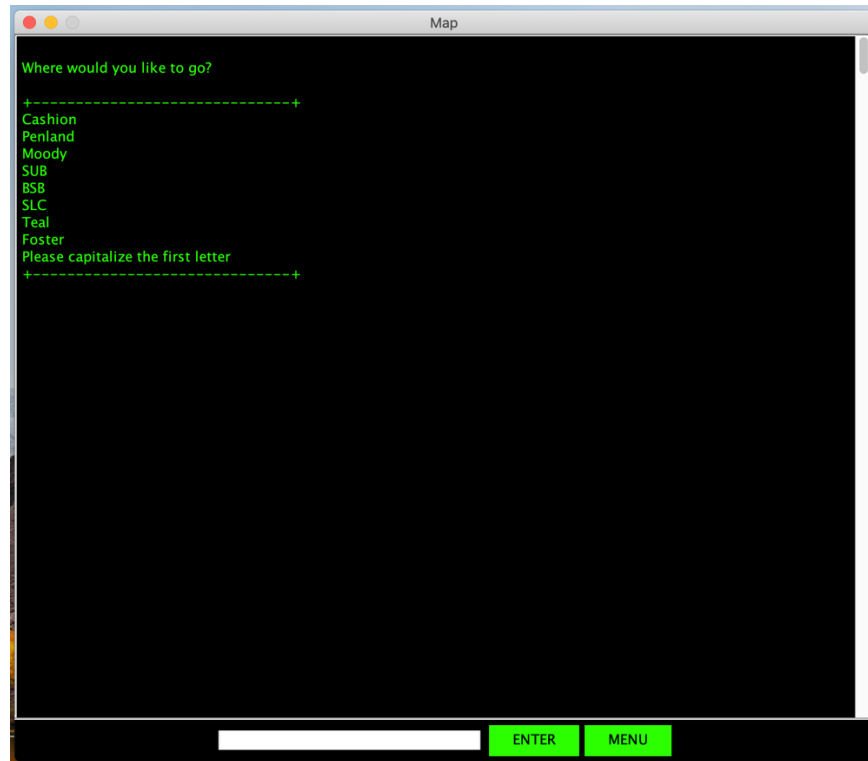
The Main Menu is the menu that allows the player to either Start a New Game, Load a previously saved Game, Save a Game, or Quit the Game. Also, the Main Menu has an extra button that will allow the player to go back to the previous screen in case they decide to go back.



**Figure 2:** Main Menu screen

## Map

The Map consists of a list of buildings that are accessible for the player to visit. While the player is traversing the Map, it is possible for them to have an Encounter or to face an Enemy, in which case the player will be asked whether they want to battle the Enemy. If they accept, they will be moved to the Battle Arena to battle the Enemy. However, random battles will occur from time to time, in which case the player will not have the option to deny the battle. On the other hand, once in the Battle Arena the player has the option to Retreat from the Battle.



**Figure 3: Map screen**

## **Buildings**

Buildings are part of the Map and each Building has its own description about the most typical activities/situations a computer science student at Baylor may encounter. Moreover, a player may come across an Encounter or an Enemy when visiting some buildings. The buildings available for a player to visit are:

1. Cashion
2. Penland
3. Moody
4. SUB
5. BSB
6. SLC
7. Teal
8. Foster

## **Encounters**

Encounters consist on situations that a typical Baylor undergraduate computer science major faces on their daily life, such as running out of dining dollars in 4 days when in Penland. An Encounter may occur while the player is walking through campus on the Map and Encounters are specific to each Building. The buildings that have Encounters consist on the following:

1. BSB
2. Cashion
3. Foster
4. Moody

5. SUB
6. Penland

## Battles

As mentioned before, a player may encounter an Enemy when visiting different buildings. One of two options will happen if a player encounters an Enemy: either the player will be asked whether to battle the Enemy or they will be forced to face the Enemy. In either case, the player will be transported to the Battle Arena and they will have the option to either Retreat from the Battle or Attack the Enemy. If the player decides to attack the Enemy, they will need to select. Which Enemy to attack because in some battles more than one Enemy are present. The player will continue to attack the enemies until they have eliminated them or until the player decides to Retreat.



**Figure 4:** Battle Arena screen

## Enemies

Enemies consist on two classes of enemies: enemies and bosses. Enemies are easier to eliminate than bosses and they will come in groups. On the other hand, bosses will show up alone and will be harder to eliminate.

The game only consists of three bosses:

1. Dr. Cerny
2. Prof. Fry
3. Dr. Booth

The list of enemies is the following:

4. Homework 1
5. Homework 2

6. Homework 3
7. Barista
8. Bees?
9. BEEEEEEEEES
10. Pre-Med Student
11. Frat Boi
12. Librarian
13. Tour Group
14. Tour Guide
15. Segway Dude
16. AirBear
17. Wobbly Chair
18. Bad Keyboard
19. Unresponsive Monitor
20. Make-Up Assignment
21. SUB Cashier
22. Bus Driver
23. Security Guard
24. Lab Assistant
25. Allergies
26. Wrong Java Version
27. Long Line
28. Runtime Error

## **Credits**

### **Analysis:**

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### **Design:**

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### **Alpha Testing:**

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