

ADVANCED USER'S GUIDE

WRITTEN & DEVELOPED BY MAREK MAKOVEC & JINDRICH NOVAK

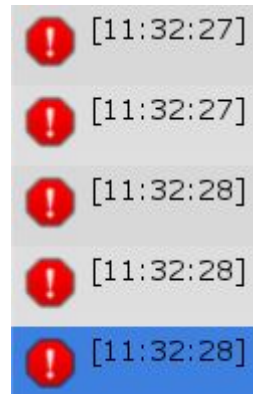
Dear Reader, if you are reading these lines, it means a copy of *Unbound the Game* must have got into your possession, whether by legitimate acquisition or, much more likely, by mistaking the finished product on the internet for a free demo version. If so, I am positive your error shall remain undiscovered until you have grown bored with this product.

Part I: Introduction

Unbound has always been intended to be an ambience-heavy RPG with the core mechanics derived from the *Dungeons & Dragons* tabletop game (more specifically, the fifth edition) and its world taken directly from the *Forgotten Realms* universe.

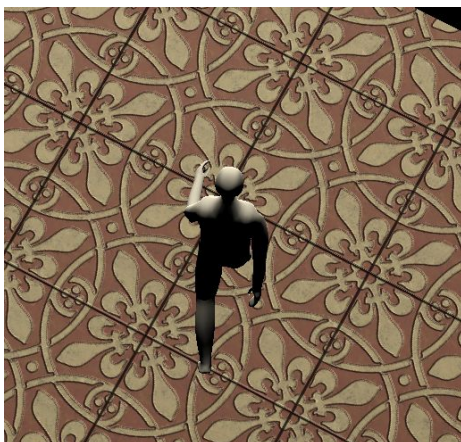
This shall become more apparent in the future versions of the game wherein a more rigid system of combat, ability rolls, saving throws, and such are implemented which we have sadly failed to realise in the current version.

At present, there have been 35 commits made, over 850 lines of code written and vigorously debugged, 3 GB of assets downloaded, two-rooms worth of furniture destroyed and two souls sold to the devil. Overall, our undertaking was quite enjoyable and we sincerely hope you will share this experience with us when playing the game.



Part II: Core Mechanics

As has already been mentioned, majority of the game's mechanics have been directly taken out of D&D corebooks, albeit with slight alterations; this, however, was not a plausible solution to certain issues like *movement*. Even though you might say you wanted to move 30 feet eastwards, there is still a need to explain this to the computer for the purposes of which we developed the point-and-click system embedded into the very groundwork of the game.



Another vital feature is, much like in other point-and-click games, interaction with the environment. That is to say, picking up objects and utilising them to your own ends which brings us to the first part of the user interface discussed in this document: The Inventory.

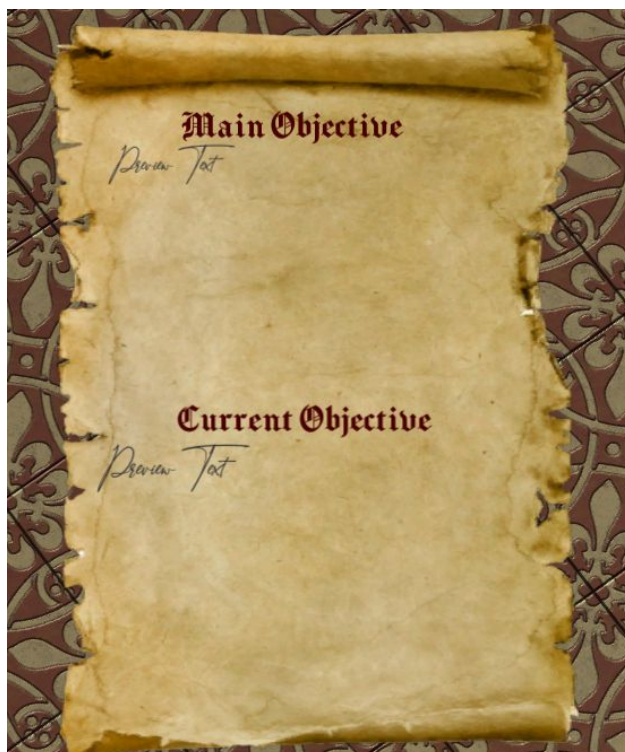
The Inventory is a single scroll subdivided into two parts: Quest- and Weaponslots. Each of the Questslots is fashioned with three occupying-object status indicators monitoring three distinct, although not mutually exclusive, states: *Usable*, *Droppable*, and *Inspectible*

In the environment of Jinrek Studios Inc, the omnipresent element of volatility prevents me from stating clear in what way are objects usable. At the time of writing, if they are carried by the player and drawn within a certain distance of the secondary object of interaction (*Exempli Gratia*: Key-lock object combination), the according script or effect is activated.

I feel great regret to announce combat shall most likely be excluded in the 2019 version of *Unbound* even though measures to its implementation have been taken.



The second user-interface element I would like to introduce is the Journal. You, dear reader, might have already guessed the purpose of its integration into the game. It is the place where the player's current objectives are recorded. Much like the Inventory, the division into two separate parts is notable here. The Main Objective is the overlying task of any given level - 'Escape from the dungeon' - whereas the Current Objective gives the player much more situational assignments - 'Find the celldoor key'. These two objectives, only partially including the Main Objective which technically still needs to be written into the Journal yet could have been much more easily merely hardwired into the Journal at the beginning of each level, still need to be passively given by the system upon impulse which is in our case disturbance of a so-called *trigger-zone*.



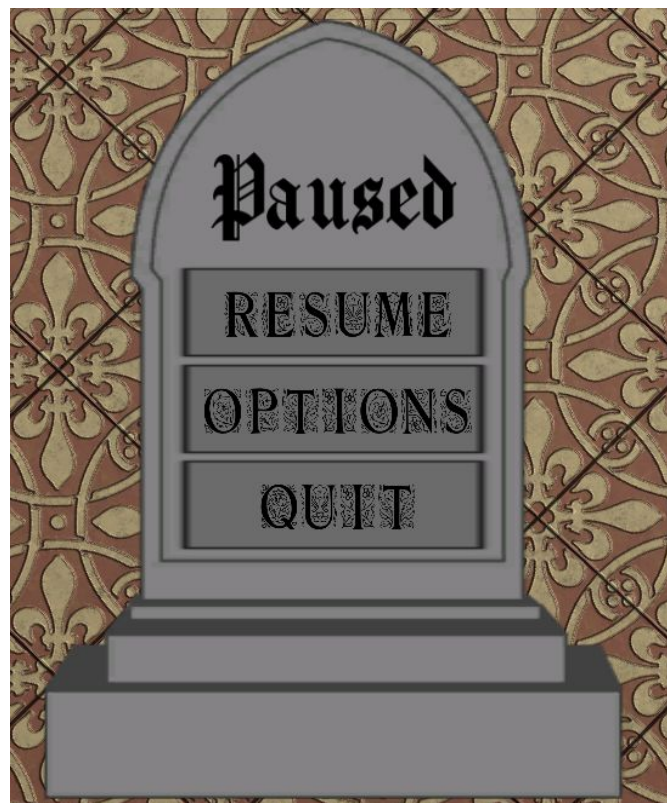
By *trigger-zone*, a bordered area positioned in the game at a given spot upon the intrusion of which a certain event is triggered. An example of this could be trapdoors, portals, and, in our case, assigning an objective.



Another user-interface element worth your time, gentle reader, is the Settings Menu which can be accessed, at the time of writing, by pressing the N key. In here, you shall find traditional graphics options such as screen resolution, graphics-level dropdown-menu selection, volume, and fullscreen tickbox. This window may be accessed from the Main Menu as well.

Last, but not least, is the Pause Menu which, apart from pausing the game, offers the player the options to resume the game, open the Settings Menu or quit to the Main Menu.

There, more options like viewing the credits, resuming the game at the beginning of the last level (it gets worse, gentle reader, honouring Dungeons & Dragons' legacy, if you die, there is no coming back), quitting to desktop, viewing this very document, and starting a new game whereupon the last window to be discussed herein opens: Character Creation Menu.



As the name may have already given this away to you, Character Creation menu allows you to distribute your ability points across 6 attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma (that one being the most useless in the dark, damp dungeon in which the



story takes place). Moreover, it gives a glimpse at my own pathetic attempt for poetry. Here's my Patreon:

www.patreon.com/fakeaccount

Whilst keeping certain discretion for the sake of the enjoyment of the game, let me disclose at least the names of the three levels which await you: *The Dungeon*, *The Caves*, and *The Library*. In the future,

combat system shall be implemented so the player may have to withstand epic battles for their life and honour (mainly life, though). At present, it is a key-door hide-and-seek game with cool movement-animations and interactive doors (for both of which I have to, again, credit my co-developer, Marek Makovec)

Default Controls

Inventory	R
Journal	J
Pause Menu	V
Settings	N

Minimal Requirements

Processor	I5 Gen 3+
Graphics	Nvidia
Random Access Memory	6 GB
Operating System	Windows Vista (You Monster) and Higher
Available Disk Space	5 GB

Part III: Credits, Sources & References

For the purposes of bringing the grand world of Faerun alive, we have utilised manifold assets and images the sources of which are both online repositories and our own craftsmanship (special thanks come to my co-developer Marek Makovec who after shedding oceans of blood and sweat finalised an animated model of the protagonist within the game).

This is the complete list of all assets purchased, for free, from the official Unity Asset Store:

- *Decrepit Dungeon LITE*
- *Lanterns & Candles*
- *LowPoly Rocks*
- *MedevalRoom*
- *RiverWater*
- *RunemarkStudio*
- *TileableBricksWall*
- *UltraMare*

This is the complete list of all art downloaded from the internet:

- Legend of Grimrock: Final Boss
- Journal, Inventory, Pause Menu, Help parchments: uihere.com
- Fonts: dafont.com

This is the complete list of all handmade art:

- Interaction icon
- Pickup-object icon
- Drop-object icon
- Inspect icon
- 'Test Guy' (protagonist)

Part IV: Known Bugs & Issues

- The credits do not play properly if played after transitioning to the Main Menu using the Pause Menu