

User manual

1. Menu

After starting the program you will see the **Menu** screen:



Menu screen

Pressing **Exit** will end the program.

Pressing **Editor** will open the **Editor** screen. See **10. Editor**.

Pressing **Play** will open **Selection** screen. See **2. Selection**.

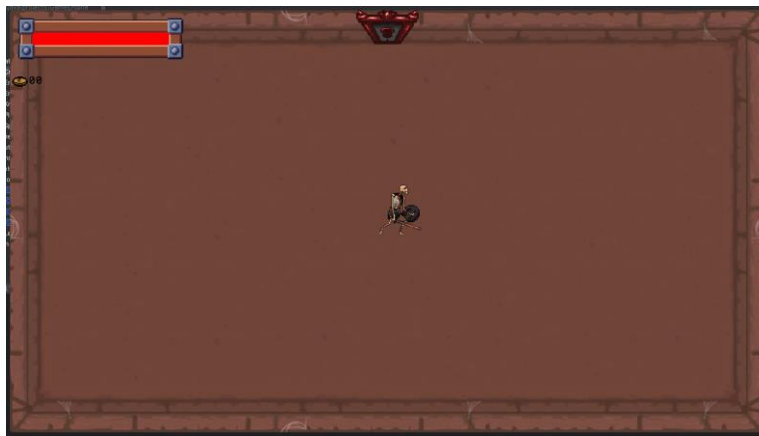
2. Selection



Selection screen

On this screen you can select the level (left side) and the player's character (right side) which will be loaded from the game files. If "New character" is selected, then new player's character will be created. Pressing **Back** will open **Menu** screen. Pressing **Play** will start the **Game** and open **Game** screen. See **3. Gameplay**.

3. Gameplay



Game screen

Pressing **Esc** at any time of the game will exit the game and open **Menu** screen without saving.

After starting the game, your character will appear in the center of the **Room** (see **4. Room**). **Control** it by pressing the **WASD** buttons on the keyboard. **Attack** by pressing the left mouse button. Go through the doors to get to the next room.

After killing an **enemy** (see **8. Enemies**), you can get some **loot** (see **9. Items**). After killing all the enemies in the room some **loot** as a reward will appear in the center of the room.

Collect coins and items by touching them with your character.

Destroy some objects in the room by attacking them to get **loot**.

Open the final room door with **key** (see **9. Items**).

Spend coins to buy items in a special room (see Shop room in **4. Room**).

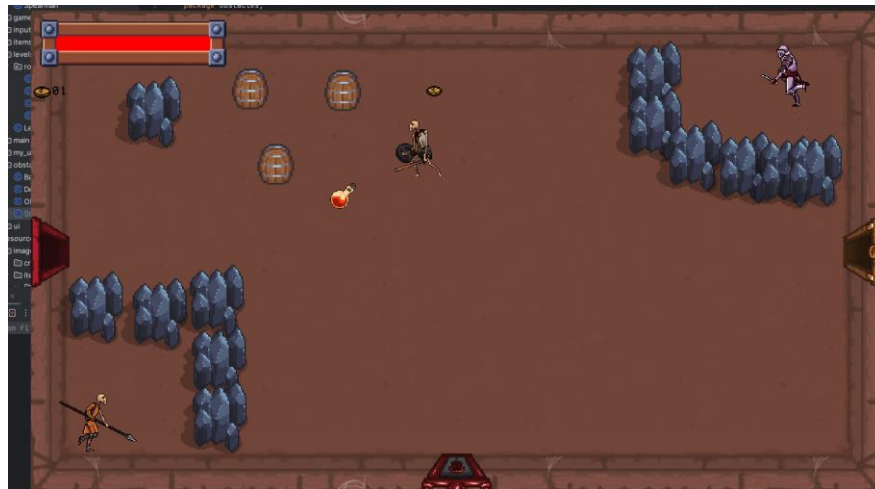
After killing all the enemies on the level **the Exit** (see Final room in **4. Room**) will appear. After touching it the **Victory screen** will appear (see **5. Victory**).

If your HP value drops to zero, the **Death** screen will appear (see **6. Death**).

4. Room

There are three types of room in the game: **Common room**, **Shop room** and **Final room**.

Common room



Common room can contain different obstacles, enemies and items. After clearing this type of room the item will appear in the center.

Shop room



Shop room contains 3 different random items from its item pool. Player can buy it by touching it if he has enough coins. Shop room can't contain enemies or obstacles.

Shop item pool: all types of Boosters, Heal potion.

Final room



Final room is closed by default and can be opened using the key, which is dropped after killing the last enemy on the level (Final room is not counted). After killing all the enemies in the Final room the exit black hole will appear in the center.

Exit in the Final room



After touching the exit the **Victory screen** will appear.

5. Victory



Victory screen

Pressing **Save** will **save** the current character to the file with the name written in the text field (if there are less than 9 files in the characters folder) and open **Menu** screen. Save button will not work if the text field is empty or contains "New character" string. If the character's name matches an existing one, the file will be overwritten.

6. Death



Death screen

Pressing **Menu** will open **Menu** screen, but the current character won't be saved.

7. Obstacles

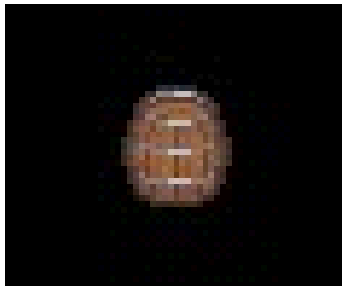
There are two types of obstacles in the Game: **Barrel** and **Stone**.

The enemy can't see the player if he is behind the obstacle. Also neither player nor enemies can pass through obstacles.

Barrel can be destroyed by the player by attacking it. After it's destroyed it drops random item from its drop pool.



Stone



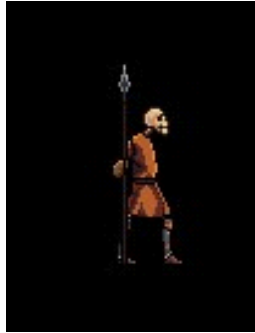
Barrel

8. Enemies

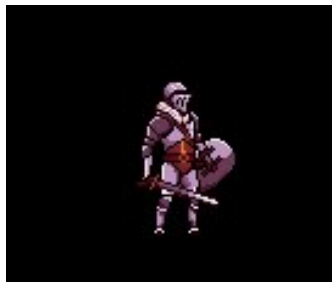
There are two types of enemies in the game: **Spearman** and **Knight**.

After killing the enemy random item from its drop pool will be spawned. After killing all the enemies in the room the random item from room drop pool will be spawned. If the player leaves the room before killing all the enemies they will be reset (but after second death they won't drop the loot with the exception of **the key**). After killing all the enemies on the entire level (Final room isn't counted) **the key** will be dropped.

Enemies can't appear in the Shop room.



Spearman



Knight

9. Items

1) **Coin.** Can be spent by the player in the shop to buy items.



2) **Key.** Is used to open final room.



3) **Heal potion.** Restores player's HP.



4) **Armor booster.** Upgrades player's armor.



4) **Speed booster.** Upgrades player's speed.



5) **Damage booster.** Upgrades player's damage.



6) **Health booster.** Upgrades player's max health.



After killing the enemy / clearing the room / destroying obstacles the item from drop pool is spawned.

Spearman's drop pool: Coin, Heal porion.

Knight's drop pool: all types of the Boosters.

Barrel drop pool: Coin, Heal porion.

Room drop pool: all types of the Boosters.

10. Editor

When entering the "Editor mode" new empty level is created. Editor is divided into three stages:

Creation, Choosing, Saving. The start stage is Creation stage.

Creation stage



On this stage enemy or obstacle can be added to the map (if is already chosen in the Choosing stage) by pressing **LEFT MOUSE BUTTON**. Also it can be deleted by clicking on touch box (touch boxes are rendered in the "Editor mode").

Pressing **ESC** on the keyboard will open **Menu** screen.

Pressing **SPACE** on the keyboard will start **Choosing stage** and open Choosing window.

Pressing **ENTER** on the keyboard will start **Saving stage** and open Saving window.

Choosing stage can't be opened while in the start or shop room.

Creating rooms:

Pressing **W** on the keyboard will create north room or go to north room if it's already exists.

Pressing **A** on the keyboard will create west room or go to west room if it's already exists.

Pressing **S** on the keyboard will create south room or go to south room if it's already exists.

Pressing **D** on the keyboard will create east room or go to east room if it's already exists.

Only 5 rooms in all directions from the start room can created.

Deleting rooms:

Pressing **UP** on the keyboard will delete north room.

Pressing **LEFT** on the keyboard will delete west room.

Pressing **DOWN** on the keyboard will delete south room.

Pressing **RIGHT** on the keyboard will delete east room.

The start room can't be created.

Changing room type:

Pressing **1** on the keyboard will delete current room and replace it with a new Common room.

Pressing **2** on the keyboard will delete current room and replace it with a new Shop room.

Pressing **3** on the keyboard will delete current room and replace it with a new Final room.

Type of the start room can't be changed.

Only one Final room can exist.

Choosing stage



In this stage enemy/obstacle can be chosen for the **Creation** stage by clicking on its icon with **LEFT MOUSE BUTTON**.

Pressing **SPACE** or **ESC** will start **Creation** stage and close Choosing window.

Saving stage



In this stage level can be saved to the file.

Pressing **Back** will start **Creation** stage and close Saving window.

Pressing **Save** will save created level to the file with the name from the text field (if there are less than 10 files in the levels folder) and open **Menu screen**. Button isn't active if the text field is empty or the final room is not created yet.