Guide

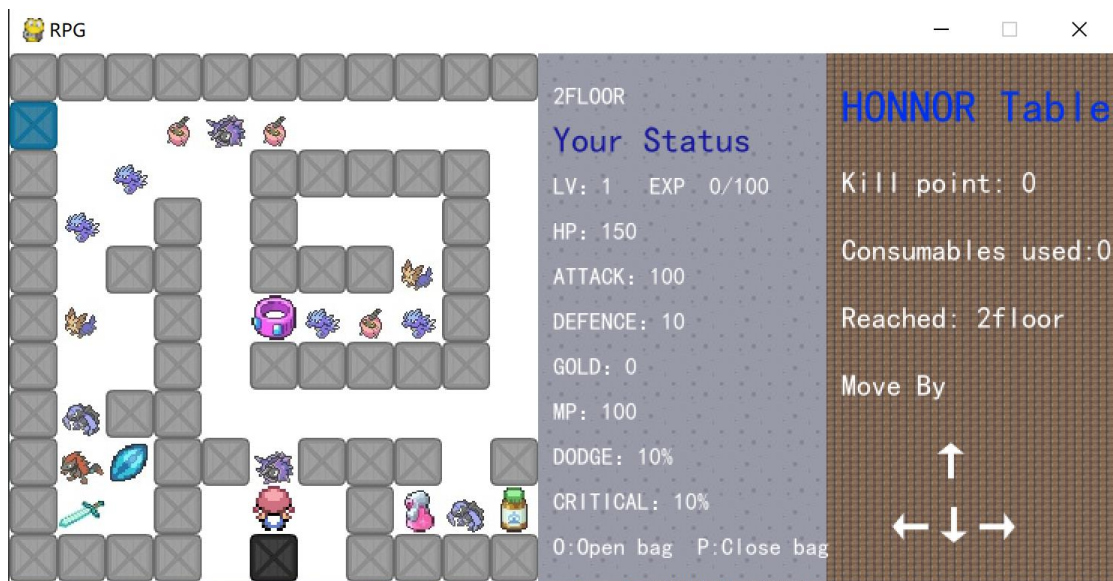**team member :**

mengxi_LIU   wenzhuo_ZHONG

Packages :

We develop games based on **pygame.**

Another module that needs to be installed is **numpy.**

Game guide :

Put the **.py file** and **images folder** in the same directory, run **main.py** to start

the game.

Control :

↑ : Move up.

↓ : Move Downward.

← : move to the left.

→: move to the right.

O: Open bag.

P: Close bag.

S: Save progress.

Interface :

-Player

-game props

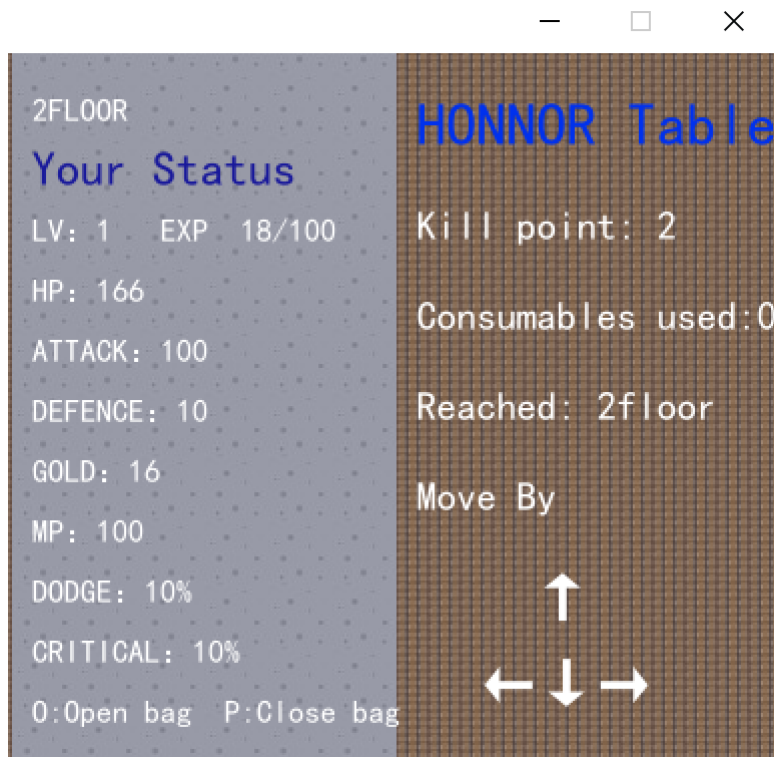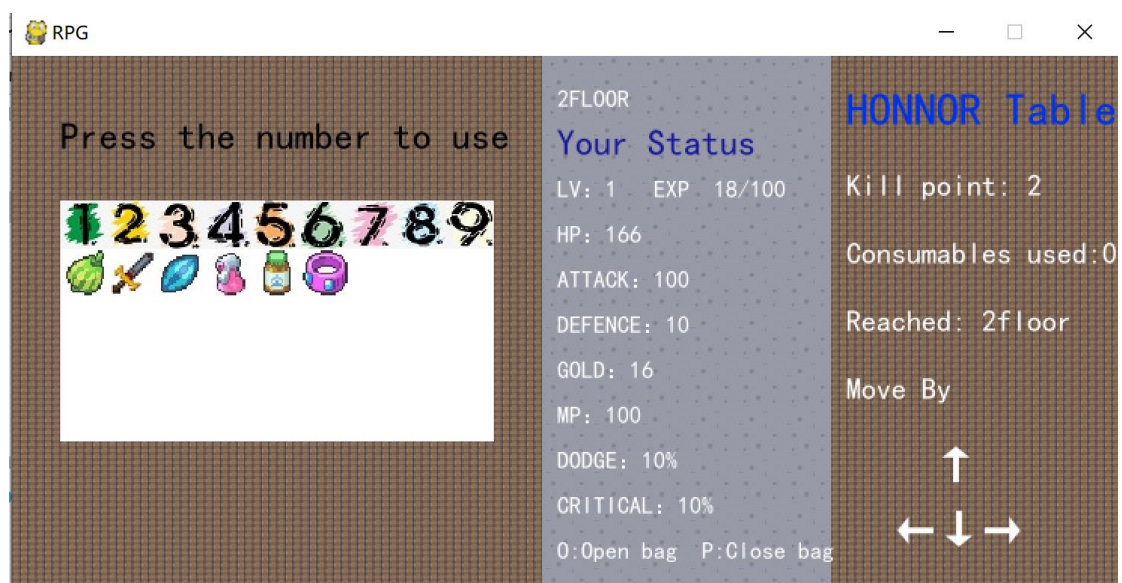**-equipment**

-monster

-NPC

-Portal

Information :

You can see the status on the right, The entire game is divided into five floors.

And you can see your Success and General statistics.

Bag:
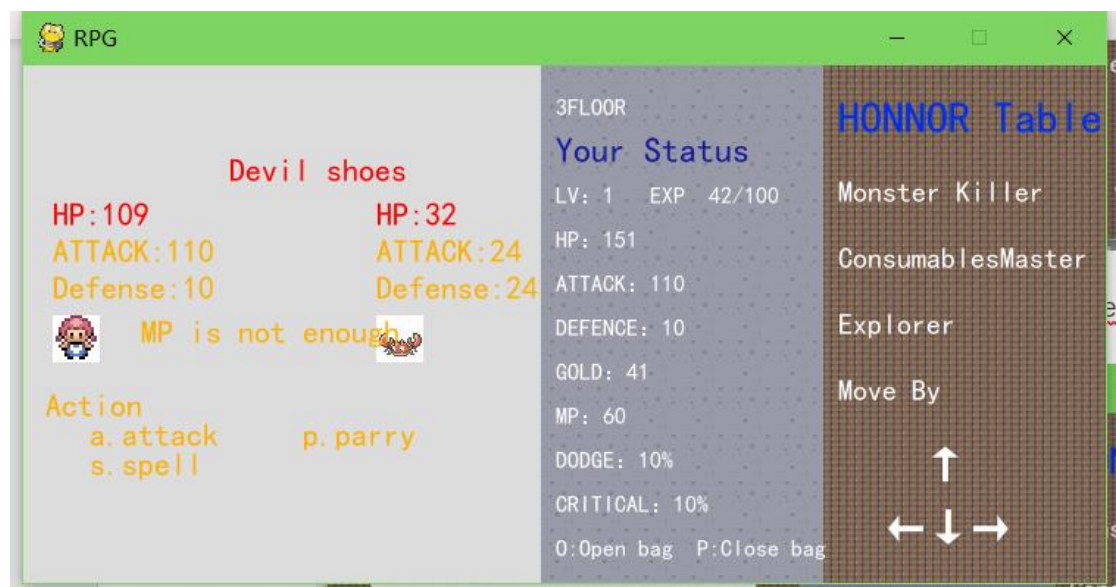

Press o to open the backpack.

Press the corresponding number to use the item.

Press p to close the backpack.

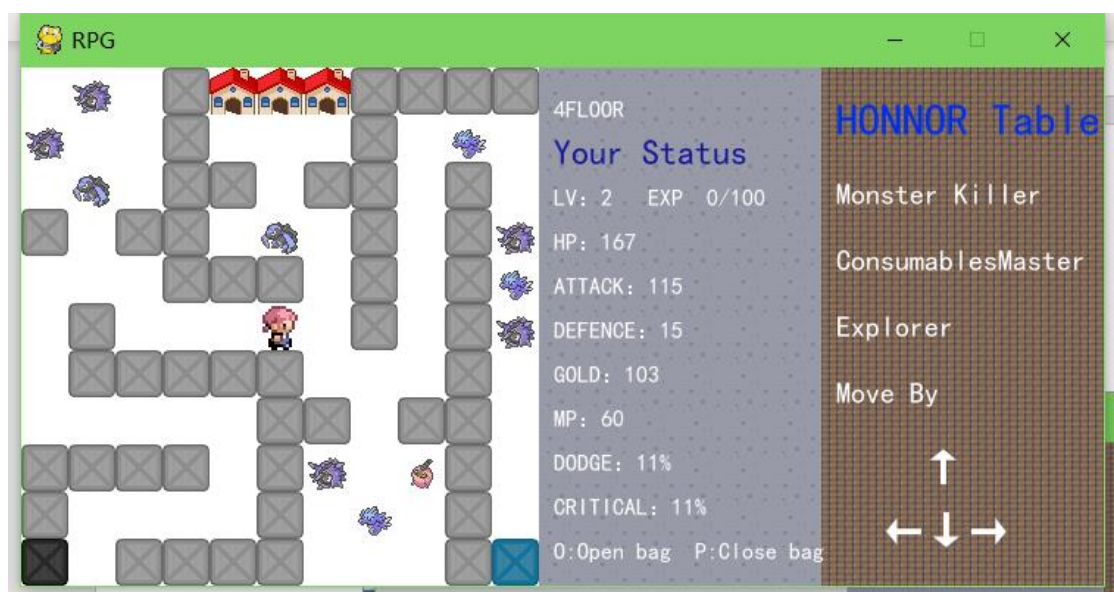## Battle:

Press A / B / C to chose your action.

Every time you use spell, it will spend your MP.

If you MP is not enough, you won`t use spell

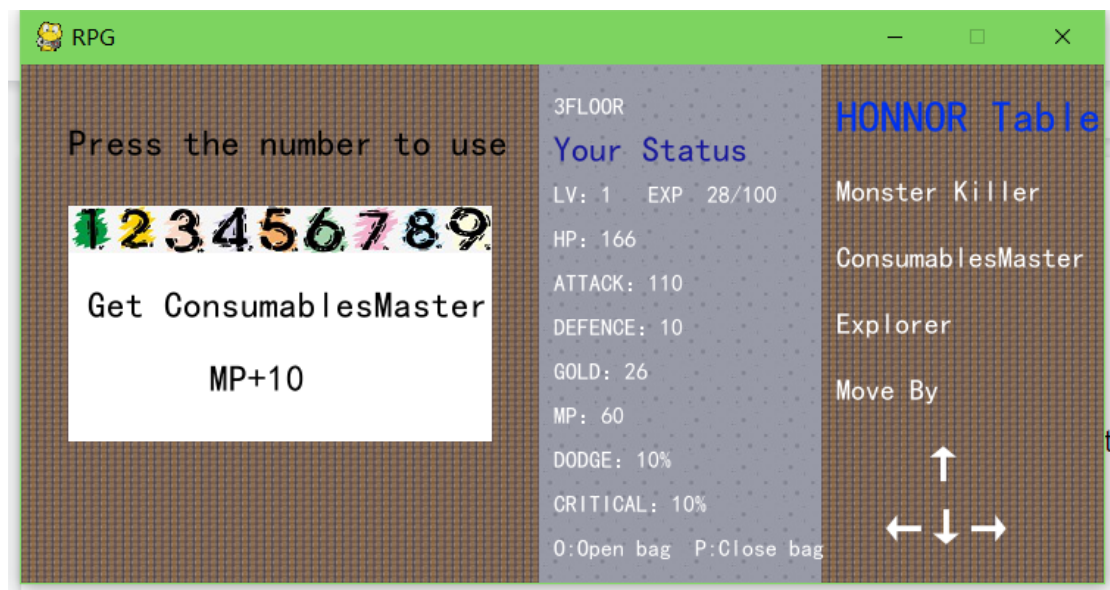After the HP of monster = 0, you will get gold and experience

After you get 100 points of experience you will LV UP and your status will be

change

Success:

Kill point > 2 you will get Success MonsterKiller

Consumables used > 3, you will get Success ConsumablesMaster

If you can go in the 3 floors, you will get the Explorer.