Instructions and Walkthrough of the Game

1. Open the project folder inside of a code editor of your choice (it is recommended to use Visual Studio, the primary code editor used for the project) and run the program. The application will start, and you will see the title screen.
2. Now you can either start a new game or continue from an existing save file. If you already have a save file, skip to step 3. If you do not have a save file yet, you will now be prompted to input a name and choose a class. When you are satisfied with your choices, the game will start.
3. The player character will spawn outside of their house (if a new game was created) or at the last save point.
4. From then on, the story starts/continues. You play as the child of a deceased warrior who has been chosen by the king to find an ancient artifact that has the potential to save the decayed kingdom.
5. Starting from the player’s home village, the player can talk to various NPCs, buy upgrades for their weapons, heal themselves in the inn, or simply leave to go on a journey to the big city.
6. Leaving the village, the player now finds themselves in an open area where they could be attacked by monsters at any second. If they are attacked, they have to fend for themselves in a fight. In each fight there are different actions a player could take.
   1. Base attack: The player attacks the enemy with their weapon.
   2. Use Ability: The player uses their special ability to attack the enemy.
   3. Use Item: The player uses an item.
   4. Block: The player can block attacks, which results in them being ignored by the enemies. Only one player or ally can block per round, blocking only works, if the player has allies.
   5. Run: The player can run from a fight.
7. When the player finds the way to the big city, they can immediately enter. Again, they can talk to NPCs, upgrade their weapon at the blacksmith, heal themselves at the inn or save their progress at a save point. As these are functionalities each city possesses, they will not be mentioned again.
8. The player has been ordered to the king’s castle, where they are tasked with finding the artifact. They also receive an ally, who they can customize to fit their needs.
9. After interacting with the king at his castle, the player is free to leave the city and explore the next area, as well as fight their way through the dungeon in the hopes of finding the artifact.
10. At the end of each dungeon, there is a boss fight, so it is advisable to level up before heading in.
11. As the artifact is not hidden away inside the first dungeon, the player, after winning against the dungeon’s boss, can head into the second city.
12. There the player has to interact with the king’s messenger, who tells them about the second dungeon in which the artifact could be hidden. Once again, they receive a second ally who is customizable for the player.
13. Now the third area is open for exploration. The second dungeon is hidden away somewhere on the edge of the map. The process of conquering the dungeon is similar to the first one.
14. After defeating the second boss, the player is free to enter the third city, where they receive a letter from the king stating that the artifact is most likely hidden in a third dungeon past the third city. Now the player is free to leave the city to fight their way through the dungeon.
15. The third dungeon is the final dungeon, where the story reaches its conclusion.

Controls

* [ENTER]

Confirm your input.

* [W] or [ARROW KEY UP]

Moves your character up.

* [A] or [ARROW KEY LEFT]

Moves your character to the left.

* [S] or [ARROW KEY DOWN]

Moves your character down.

* [D] or [ARROW KEY RIGHT]

Moves your character to the right.

* [E]

Interact with an NPC.

* [M]

Opens a map of the area and displays information about the player and allies.

Building Types

Each building is interactable by walking on the entrance of the house. Each house is entered through the bottom.

* Interactable House

The player can interact with an NPC.

* Ein Bild, das Uhr, Screenshot, Schrift, Design enthält.

  Automatisch generierte BeschreibungBlacksmith

The player can upgrade their weapon in exchange for money.

* Ein Bild, das Screenshot, Design enthält.

  Automatisch generierte BeschreibungInn

The player can heal themselves and their team.

* Ein Bild, das Uhr, Screenshot, Schrift, Design enthält.

  Automatisch generierte BeschreibungSave point

The player can save their progress there.

Types of characters

* Ein Bild, das Screenshot, Reihe, Schrift, Schwarz enthält.

  Automatisch generierte BeschreibungBosses

They only appear in dungeons. Interacting with them results in a battle which is crucial to the progression of the story.

* Ein Bild, das Symbol, Schwarz, Screenshot, weiß enthält.

  Automatisch generierte BeschreibungStory NPCs

They appear around the map and must be interacted with to progress the story.

* Regular NPCs

While not crucial to the game’s progression, regular NPCs have different dialogs in which they tell you about everything ranging from their daily lives to the latest gossip about the king.