

# Age of Chaos

<https://github.com/longjoel/AgeOfChaos>

# Story

You are a mercenary warrior for hire in medieval times. You have been hired by the king to hunt down and destroy a wizard who has plunged the continent into chaos. Monsters, wizards, zombies, vampires and witches freely roam the land.

It is up to you to kill every last one of them and return the kingdom to its former peaceful glory.

Look, I'm not George Martin here, OK? Just kill stuff.

# Movement

- Movement is accomplished by using A,S,D,W keys
- The mouse is used to aim your attacks, and the mouse buttons to use your primary / secondary combat items
- The shift key will allow you to sprint (uses stamina)
- The ctrl key will let you block (uses stamina)
- Space bar will let you dodge (uses stamina)
- Hold down Q to select an item, and tap Q to use it.
- Hold down E to select a spell, and tap E to use it.
- Tab brings up the status / item screen
- Escape brings up the game menu screen

# Combat

As a mercenary, you have access to two main weapons, your shield and your sword. As you complete levels you may encounter such items as bows and arrows, bombs, magic wands, and more. Seeing as you only have 2 hands, you can only operate two combat items at once. However, you may encounter some passive buffs as well, such as a fairy who will grant you increased health or soldiers who want to join your cause. Passives and buffs fall under the spells category.

# Item shop

Between levels, you may choose to spend some hard earned coin on new armor, weapons, or passive buffs. Maybe it's time to hire some helping hands to fight off the terrors. This is also where you can save the game.

# Gameplay mockup

- Not final
- Stats at the top of the screen
- A reticle will indicate where you are allowed to aim your weapon
- Sword has smaller range than arrows



# Tech stack

- Compiler - DJGPP running as a docker container.
- Image file format - windows bitmap (BMP)
- Scripting language - LUA.
- Audio - TBD (Probably adlib / sound blaster)
- Keyboard and mouse support
- Hoping to keep install size to 10 MB or less
- Hoping to use less than 2MB of ram

# Special thanks and shout outs

- Andre LaMothe's Black Art of 3D Game Programming
- David Brackeen's VGA Game Programming - <http://www.brackeen.com/vga/>
- The Retro Gaming / Dev communities of Reddit
  - <https://www.reddit.com/r/dosgaming/>
  - <https://www.reddit.com/r/retrobattlestations/>
  - <https://www.reddit.com/r/retrogamedev/>

## Links and More

- [https://www.youtube.com/channel/UCqh2dg2schS-wTaF\\_0y-mYQ](https://www.youtube.com/channel/UCqh2dg2schS-wTaF_0y-mYQ)
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