

# RDG++

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## Main Concept

RDG++ (Room Duelling Game) is a topview RPG in a heavily randomized environment with fights inspired by Pokemon. The game world consists of a random array of rooms forming a maze.

Your goal is to defeat a boss enemy in the middle room of the maze.

However, access to the middle room is restricted: you need to find a key to unlock its doors.

The fight against the boss enemy will probably be a pretty tough, so you should enhance your stats beforehand. Your stats include the attributes accuracy, strength and speed which can be increased by defeating various enemies scattered across the map. Health points are fixed since human health is not a trainable skill. The player cannot be entirely killed by usual enemies, but will be put back to his original spawn point if he loses a non-boss fight.

In addition, armour, weapons and potions can also be found all over the map.

## The Game Screen

The Game Screen is split into 5 sections:

- Map (upper left): interact with the game world
- Console (lower left): outputs latest events
- Details (lower middle): obtain details about items and monsters by clicking on them
- Inventory (lower right): items you carry with you, limited to 15 items
- Equipment (upper right): create 2 different sets of items by dragging them to the equipment section from the inventory; items need to be equipped in a set in order to be used in a fight

## User Interaction

In order to interact with the game world, use the keys "A", "W", "S", "D" to move your player and the key "E" to interact with items or enemies. To obtain detail information about an item or enemy, use the left mouse button to click on it.

## Monsters and Items

Enemies are split into three categories:

- easy: small but fast enemies, deal little damage but will hit you relatively often
- normal: medium - sized enemies, not as accurate and fast as easy enemies but deal more damage
- hard: the boss enemy - rather slow, but inflicts huge amounts of damage

Weapons can also be categorized:

- there are single and two-handed weapons
- there is a shield which deals no damage but increases your defense
- smaller weapons are usually faster and more accurate
- bigger weapons are generally slower but inflict a bigger amount of damage

There are three types of armour:

- leather: fast but weak armour
- habergeon: medium speed and protection
- plate: strong protection, slow speed

Wearing a full set of the same type of armour grants you a complete set bonus.

Potions:

- some potions restore your health
- there are poisons which damage your opponent's health
- another category of potion increases your attributes for a couple of rounds
- ... and others decrease your enemies' attributes for a specific amount of turns

## Fights

Fights in RDG++ are round-based. At first, the first attacker is determined by comparing the speed values of the player and the enemy and by a random factor.

Then the faster opponent attacks first, followed by the second one.

The player can choose between different actions, each consuming one round:

- Four different attack types
  - Torso: deals a lot of health damage, highest rate of hit success
  - Head: deals accuracy damage and a small amount of health damage, lowest rate of hit success
  - Legs: deals speed damage and a normal amount of health damage, middle rate of hit success
  - Arms: deals strength damage and a normal amount of health damage, middle rate of hit success
  - The chance of hitting or missing the enemy is calculated by
    - the player's speed
    - the enemy's speed
    - the player's accuracy
    - the player's weapons' speed
    - the player's weapons' accuracy
  - The damage inflicted by a successful attack is based on
    - the player's strength
    - the player's weapons' damage
  - The amount of damage suffered by the player from an enemy attack depends on
    - the player's armour values
    - the enemy's strength
- Trying to break through the enemies defence by forcing him to parry
  - if successful, player deals 2\* the damage of a torso attack
  - if unsuccessful, player deals no damage at all
  - parry success chance is solely calculated by speed values of player and enemy and speed values of the player's equipment

- Using a potion
- Changing the active equipment set

## Strategies

The game is meant to force the player to apply different strategies to counter different types of enemies. For example, fighting a bat with a heavy longsword might not be the best idea.

In general, small and fast enemies should rather be fought with small and fast weapons in light armour. Bigger enemies require some more protection; hence you should wear heavier armour and use bigger weapons to counter their higher strength and health levels.

All in all, the game relies a lot on randomness, so don't be surprised to win against the very same enemy that just defeated you a short time ago. It is no shame to lose against some random enemy, however, be prepared for the final boss battle for it decides over winning or losing the game as a whole.