

Game Project: Ruby

This project needs to use the gaming engine 'Godot' to run. Or you could go to the end of this pdf and click on the link to a google drive.

PLEASE READ THIS FILE BEFORE STARTING THE GAME:

This is the link for downloading the gaming engine:

<https://godotengine.org/>

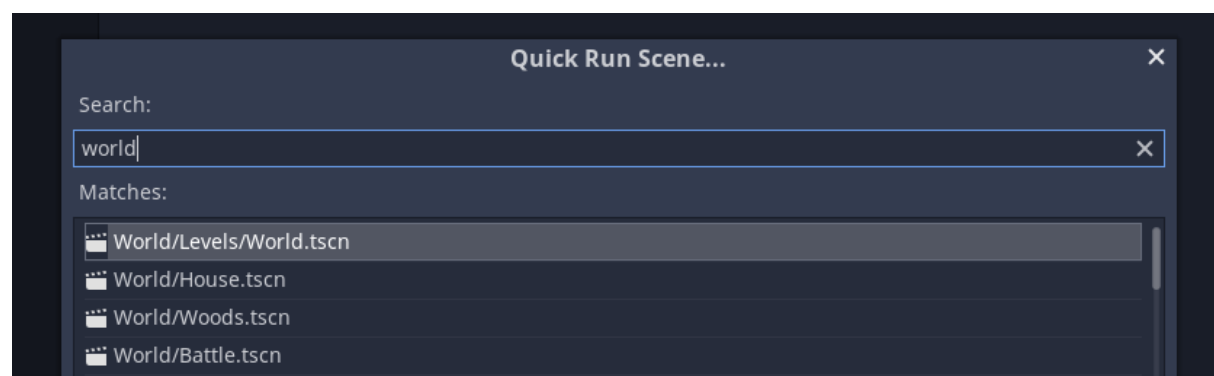
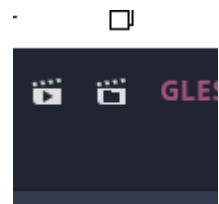


Please Download Godot: it's the 3.x version. NOT VERSION 4

1. The frame icon on the top right-hand corner
2. Type down 'World'. The file 'World.tscn' should come up.

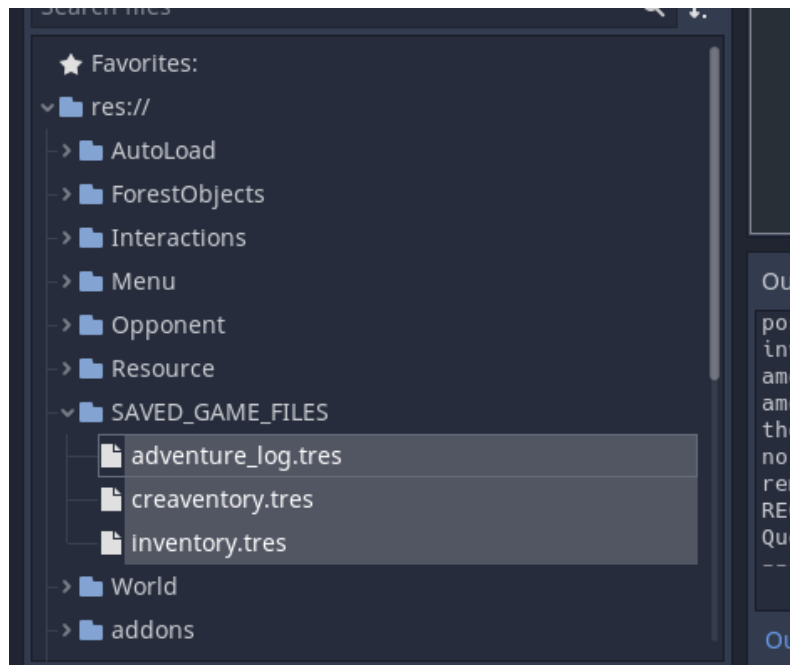
The file path is: World > Levels > World.tscn

3. If the game stops without errors (that are not connections), this file path should still work. You can begin playing the game now.

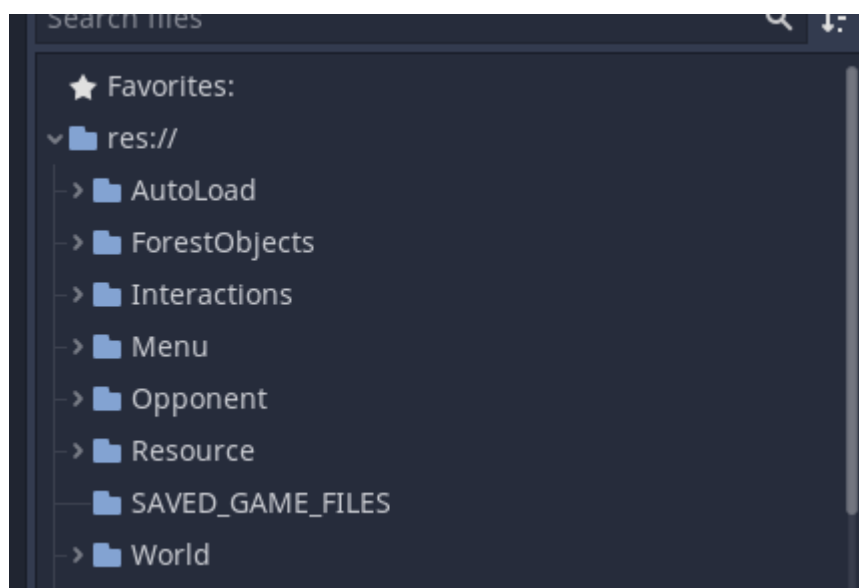


If you want to play the whole game again:

1. Go to the `SAVED_GAME_FILES` and the delete all the existing 'tres' files in them.

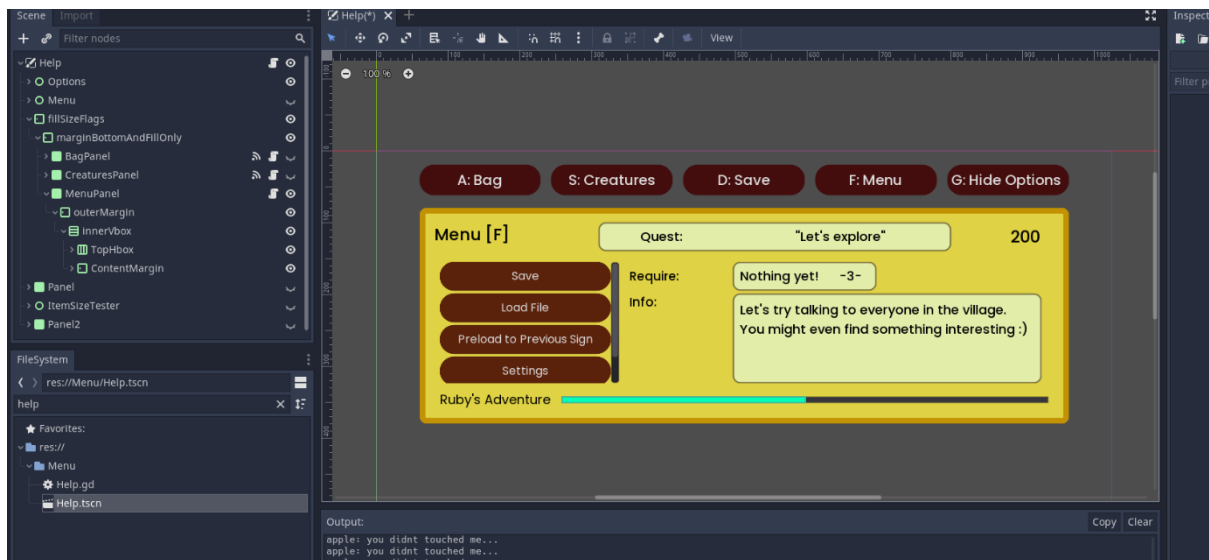


Make sure the file looks like below, 'SAVED_GAME_FILES' has no contents in them.



Some buttons do NOT work:

1. The menu panel does NOT work: you cannot save in this game and there is no Settings or Title menu. If you stumble off platform in the game. Just open up the 'World.tscn' like at the start of this document.



2. The game automatically saves the files you collect in the `SAVED_GAME_FILES` folder. But it doesn't save your position. There might be errors in the final quest because it was rushed and not check properly. Just open up the 'World.tscn' and run it again to continue the game.
3. The Main buttons on the screen does work sometimes. You can click on them with your mouse if they fail to work. Keep switching between them if something doesn't work.
4. The quest that requires a lot of item, does not work. If you get the item, then just go to the quest owner and continue.
5. Talk to the NPC twice. To accept the quest and to finish the quest.

About the Game:

1. The game has 1 main World and 2 levels
2. There are 3 quests and you cannot reach the last level without them.
3. Talk to the NPCs' so you could gain some tips.
4. When you have another creature in your team, you could switch by, going to your 'Bag [A]', selecting a Creature and then hitting the 'Bag [A]' icon again, and then Attack. When you fail a battle, the game might stop, but it's asking you to switch Creatures.
5. You can catch creature at 100% rate
6. There are only one sprite for all characters and item. Look at the 'Bag [A]' to check them all.
7. Golden Apples are really important to boost stats as I have not thought about the stats balance in this game.
8. The game should only take 5-10 minutes to complete.

Link Google Drive to Game Application:

https://drive.google.com/drive/u/0/folders/137x5jwTD_RKojiwd9nIC1pwdH9SljcFk

This is a zipfile containing the exported Godot game. You can play without using the engine. But the resources will not save upon quitting the application. Once the zip is downloaded, extract the files. The two files must be in the same location at all times in order for the application to work.