

ELEMENTALS



User Guide & Reference Manual

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Purpose and Goal:

The chief purpose of this program is to have fun! More specifically, the goal is to learn facts about our natural environment and beat the in-game monsters using your powers.

Each elemental power is directly tied to your original statistics and the knowledge that you gained in the training portion. You must train in the ways of the elements to defeat monsters with greater abilities and gain experience points (XP) from the encounters.

A player wins the game when they get to a minimum of twenty (20) XP, demonstrating that they are a true master of the elements.

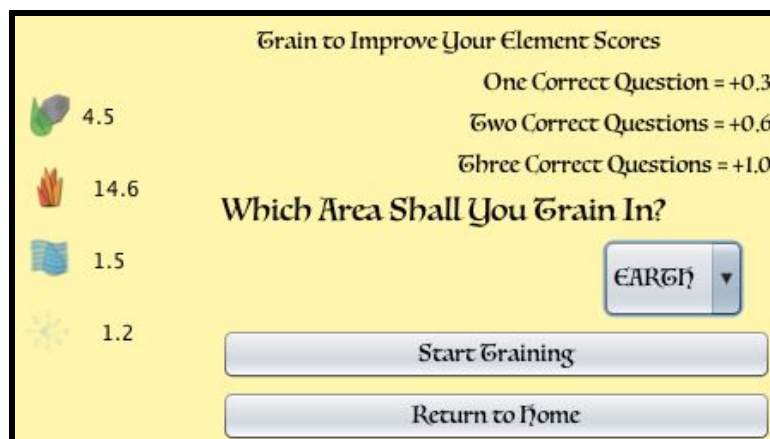
Statistics

Statistic Rolling:

Your power in the game is based on the statistics in each of the Elemental Areas, (earth, fire, ice and water). These are rolled by the game randomly during character creation, for those familiar with dice games it is like two (2) five-sided dice whose results are added. By adding two (2) random numbers with lower ranges, it makes numbers in the middle of the range more probable than those on the extremes.

Upgrading Stats:

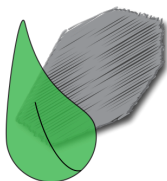
Initial statistics can and should be upgraded during the course of the game. This is done through the training portal. An element is chosen to train, and the game randomly selects three questions about that element. One (1) question correctly adds 0.3 to that statistic, two (2) questions add 0.6 and answering all three (3) questions correctly adds 1.0 points.



The image above shows the training landing page, where an element can be selected in the drop down menu (EARTH pictured)

Questions can also be skipped using XP (see page 4)

Element Type Description (alphabetical)



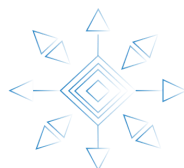
Earth Element

The earth element is one of the four training areas and fighting styles in the game. Additionally, it is the only element that works the same against all attacks; however, it has a modifier of 0.9 against all other attacks so when pairing it against another attack with the same power, Earth will always lose. This encourages the use of the other Elements.



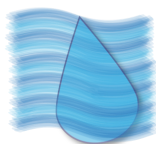
Fire Element

Fire is the second area of training and fighting style in the game. It is more powerful against Ice Attacks from opponents, and less powerful against Water Attacks from opponents



Ice Element

Another area of training is the ice element. It is more powerful against Water Attacks and weaker against Fire Attacks



Water Element

Water is the final elemental power. As an attack, it is extra powerful against Fire Attacks and weakest against Ice Attacks.

Battle Encounters

Intro to Battles

Once the player is confident in their statistics, they can enter a battle. There are three (3) different monster types of increasing difficulty that can be played in the game. Which opponent they player will face is dependent on the XP level of the player (see pg 4).

Attack Mechanics

During the battle, the player will click the button of the element they want to use for their attack. Each monster has different statistics in the different elements, so the attack should be chosen based on the monster that is being fought.

*****Some elements have advantage or disadvantage against other elements, this should be taken into account when choosing the attack element, (see element descriptions)*****

Taking/Delivering Damage

The choice of both opponents will be compared and modified, the higher score will damage the other player. Damage is shown on screen with hearts under the character's icon. When either the player or the monster reaches zero hearts/health, they will die.

Character Defeat

When a character dies the game is lost, they will have the option to save their life for a cost of six (6) XP (see pg 4). If they choose to not save their life or do not have enough XP to save their life, the game save will be deleted. The game will then exit to the start menu or exit the program, depending on what is selected by the user.



Shown above are the character options on the battle screen. Choosing an element will initiate an attack. Choosing flee will make you leave the scenario (see Fleeing)

Fleeing An Encounter

If the character thinks they will lose the battle, they also have the option to flee. This is done by selecting the flee button (pictured above), rather than an element. Fleeing from a battle will result in a loss of up to six (6) XP for the player and they will be returned to the home page. If the player does not have six (6) XP to spare, they will lose all of their remaining XP.

Monster Defeat

When a monster dies, the player will win the encounter. This will return them to the home page and add an amount of XP equal to two (2) times the monsters level.

Monster Descriptions



Level One Monster: Blob Man

Statistics: (Earth: 5.0, Fire 3.5, Water 4.0, Ice 3.0)

This monster is a crime against humanity and must be defeated at all costs, due to its hideous deformities. Fire and Ice can easily damage him, but his egg-like shape gives him stronger earth and water attacks

Level Two Monster: Spiky Gal

Statistics: (Earth: 2.0, Fire 4.0, Water 7.0, Ice 6.0)



Don't allow her appearance to fool you, despite her adorable looks she is a vicious opponent. Without legs, she has been unable to strengthen her Earth powers significantly, but she has a natural affinity for the Water and Ice elements, unfortunately meaning that Fire is a weakness. Watch out Elsa, Spiky Gal is coming for your ice and water.

Level Three Monster: Master of the Shadows

Statistics: (Earth: 9.0, Fire 9.0, Water 9.0, Ice 9.0)

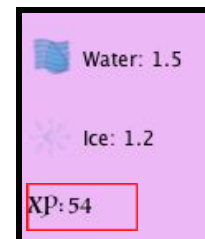


Master of the shadows for any opponent who dares challenge them. A genderless entity, their angular body allows for equal training and prowess in all elements. A player wishing to challenge them must make an attempt the truly master their inner elements to defeat the chaos of a shadow master.

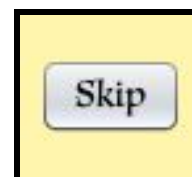
Experience Points (XP)Gaining XP

At the beginning of the game, players start with no experience. They must gain XP by winning battles to progress through the monsters and eventually to win the game. If a monster is defeated it will give the player two (2) times the monster's level in XP [ie. the second monster gives four (4) XP].

The amount of XP that a player has can be seen underneath their statistics on the home page (pictured right in red box).

Skipping Questions

In addition to working towards winning the game, XP can also be used to improve the game experience. If you encounter a question that is too difficult, you can skip the question for the cost of one (1) experience point. This is done by clicking the "Skip" button (pictured right) next to the question you don't know the answer to/wish to skip.



Saving From Defeat

Experience can also be used to bring a character back after losing an encounter with a monster. This will cost the player six (6) XP but will prevent the deletion of their characters saved file and allow them to continue playing. If the player does not have enough XP to complete the transaction they will receive an error message, their character will be deleted and they will be returned to the start screen of the game.

Winning the Game

When the player reaches twenty (20) XP, they defeat the game and master the elements. They will be shown a screen declaring their victory and give the options to return the starting screen or close and exit the game.

Properly Closing the Game

For your game progress to save the game must be exited properly by logging out and closing the game from the start page. The logout button can be located underneath the train and battle options on the home page (pictured right).



Safe Logout button, on home page

When pressed your save file will be updated and you are able to return to that point later.



Exit Button, found on starting screen

Then the exit game button (pictured left) can be selected, the game will be closed properly, and you can return to your saved game later through the login portal with a username and password (pictured below). Login credentials must be entered exactly as they were set up and are case sensitive

To the left is the login screen. Exact, case sensitive credentials must be entered to return to a previous game save

Installation Guide

1. To install Elementals on your computer, you first need to download the compressed (.zip) file of the game.
2. Find where the game is downloaded on your computer (what is the file path?)
3. Open Netbeans (<https://netbeans.org/downloads/8.1/>)
4. Go to File > Import Project > From ZIP...
5. Type the file path of the entire zipped folder, or browse your files to locate the directory
6. Find the project in your side bar, open the elementals folder
7. Double click on the start.java file to open it in the code viewer
8. Click the green triangle at the top of the window to run the project, play as a normal game.