

USER DOC

This file is a compilation of all the other Help files, each with the redundancies taken out:

GLaDOS Game

HOW TO PLAY

STORY

This game is set in medieval England where a zombie apocalypse is sweeping throughout the countryside, and villagers are being eaten up left and right, you play as one of the few survivors trying to make it out alive from this horrible plague.

MUSIC: press Play or Pause to play or pause the music from the menu bar

Controls:

Mouse: Click to select a cell

Numbers 1-6 select different magic or normal attacks

Directional pad: Movement

i: Inventory

SpaceBar: perform the selected attack on the selected cell.

How to talk to an NPC: stand next to him, click on him with mouse then press 'b' to open the talk window

To teleport: stand on the teleport icon, then press 't'
(Note: Teleport can only be used when you reach a level 3)

This game uses a select-point attack system. what this means is that to do an attack or interact with an NPC(non playable character) you must:

1. Select the character to perform the event on, then also if it is a normal attack you must highlight the character using W,A,S, or D then press space bar to perform the attack.

To do a normal attack stand next to the enemy you wish to attack, select the direction to attack with WASD, then click on the enemy then press spacebar repeatedly to perform the attack

To Defend select defend from the menu then press space bar to execute the defend move, you cannot move while defending, to un defend press space bar again.

MAGIC

To perform a magic attack a few requirements must be met: 1. you must be the appropriate level, 2: you must have enough MP to perform the attack. 3. you must execute the attack.

Each magic attack has different properties here they will be broken down:

1. Armageddon And Then Some: this magic attack effects an area around the player with a heavy fire attack
2. Blizzard: a magic attack that does damage in a selected cell in the radius around the player
3. Fire: allows a user to select a cell in the radius and does the attack on that cell
4. Flamethrower: this move lets the PC select direction of effect and attacks in that direction all selected cells
5. Fly: This move ups the speed of the character to simulate "Flying" it doesn't have an image because that would be silly because its more of a peter pan kind of flying :)
6. Freeze ray allows the user to select a direction of effect for the move and performs an ice attack on the cells in that range .
7. Good drugs heals a player in the radius around the PC
8. Great Drugs: this move allows a player to select a cell and perform a medium healing on a PC character, even its self.
9. I Feel Much Better Now: this magic move basically allows the user to completely heal a character in the radius
10. Zap: is a rotateable magic move that allows the user to select a

direction and attack all the cells in that direction with
lightening

11. Zorch does selected damage on a given cell within the radius of effect

12. Zot does selected lightening damage in the area of effect for this move

This sums up the tutorial on how to play our game. I hope you enjoy!!!

Map Maker Help File

About this File:

This help file is designed to give an overview of how to navigate the map creator and how to use each of the components in it.

Terrain:

Gives you background terrain options, in this area you have the ability to select what type of terrain you would like to place on a given cell:

- Water
- Sand
- Grass
- Wall
- Mountain
- Forrest
- Swamp

Monsters:

Allows you to select a monster to place on the gameboard
the monster types are:

- Slime Monster
- Normal Zombie
- Normal Zombie 2
- Zombie Cow
- Boss Zombie

Portals:

This option allows you to select a portal to place on the gameboard
portals act to teleport the player from one map to another

Portal connector: used to connect the different maps together,
this GUI is currently not in use

Overlays:

allows you to overlay the whole map with one type of terrain
WARNING: once you select it and click on the map the gameboard will be filled with that type of terrain there is no undo!

Items:

Gives the ability to place different types of items on the gameboard your options are :

Health

Mana

Treasure

Gold

NPC's:

Allows you to place a vendor on the gameboard, this vendor will let you purchase and sell items, you can also talk to the vendor

Options:

Allows you to save the map you created or load in a map you have previously created or quit the game WARNING the game will let you save the file how ever you want to! so if you give it a bad name its on your head.

About Config Window:

How to start a game:

First: You need to create a character, if you already have a character created then all you need to do is load him/her in and you are ready to continue your epic adventure! If you have not created a character then open up the new Character tab and make a character(if you have any problems with this GUI, there is a help file to assist you in that window)

Second: You have the option of creating a new map for playing on to do this, just click the Create a new Map button. In there you will find another help file for all of your map creation needs

Third: Continue into the Network Config pane, here you have the option of creating a server to play on, or signing on to someone else's game, if you select server, a pop up will appear, unfortunately, not offering you a free car, but instead giving you information on the server you created, those connecting to your server will need this information. If you select the client option, you will be able to type in the information on the server that you acquired from the server that was already started, if you

enter incorrect information the game will notify you and will not connect.

Fourth: Once the server has been started and the clients are connected, all you need to do is press start game to begin your new adventure!