



TOWN'S HOPE

Final Project

2110215 Programming Methodology 2/2017


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INTRODUCTION

Town's Hope is a Turn-based battle game.

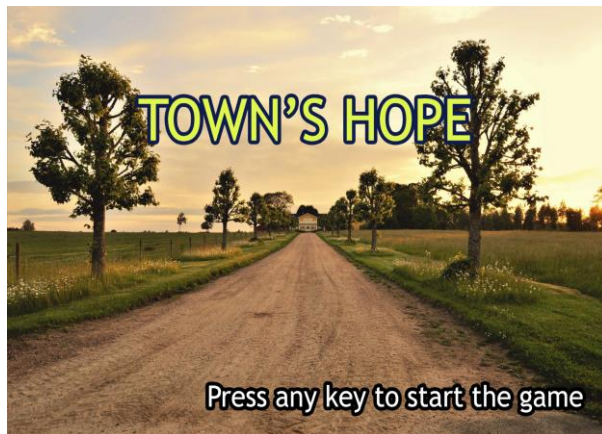


You play as a character who lives in a village that was attack and taken control by mysterious monsters.

Only you can defeat all the monsters and save the town.

The objective is to fight your way until you defeat the boss in the 7th stage. If you can defeat the boss, the town is saved and the game ends but if you fail in any stages, you will have to start all over.

GAME PLAY



Start scene

The game begins with a start scene and background music.

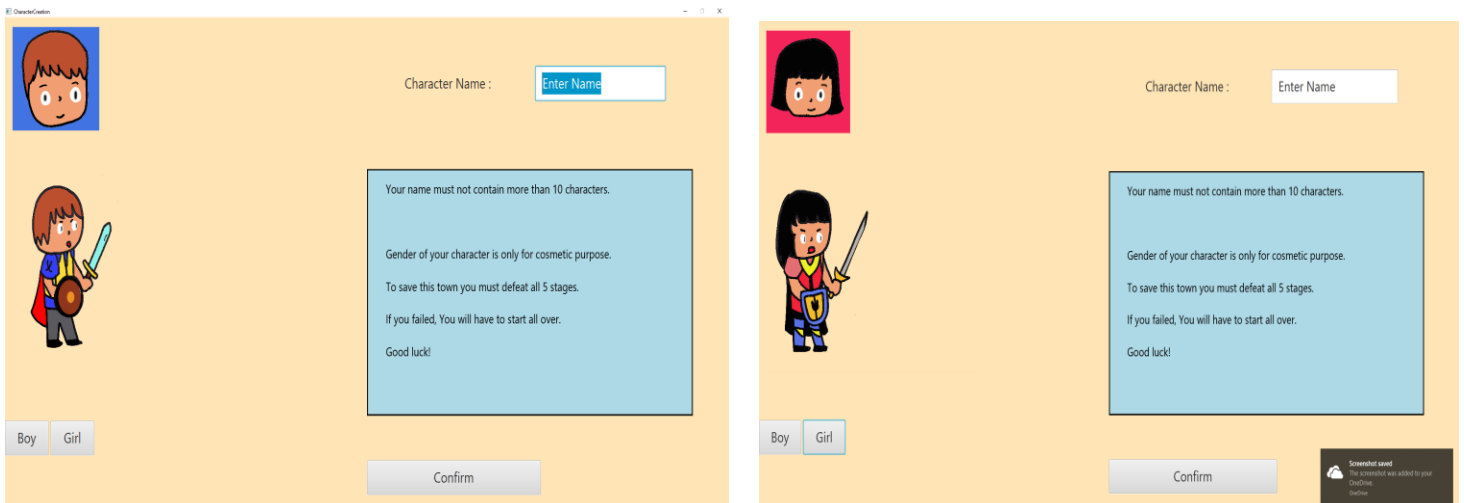
You can press any key to continue.



Video Intro scene

After you pressed a key. The game will take you to video intro scene where a video will be played. You can press enter to skip the intro.

When the video ends, the game will automatically go to Character creation scene.



Character Creation Scene

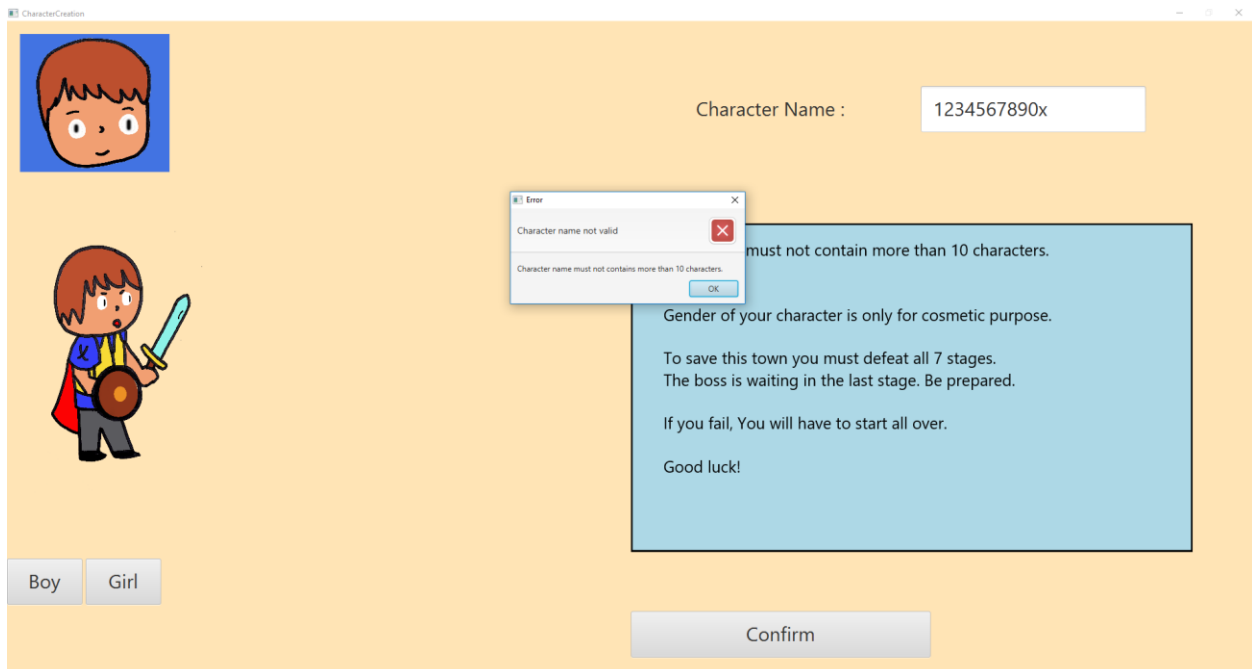
In **Character creation scene**, You can click the button labeled “Boy” or “Girl” to change the model and portrait of your character.

You can also set your **character name** on the top of the screen.

However, your character name must not exceeds 10 characters.

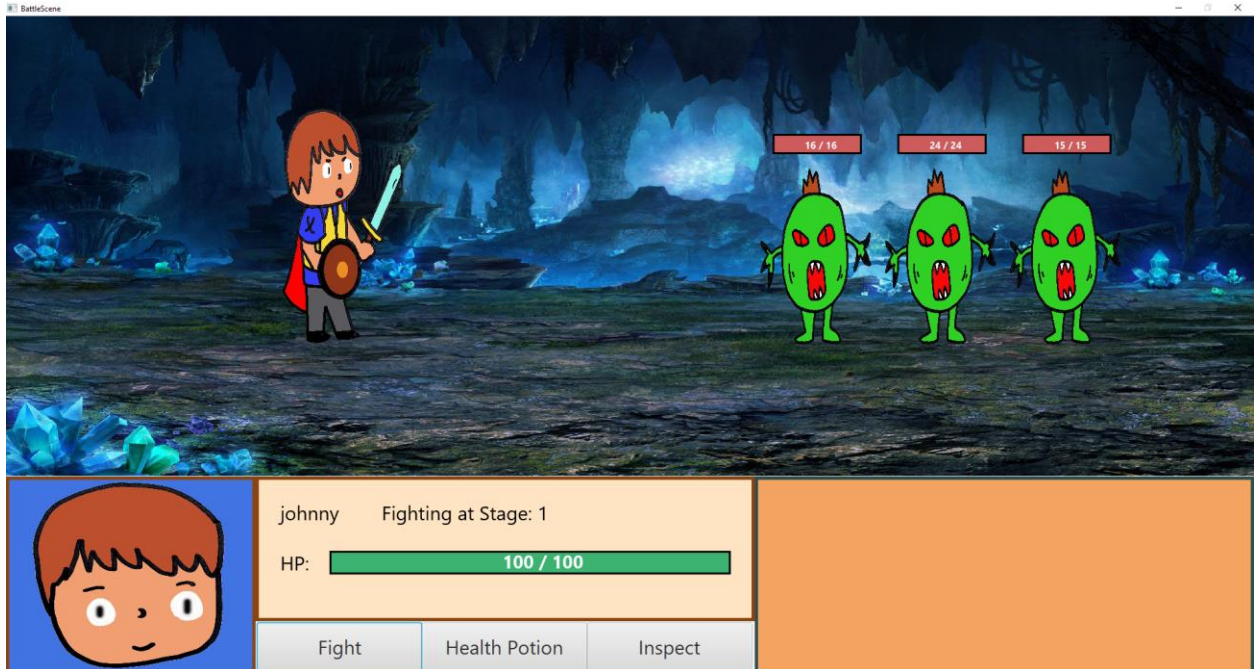
If you click Confirm button when the name in text field exceeds 10 characters, an error alert will pop up telling you that inserted name is not valid.

The game will not take you to next scene if name is not valid.



Error for invalid names (longer than 10 characters)

If your name is valid, clicking the the confirm button will take you to the battles, starting at stage 1.



Battle Scene

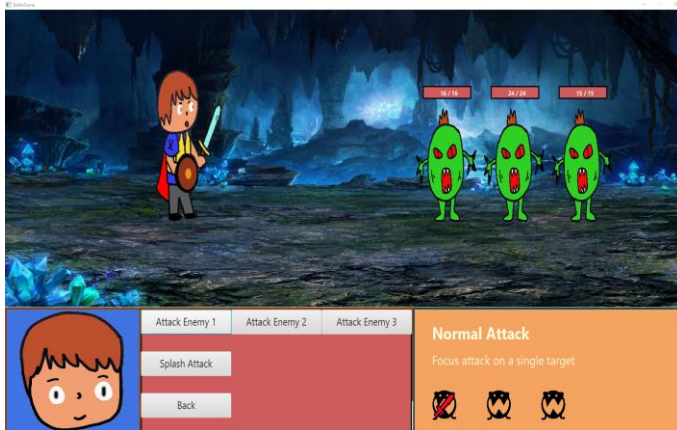
In any battle scene, you will face three monster.

The monsters' hp and attack will be randomly adjusted meaning that the stats will not be the same for every time you play the game.

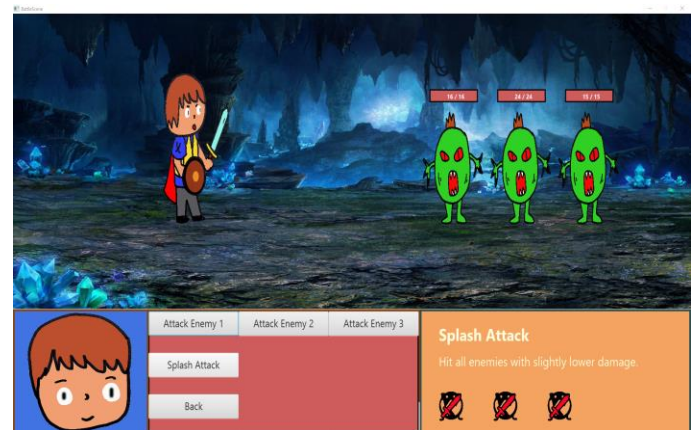
In battle scene, you have three options. Fight , Health Potion or inspect.

You can get information about each option by hovering your mouse over each buttons.

Fight Button



Normal attack on first enemy



splash attack

When you click fight button, the fight stage will appear.

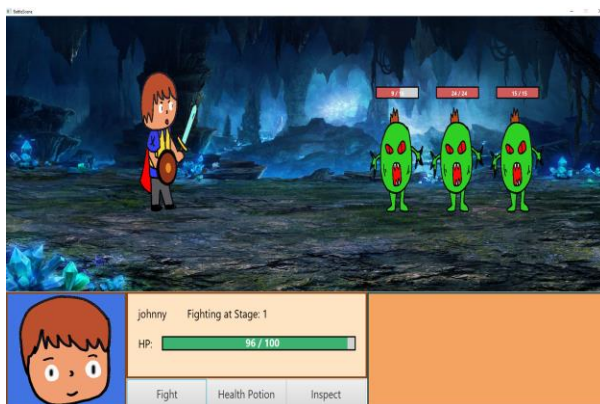
You can choose from 2 types of attack; normal attack and splash attack.

Normal attack deals damage to 1 selected enemy.

Splash attack deals lower damage to all enemy.

Back Button go back to previous state.

When you hover your mouse over each button, the information and target of your attack will be shown on the bottom right of the screen.



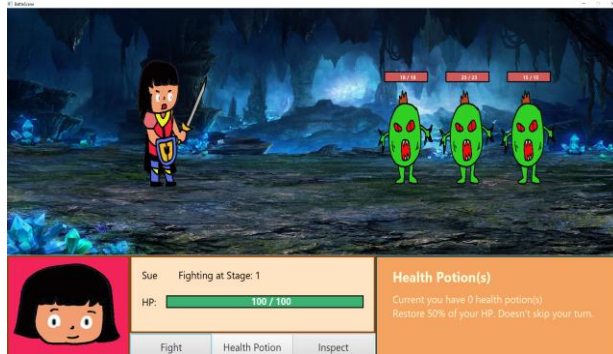
Damaged characters and monster



Dead Monster

If you choose to use any attack, all remaining monsters will attack you back after.

Health Potion Button



Health Potion Hover Information



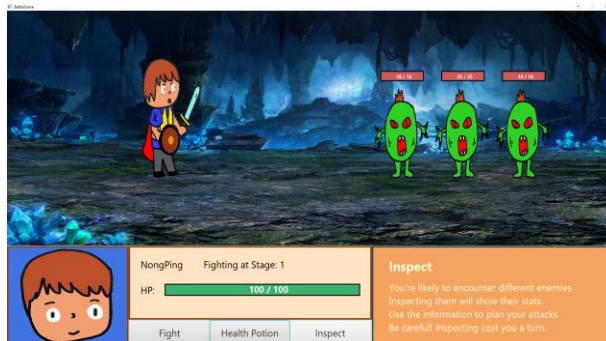
No potion error alert

You can click the health potion button to use health potion.

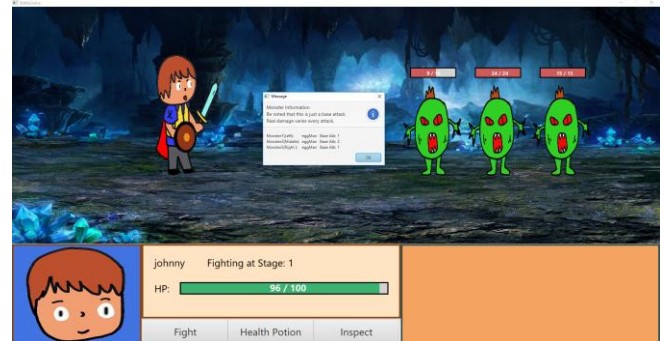
Health potion restores 75% of your health and doesn't skip your turn.

However, you have to have at least one potion in possession or else the error alert will pop up, telling you that you can't drink potion because you don't have any.

Inspect Button



Inspect Button



Inspection Menu

Since the attack of the monster is randomly adjusted, You can use inspect button to get information of the monster. However, inspecting cause a turn which mean you will be attacked by the remaining monsters.

If your hp reaches zero during battle of any stages, you will lose.
The game will take you to **game over scene**.



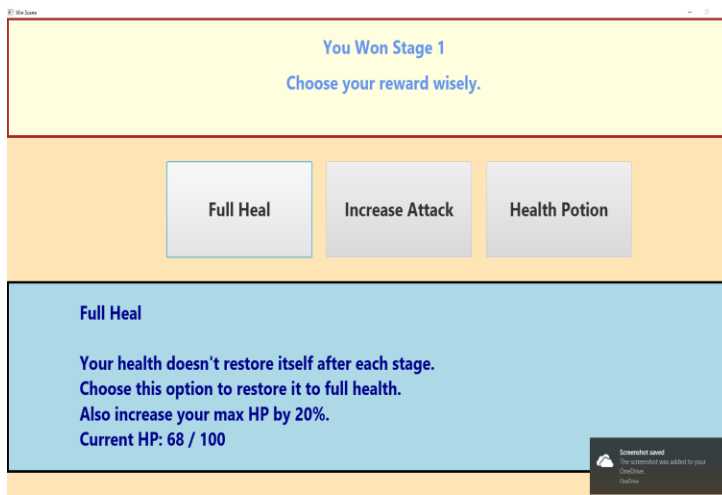
Game Over scene

In game over scene, you can press enter to start a new game.

If you manage to kill all the enemies you will be taken to **reward scene** where you can choose a reward for winning each stage.

There are 3 rewards to choose after every stage.

Hover your mouse over each button for information.



Full Heal Option



Increase Attack Option

If you win all 7 stages of the game, You will be direct to the **congratulations scene**.

You just won. Congratulations.



Congratulations Scene

In **congratulations scene**, you can press enter to start a new game.

