

Manual – Tuesday Group 7 11am 2020-2021

Below is the manual for Tuesday Group 7 11am 2021 Dungeon Crawler game:

This is supplementary to the controls section found in the main menu of the game, and the visual tutorial at the start of the game.

Compile and run game:

In the Game directory, run the following statements.

```
chmod +x buildme.sh runme.sh  
./buildme.sh  
./runme.sh
```

NOTE: This is how to run the game in Linux.

Controls:

Movement:

W - Move upwards
A - Move left
S - Move Downwards
D - Move Right
C - Move quickly (In conjunction to WASD keys)

GUI:

M - Open Map
G - Close Map
E - Open inventory
X - Close inventory
F5 - Save Game
Return - Equip item (On GUI)
I - View information about the current tier
O - In Game options
F - Open Armour Menu

NPC:

T - Talk to NPC
E - Trade with NPC

Attack:

Mouse location - Aim arrow (in event bow is equip)
Return - Attack (Bow and sword)
Shift + Return - Heavy attack (Bow and Sword)

Misc:

E - Eat food

ESC - Open Save Menu