

LOST USER GUIDE

1. System Requirements

LOST can be runned in all platforms. Java Runtime Environment must be loaded in the system. Game can be played without internet connection. But, working internet connection provides user to view leaderboard and perform load game/save game operations so that player can play his/her previously saved game.

2. Game Overview

You wake up to the sounds of the owls, in a dark forest. The parts of the plane you were on are scattered around you. As you try to remember the last night's accident, you try to understand whether you are on a stranded island or not.

LOST is a text based survival game, where player needs to survive in the wilderness while interacting with objects around him/her. The player's health, hunger, thirst, and items in inventory will change whether he succeeds in meeting his needs, by hunting or gathering items. Player will be in a specific part of the island at each time. These parts will vary such as lake, forest, hill, shore, and etc.

Player will be able to choose to navigate through these parts by choosing according text options in the screen. Based on his/her decisions the player will either survive the island, or end up dead in some wild part of the mysterious land. Additionally, the ends will be varying according to the player's decisions. Player's score will be based on his survival duration. The interactions will include common objects found in the wilderness, such as lakes, wood, animals, and plants. Also, hostile or friendly creatures will be appearing in the game, allowing player to interact as he wishes.

3. Game Objects

3.1. Items

3.1.1. Craftable Items:

Items which can be used for crafting another item, items which is a product of a crafting operation and items which hold both features (can be used for crafting another item and a product of a crafting operation) are in this category. Player can find some of these items in the island or he/she may need to craft them by using other items. List of the craftable items is the following:

- Branch
- Broken Radio Tower
- Cloth Pieces
- Dirty Water
- Fishing Rod
- Grass
- Meat

- Metal Pieces
- Moss
- Radio Tower
- Rock
- Rock Pieces
- Rope
- Sail Machine
- Sand
- Stone
- Stone Pieces
- Tree
- Wood
- Wrecked Boat

3.1.2. Boosting Items:

As its name implies, this type of items boost player's stats. They may contribute to player's health, thirst, hunger, attack point and defense point. List of the boosting items is the following:

- Bear Skin
- Dragon Armor

According to their field of contribution, boosting items have two special categories: tools and foods.

Tool: Tools contribute to player's attack and defense points. List of the tools is the following:

- Armor
- Axe
- Hammer
- Knife
- Shelter
- Spear
- Sword

Food: Foods contribute to player's hunger, thirst and health points. List of the foods is the following:

- Apple
- Bandage
- Berry
- Cooked Meat
- Medicine
- Mushroom
- Water

Other than these subcategories of item, there are other items which fall into basically the Item category (main category).

3.2. Characters

There are many characters in the island. A character can be an animal, a human or any alive creature in the island. List of the characters, which are not aggressive, is the following:

- Bird
- Crab
- Deer
- Fish
- Frog
- Old Wise Man
- Penguin
- Pig
- Rabbit
- Squirrel
- Tiger
- Wolf

3.2.1. Aggressive Characters

Aggressive character is a subcategory of character. These characters can attack player and since player is an aggressive character as well, he/she can attack them too (most of the non-aggressive characters are also attackable for player). List of the aggressive characters is the following:

- Black Bear
- Boar
- Bull
- Dog
- Dragon
- Exotic Bird
- Panda
- Polar Bear
- Rhino
- Seal

4. Areas



There are several areas in island which demonstrate different features, include different characters and items. Area types is the following:

Abandoned Village: There are lots of traces that point human existence in long time before. Tents, used items can be found in this area.

Beach: Includes specific items which cannot be found in other areas which covered on beach items section.

Dark Forest: Dark forest is most hazardous part of forests. Includes wildest animals, various items and unexpected events that can be encountered.

Forest: Forest is the location where the player borns at the beginning. That is why the difficulty level of the forests is low. They contain items and have various meek animals instead of dangerous ones.

Iceland: This land is leanest area in the map. It includes rare items and some wildest animals.

Jungle: This part is more challenging than forests that the user located at the beginning. Productive lands with some wilderness.

Mountain: Mountains are one of the minimal occupancy areas in Lost. They include specific items like rock, stones, bushes, etc. Also wild animals like bear can be rarely encountered inside this area.

Swamp: Geological formation of this area poses a threat for player to sink under the land. But there will be several worthy elements that direct user to take the plunge.

Volcano Zone: This area is fulfilled with death bodies. The view totally points the wilderness in this area! Player should not rove around this area if he/she does not trust on his/her power and items.

5. Story Events

Story events are important part of the gameplay since they result in finishing the game if they are completed succesfully. There are four story events in the game. If player completes one of them, game finishes and he/she wins. When entered in a story event, player does not have to necessarily do the event's tasks. If he/she wants, player can continue to do regular game operations independently from the event. List of the story events is the following:

Radio Tower Story Event: There will be a broken radio tower in the iced area. When player find a map that shows the location of the tower, a text message will pop up that asks player to if he/she wants to enter the story event or not. The goal of this story event is repairing the radio tower and sending a message to the outside world via a radiotelephone.

Old Wise Man Story Event: There will be a wise old man in the depths of the dark forest. If player finds him, a text message will pop up that asks player to if he/she wants to enter the story event or not. The old man knows a way for escaping from the island: teleportation. However, this comes with cost. Player will have to fulfill the requests of the wise old man in order to get help from him.

Sailing Away Story Event: There will be a wrecked ship stands on the beach washed by the waves. When the player finds it, a text message will pop up that asks player to if he/she wants to enter the story event or not. The goal of this story event is repairing the wrecked ship and sailing away with it.

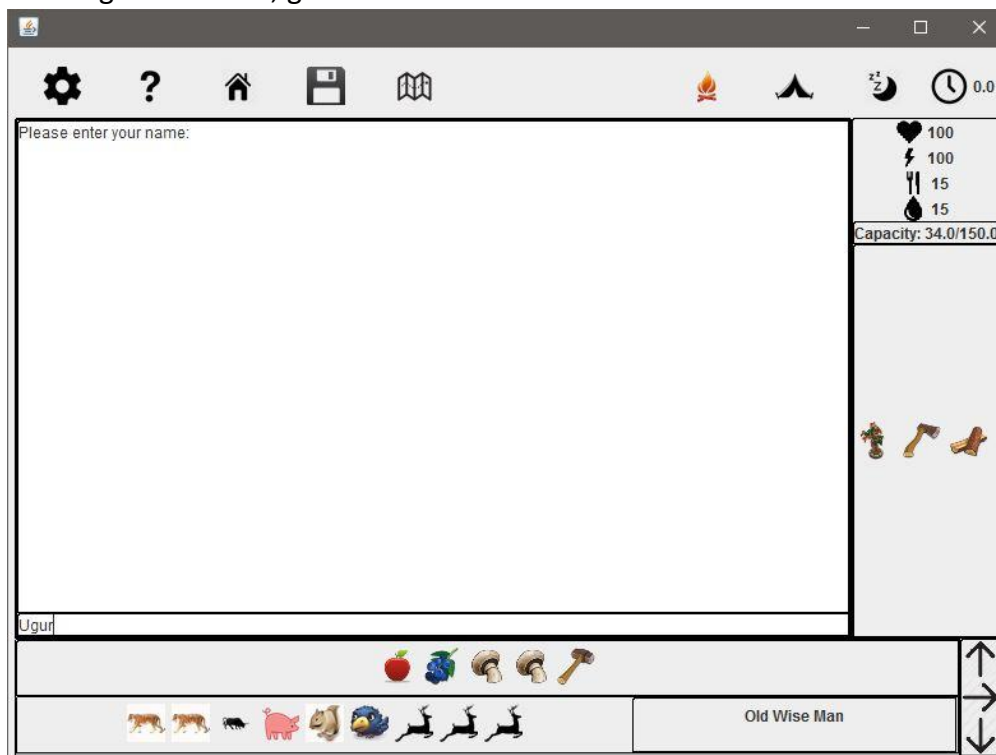
Dragon Liar Story Event: A dragon lives in a volcanic area of the island. When player visits there, he/she will face with terror of the dragon. Dragon will attack to player and if player manages to escape, a text message will pop up that asks player to if he/she wants to enter the story event or not. The goal of this story event is finding a diamond that makes dragon controllable so that player can ride it and fly away from the island.

6. Menu Operations



Starting a New Game

Player can start a new game by simply clicking on the new game button in main menu screen. After clicking the button, user will be asked for a nickname. After entering a nickname, game starts.

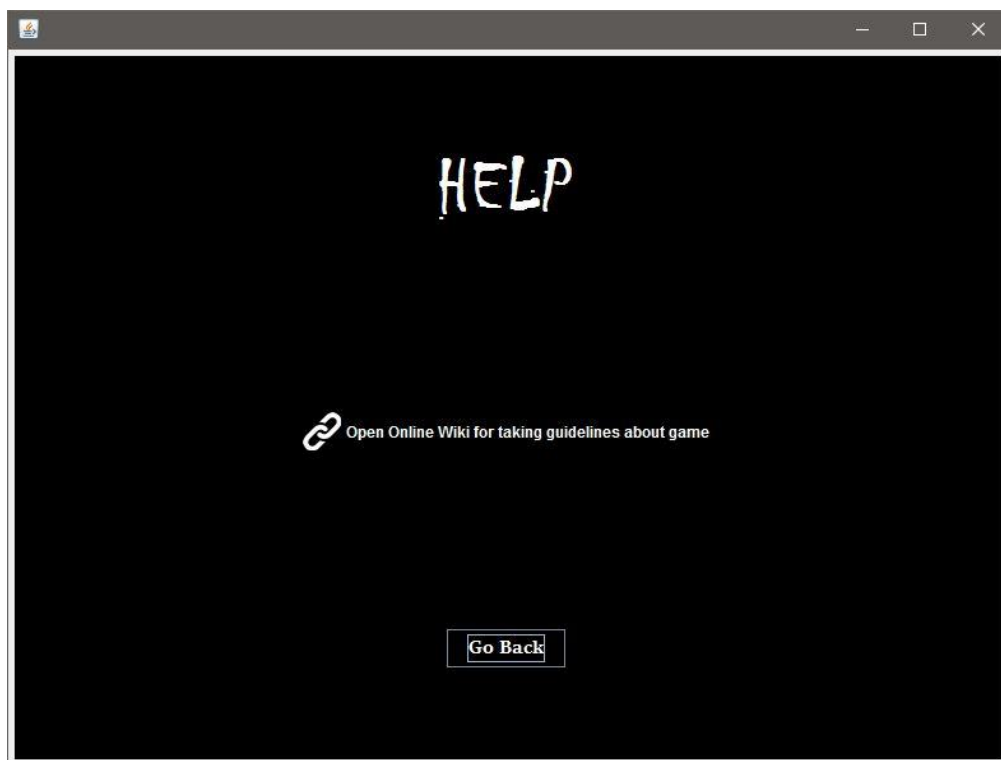


Loading a Previous Game

Player can load a previously saved game by simply clicking on the load game button in main menu screen. After clicking the button, previously saved game's data will be loaded. To perform this operation, there must be a working internet connection. When played with internet connection, game data is saved automatically and stored in Google Cloud Server.

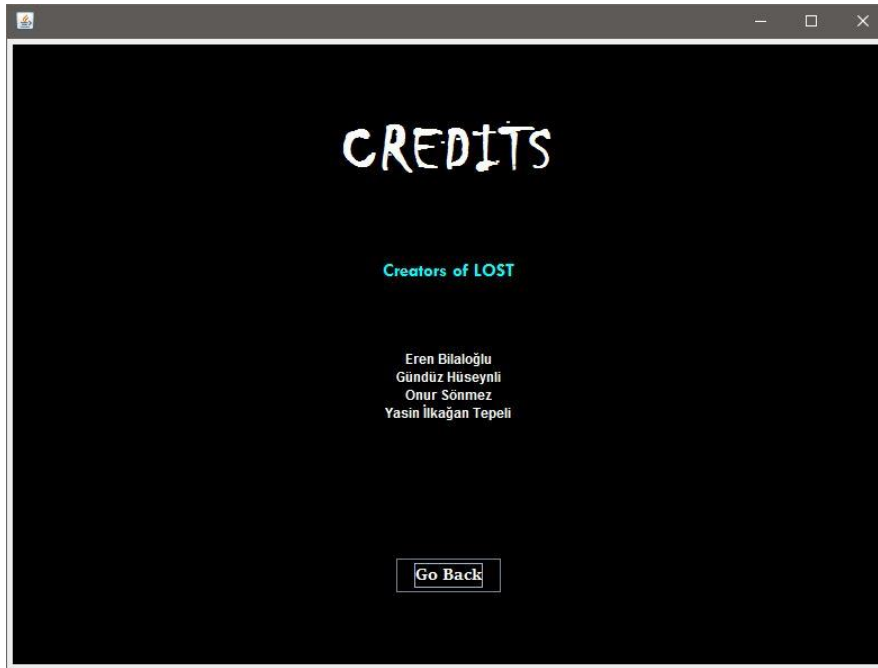
Viewing Help Documentation

Player can view help documentation by clicking on the help button. After clicking the button, a wiki link will be available in help screen. There must be a working internet connection to open the link. Wiki page functions as a user guide, informs user about game basics and operations.



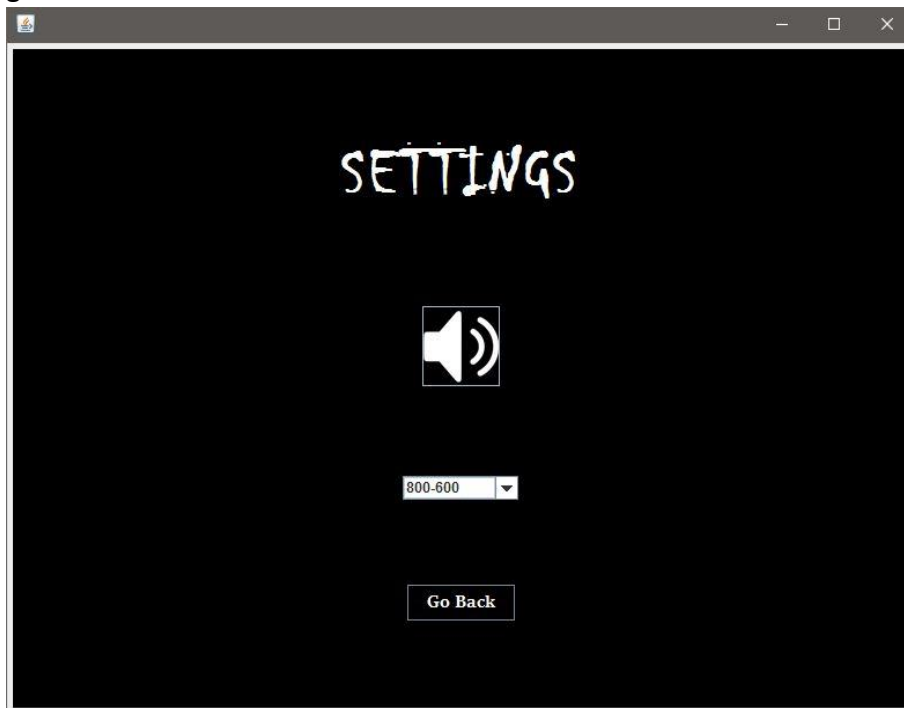
Viewing Credits

Player can view credits by clicking on the credits button. After clicking the button, creators of LOST will be displayed in the screen



Changing Settings

Player can change game window size (800x600 or 1200x900) and set the sound effects as active or inactive by opening the settings screen. To open the settings screen, user can simply click on the settings button. A checkbox will be displayed for sound activation/deactivation and a combobox will be displayed for selecting the game window size.



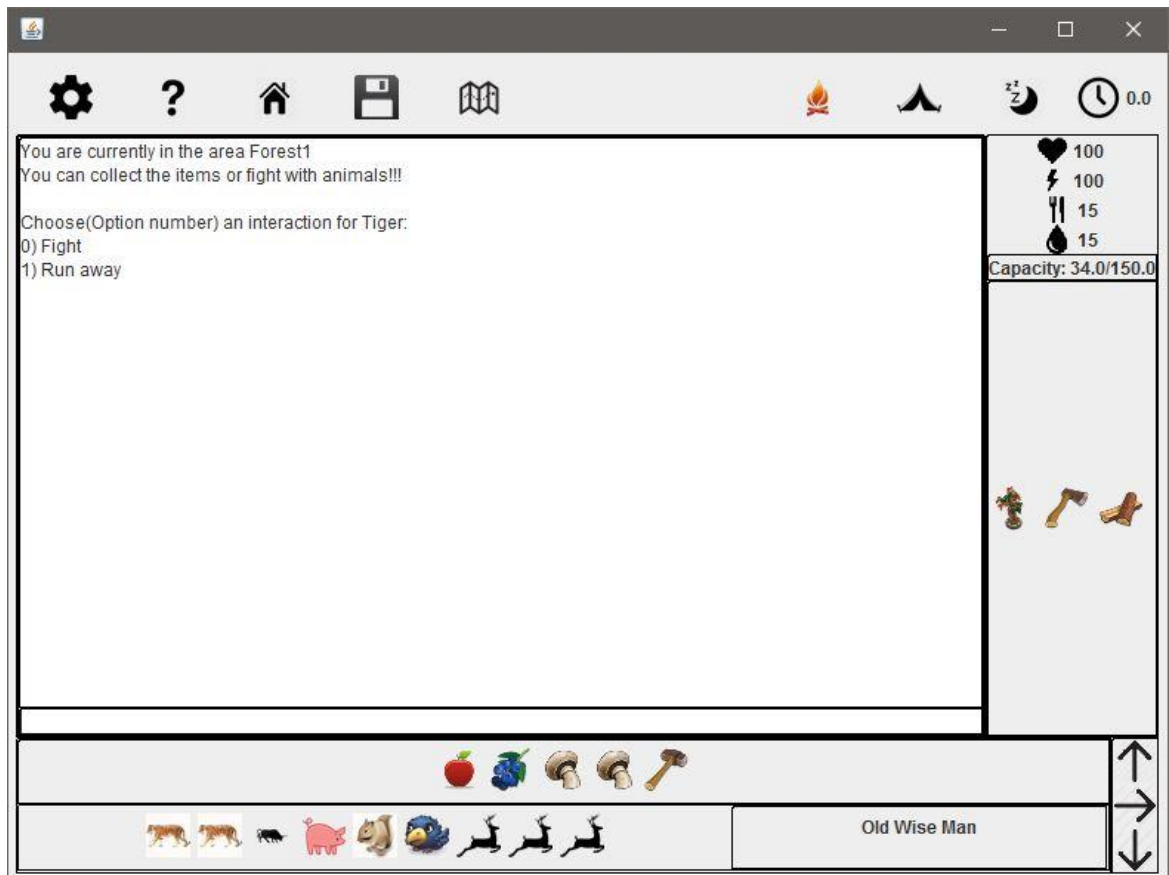
Continue Game

Player can continue his/her game from where he/she left by clicking on continue game button in main menu (this button takes place new game button if player comes main menu from the gameplay screen).



7. Gameplay Operations

Fighting with a character: When player clicks on a character icon the bar below the text field, he/she can choose to fight with that character. When fight option is selected after clicking on character icon, fight starts.

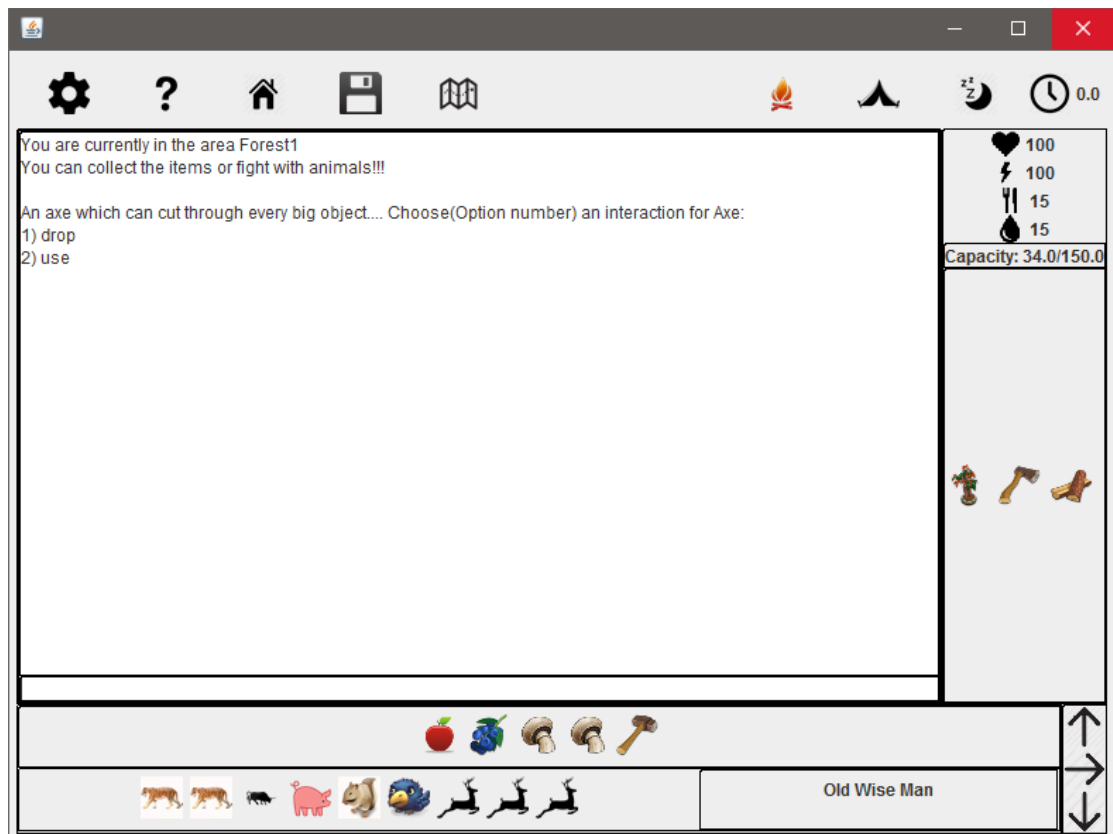


Gameplay screen: shows fight

Interacting with items: When player clicks on an item icon in the bar below the text field, action list that represents actions can be done with that item is displayed on screen. By typing the action number given in the list, player can choose to perform desired action. These actions may be the followings:

- **Take:** If player selects “take” operation, he/she takes particular item from the area and it is added his/her inventory, if there is space.
- **Drop:** If player selects “drop” operation, he/she drops particular item to the current area it is removed from his/her inventory.
- **Craft:** Crafting operation allows player to generate items from different items. Generated item can be combination of different items or same item with multiple amounts. By selecting “craft” operation, player see the list of items that can be crafted from selected item. If player has all the other necessary items for crafting operation, new item is added his/her inventory and used items for crafting operation are removed from his/her inventory.

- **Equip:** If player has a boosting item in his/her inventory, by choosing “equip” operation he/she can wear that item and item makes its contribution to player’s stats.
- **Use:** Player consumes the item if he/she selects this operation. This is mostly for food items.



Gameplay screen: Player stats and player inventory’s items on the rightest side, items and characters in the area at the bottom side.

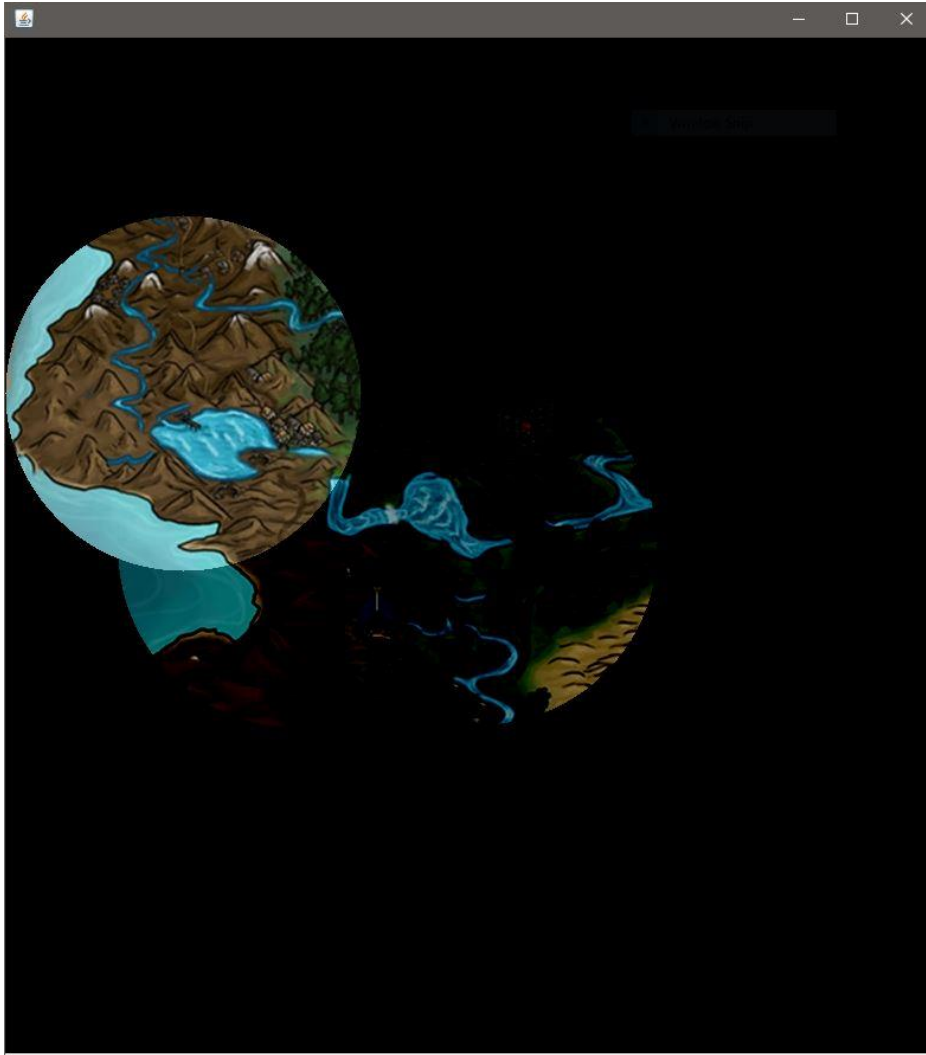
Entering a story event: Some areas have option for entering a story event. Player can click on bottom left side of the screen and enter a story event.

Changing settings during gameplay: Player can go to settings menu by clicking on the settings icon, which is on the leftest top of the screen, during the game.

Setting campfire: If player has necessary items, he/she can set campfire in current area by clicking on the campfire icon, which is sixth from the left on the top side of the screen.

Building shelter: If player has necessary items, he/she can build shelter in current area by clicking on the shelter icon, which is seventh from the left on the top side of the screen.

Viewing the map: Player can view the map by clicking on the map icon, which is fifth icon from the left on the top side of the screen.



Map screen: current position is bright and recently visited areas are shaded.

8. Credits

Eren Bilaloğlu
Gündüz Huseynli
Onur Sönmez
Yasin İlkağan Tepeli