Instructions

Testing Instructions

1. To begin, run an executable named "Dungeon_Explorer".

2. In the "Sign up" tab, create an account. If you are revisiting the game, you can navigate to "Sign in" tab to login to a created account. You will then proceed to the main menu of the game.

3. In the main menu, there are many things that you can do:
a) Select a difficulty level. There are 3 difficulty levels: easy, medium, and hard.
     i. The difficulty affects number of lives, speed of enemies, and score/penalty
      multipliers.
b) Press "Play" to start the game. You will proceed to first map level. Refer Step 4.
c) Press "Switch User" to change to another account. You will proceed to the "Sign up" tab, in which you can create a new account. You can also navigate to "Sign in" tab for login purpose like before.
d) Press "Help" to get our contact information. We provide assistance for solving some problems that you have encountered.

4. After starting the game, your character model is positioned at top left corner. In this game, your goal is moving your character model to exit of the level using direction keystrokes. You can choose to avoid or approach enemy units on the journey. If you approach an enemy unit, a combat menu will be shown. If you lose, you lose health points, when you run out of health points, you lose a life and your character model will be teleported back to the top left corner. If you think a particular level is too hard, you can open some doors to ease your journey at the cost of some penalties. Remember to pick up the treasure for bonus score and permanent increment of "Max Health". Refer Game Description section below.

Game Description

     The game is a role-playing game (RPG). You are given control of a character model which will explore 10 map levels. For each level, the goal is reaching exit by avoiding or defeating enemy units. In each level, there will be several enemy units that move around a particular path. You can control the character model to avoid them, or engage them. If the model engage an enemy unit, the combat system will be triggered. You can choose to "Run" or "Fight". A menu will be shown, allowing you to choose one of three given options (scissor, rock and paper). You will win the battle according to luck. If it is a tie, the player wins. If you win a battle, the defeated enemy unit will disappear, leaving the path open for the character model to pass. Otherwise the user loses 100 health points, and has the option to run or try to fight again, when the health points reach 0, the character model is teleported back to entrance of the level, and the enemy unit will not disappear. The model's "Current Health" is reduced by 100 for losing the battle, and by 200 for running away. Moreover, the character model can move back to previous levels.

Meanwhile, there is a treasure in each level. Picking it up yields bonus score (+20% for easy difficulty). The character model's HP amount will increase permanently by a predefined amount too. There will be some doors scattered around the map in each level. Open the doors will give you a shorter or easier path to the exit or treasure at the cost of score penalty (-15% for easy difficulty). The amount of bonus score and score penalty will change according to difficulty level. A higher difficulty will yield higher bonus score, but impose higher score penalty too.

The character model has lives and Health Points. HP amount decreases after losing a battle. When HP becomes zero, the model loses a life and is sent to the beginning of the level. The game is over when the model loses all its lives, or completes all the level. You will also lose HP if you decide to run. You can move your character model using direction keystrokes (up, down, left, right, and diagonals), and mouse to choose combat options.

There are 3 difficulty level: easy, medium, and hard. In an easier difficulty, the character model walks faster, and the enemy units walks slower. A higher difficulty gives higher scores though. There are 2 types of score lists named personal score list and overall score list. The personal score list will list top 5 personal scores recorded so far, while the overall score list will list top 5 overall scores of all users recorded so far. The score lists can be found in main menu.

Hints on Special Defects
1. The defects after game over also count.
2. Unimplemented features can be defects.
3. Incomplete information can be a defect.