SIMPLE ACTION RPG

AFTER TIME

GAME MANUAL

CS110 PROJECT
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SECTION A52 & A51

This program is a game that puts you in a post-apocalyptic setting to fight a monster that has been terrorizing the people. Input your name, choose your fighting class and click on your skills to fight.
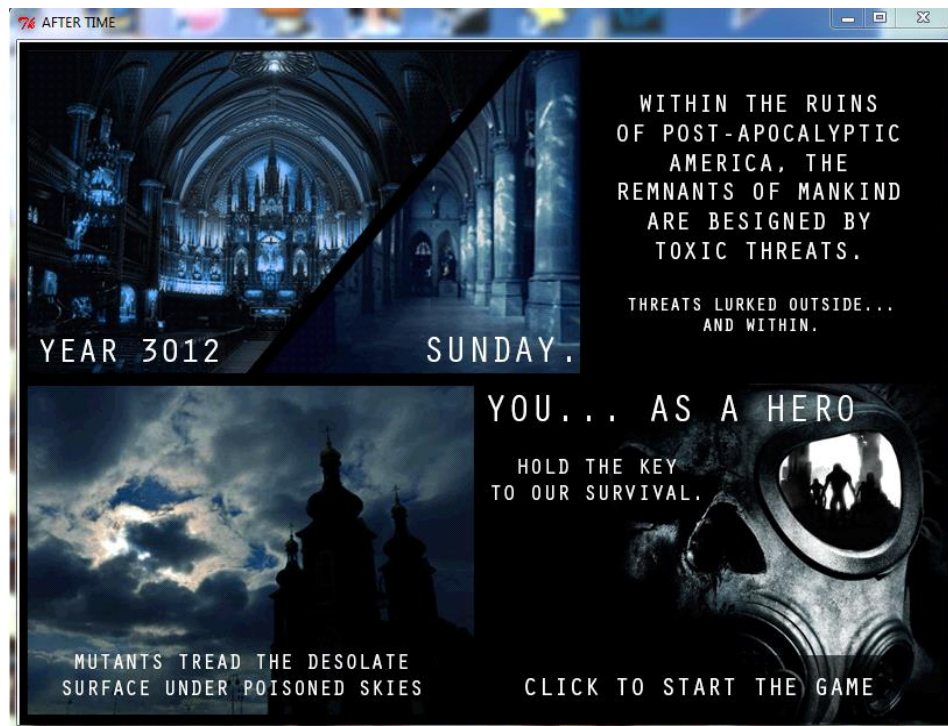
SPLASH SCREEN

When you first start the program, a Splash Screen is displayed with the name of the game as well as the creators. To move on, click the screen.
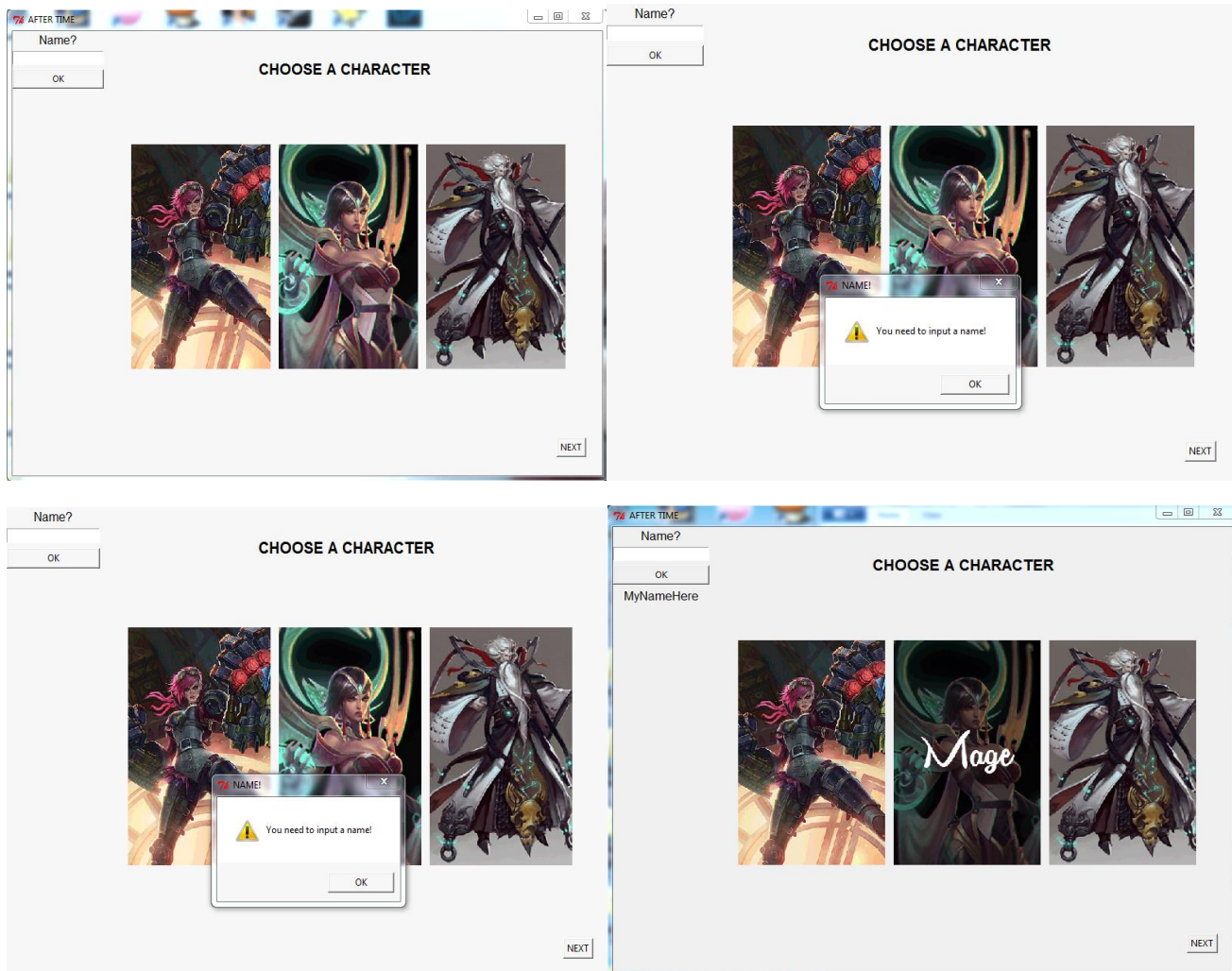

STORY SCREEN

You are then taken to the story screen where you're told the story of how things came to be as they are now and your part in it. Click the screen to move forward.
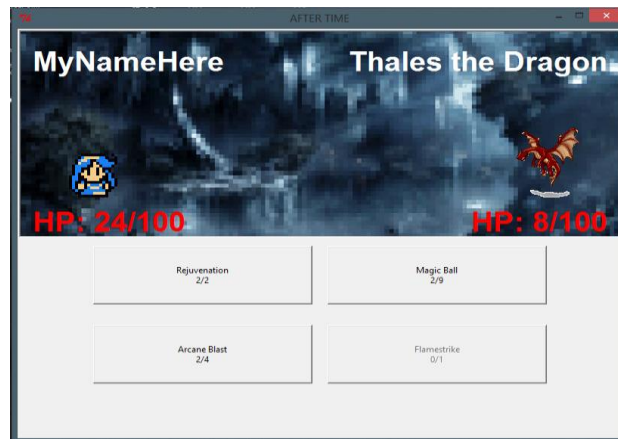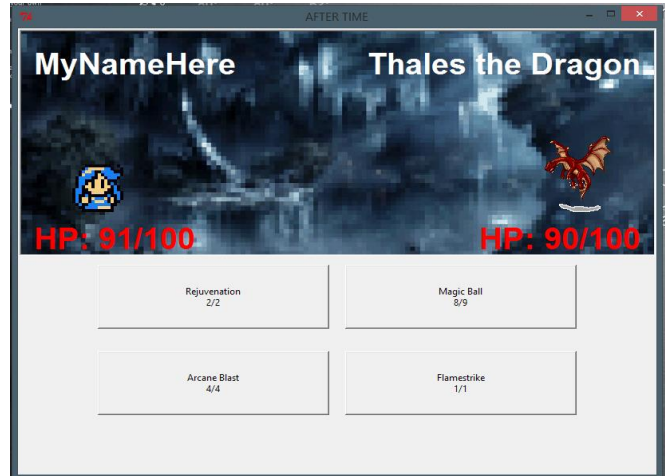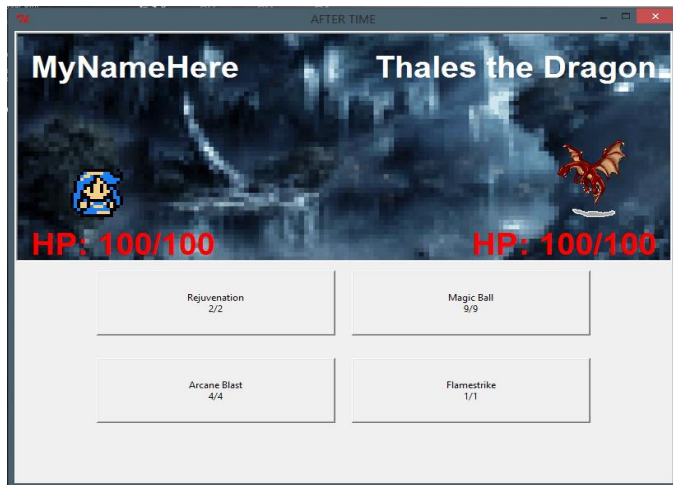
CHARACTER CREATION

To create your character, type in your name and press enter on your keyboard or click the OK button, select your fighting class by clicking on a character, and then click the next button. This brings you to the Battle Screen.

BATTLE SCREEN

Both yours and your enemy's health and names are displayed on the battle screen, as well as the character models. Below this screen section are the buttons with your fighting skills on them, click on one to attack the enemy, or heal yourself. Each skill can only be used a certain amount of times, as indicated by the numbers on each button. The first skill is used to heal your character, the other three skills deal damage to the enemy. The skill in the first row, second column does the lowest amount of damage. The skill in the second row first column deals an average amount of damage and the last remaining skill deals the most damage, but comes with higher risk. You are able to fight until you have been beaten, the monster has beaten you, or you have run out of skill to use. Then a game over menu screen appears.

GAME OVER MENU

This window appears over the battle screen window after the game has ended and displays what happened. You have the choice of either continuing to fight (CONTINUE FIGHTING), restarting from the character selection screen (RESTART GAME), or exiting the game entirely (EXIT GAME).