Lords of Chaos

Introduction

Lords of Chaos is a fairly simple RPG played out on a randomly generated island of hexagonal tiles. Just about everything you would expect from an RPG including combat, leveling with experience points, collecting and using items, learning and casting spells, fishing etc. has been scaled down and simplified for short gameplay sessions.

Please note that this game was designed to run at 3:2 aspect ratio. Using a different aspect ratio will cause some text to appear offset or cut off in places.

Script Overview

CameraControl.cs

Positions and fades the camera.

Chest.cs

Holds the information for the chest game objects.

Enemy.cs

Holds the enemy stats and creates stat bars etc. for the enemy game objects.

GameLogic.cs

This is the main script, it handles the creation of a new island, hiding and showing of GUI objects, player inventory, and combat between the player and enemy game objects etc.

GenerateName.cs

Generates a random name depending on the race of the boss character.

HelpText.cs

Displays the tutorial text on the title scene.

InventorySlot.cs

Click to use the item held in the slot.

Item.cs

Holds item information and spins the item game object.

OnOff.cs

Toggles the GUI items on and off.

PlayerProfile.cs

Holds player information and sets up player stat bars etc.

PlayGame.cs

Loads the game when clicked from the title scene.

Ripple.cs

Updates the water ripple effects.

ShopSlot.cs

Handles clicking of shop items.

Spell.cs

Hols the information and spins spell game objects.

SpellSlot.cs

Click to cast the spell held in the slot.

Tile.cs

Hols tile information and attempts to move player when clicked.

<u>Music</u>

The royalty free music tracks Eyes Gone Wrong.mp3, Mourning Song.mp3, and Rites.mp3 were composed by Kevin MacLeod and are available from incompetech.com.

Font

The font used throughout Lords of Chaos is called Knights Quest. It is licensed as freeware and is available to download from http://www.fontspace.com.