Castle Dookenstein

User Manual

# Controls

* The game can be played entirely with the mouse by clicking on the on screen buttons
* If a keyboard interface is required:

|  |  |
| --- | --- |
| **Key** | **Use** |
| M | Mute |
| Right Arrow or D | Increase reading speed |
| Left Arrow or A | Slow down reading speed |
| X | Scroll through choices |
| Up Arrow or W | Move up through choices |
| Down Arrow or S | Move down through choices |
| C, Enter or Space Bar | Select currently highlighted choice |

* The game can be played with a two button switch. One button moves through the choices, and the other button selects an output.

# Game Play

## General Gameplay

Castle Dookenstein is a text based Role Playing Game, in which the player is placed in the life of our hero, Ramses who has been tasked with infiltrating the castle of evil King K, the leader of Dookia. To begin the game the user is allowed to choose both a disguise to wear and 4 items to bring on his/her mission. Different choices of disguise and items allow for different aspects of the game to be available to the user.

## Mini games

Four mini games are planned. The first implements combat between the user and various enemies in the castle. The second enables the user to pick the lock and enter into rooms that they would not otherwise be able to access. The fourth lets the user open up a safe if they know the correct combination, take an item out of the safe and add it to their inventory. The takes the user into a maze between two different rooms in the castle where only navigating through the correct path will allow the user to pass.

## Fighting

# Items

|  |  |
| --- | --- |
| Item | Description |
| Mercenary Disguise |  |
| Merchant Disguise |  |
| Assassin Garb |  |
| Sword |  |
| Crossbow |  |
| Hidden Dagger |  |
| Grappling Hook |  |
| Lock Picking Kit |  |
| First Aid Kit |  |
| Tinderbox and Torch |  |
| Shield |  |
|  |  |

# Troubleshooting