User Documentation
World of Gphy

Groupe 5
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Welcome to our World Of Zuul ! If you want to try our game, we invite you to read this documentation.
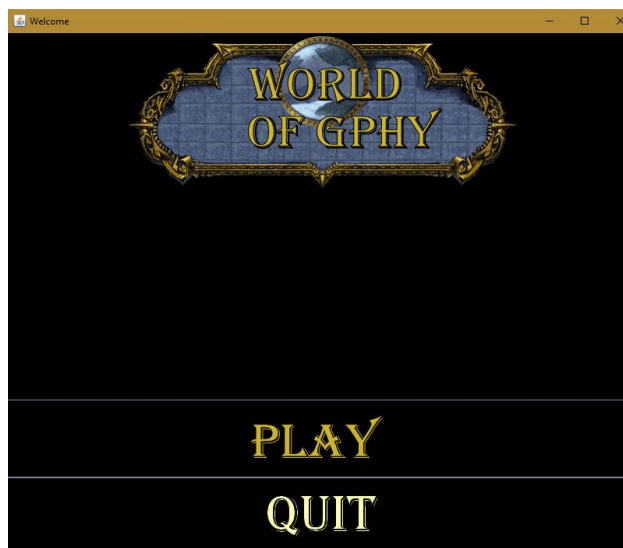
What is World of Zuul?

We are a group of students from the University of Poitiers, in M1. As part of our final project in object-oriented language (COOPOO), we have to create a game in Java. This game is of the "point and click" type, it must contain different rooms and a graphical interface.
Depending on the groups of students, the story is totally different. On our side, we decided that the story was happening inside our building, named B2. The pictures of the rooms and the people in the game are real.
You play as a fictional character, on a day that starts normally. But you quickly realize that the COOPOO exercise must be completed before the end of the day. So you must quickly find your group members in order to deliver the subject. Unfortunately, this will not happen without trouble...

How to start the game?
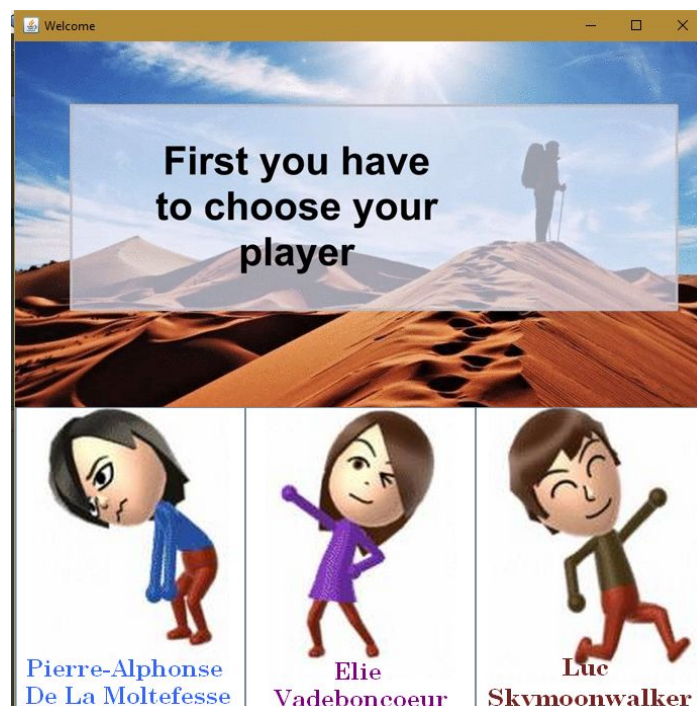When you start the game, this interface appears :

It allows you to choose between play and quit. If you choose to play to the World of Gphy, then you have to choose your character (describe in "How to play?").

The game begin in the hall of the B2. To get the objective of the game, you have to speak with Axel. Axel is in the hall too, so you have to click on the interact button (the open hand) and choose the item "Axel" by clicking on the "1" button. Axel will speak with you to explain what you have to do and giving you your next quest.

How to play?

Arrived on the player selection screen, you must choose between three characters.

Each character has different stats, and also a special ability. Below are listed the 3 characters :
- Pierre-Alphonse, also called "Pierrot" have the highest statistics. But he also have the highest stress. In the next update, Pierrot will not be a lucky man so he will have more random event.
- Elie has medium statistics, she is a good character for a beginner player. In the next update, Elie will be able to walk without noise and so have less random event.
- Luc has the lowest statistics, so he has the lowest energy. In the next update, Luc will be a lucky man his special power will be : being a normal character.

After selecting your character, you can start to play. The following interface is the main interface of the game :

1) As you can see, there are several types of stats : intelligence, strength and eloquence. The minimum of a stat is 0, and the maximum is 10. There are not essential to moving forward but it can be a player choice to try to have the maximum of each statistics

2) This is the "power" button. It will allows in the next update to put your power on or off, only for the second or the third character.

3) This is the "help" button. It allows to have more information about the commands and knows your progress in the game

4) This is the "off" button, allowing to close the game.

5) Here are placed a window where the texts appear and an image indicating the room where you are. Characters may appear on the screen as well.

6) There are four arrows to move through the B2. At the center, a hand allows to know which non player character and objects are in the room.

7) Here there are two other stats : stamina (=energy) and stress. As the others, their minimum is 0 and maximum is 10. Take care with these stats :
   ● when your energy stat reaches zero, you become so weak that you faints.
   ● when the stress stat reaches ten, the character gives way to panic and faints.

8) Here are the button that allows you to choose with which item of the room you want to interact with. The items can be non player characters and objects.

What are the ways to modify my stats?

To improve your intelligence, strength and eloquence, you have to encounter events, which appear randomly as you move from room to room. Keep in mind that the maximum of a stat is 10.
Stress and stamina can also be modified by random events.
You can have food in the cafeteria, located in the lobby, to improve your statistics or reduce stress.

How can I go upstairs?

For going upstairs (or downstairs when you are upstairs), you have to press the interact button in the lift or in the stairs and chose the item button for the lift or stairs for the stairs.

I am stuck, I do not know what to do

Do not worry ! First, press the button "help". You will know your current quests, and what you have to do. Then, try to search in the rooms as much as possible, to interact with all items, and go back to talk to some people. Maybe they will have new things to tell you.
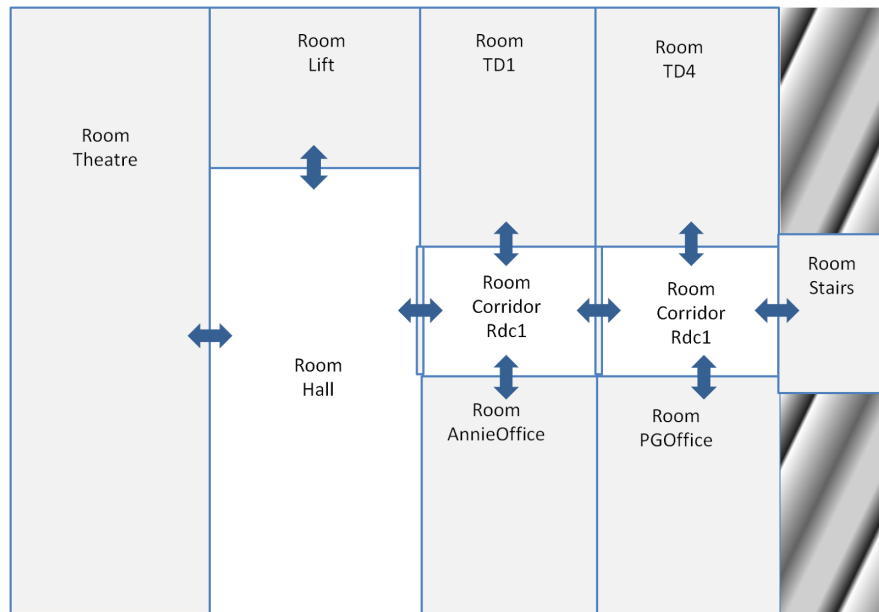The B2 is not very wide !

I lost while my stress was not 10 and my energy was not 0. Why?

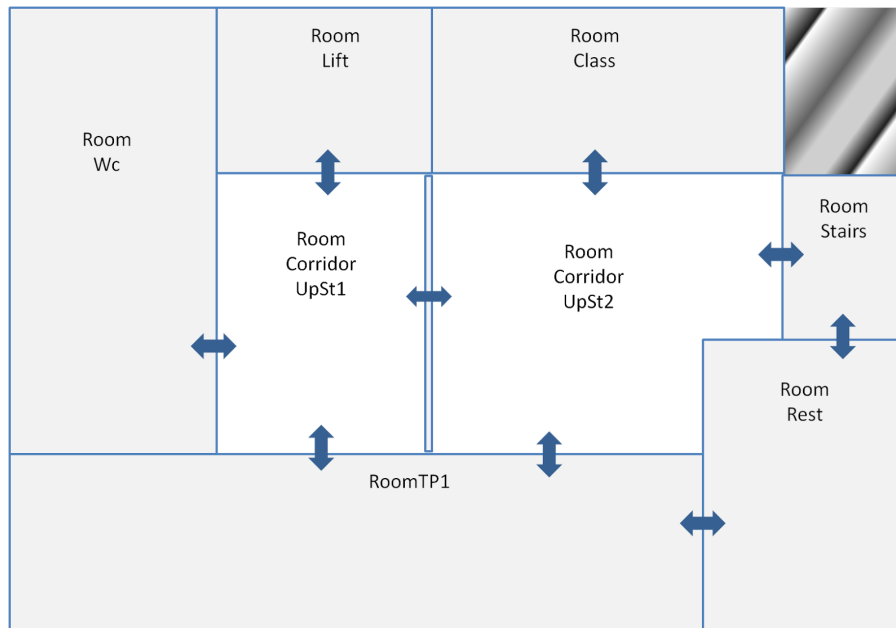You just hurt someone! Try again with the good sentences !

It's hard to know where I can go...
Common, you are a Gphy, you must know the B2. But here a map to help you if you really need it :
Down stairs :

Ground floor plan

Room Theatre	Room Lift	Room TD1	Room TD4		
	Room Hall	Room Corridor Rdc1	Room Corridor Rdc1	Room Stairs	
		Room AnnieOffice	Room PGOffice		

Up stairs :

Room Wc	Room Lift	Room Class		
	Room Corridor UpSt1	Room Corridor UpSt2	Room Stairs	
			Room Rest	
	RoomTP1			

Next updates of the game

Two things are plan for the next update :
- a money system will be add to the game. With your money you will be able to buy some food at the cafet to move your statistics. To get money, you will have to interact with the objects and the non player characters.
- the special abilities of the players