CS110 Final Project

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Section B58

*Chilled to the Bone* is a simple point and click adventure game. The player plays as an adventurer providing aid to a small town from some unknown menace. Throughout the game the player can earn gold which can be used to purchase items from the shop, which will provide effects such as raising the player’s maximum health or damage. This game contains many files. The file that should be run is titled **“ATitle.py”** which will start the game.

1. Start Menu

This start menu provides the player with the games title, the authors, as well as the current date and time. The player can either start the game with “Start” or quit the game with “Quit” if they chose to do so.

1. The game

The game itself runs on many screens which can be traveled between through the use of buttons. The game is fairly linear, but the player is able to backtrack and revisit previous locations if they wish to.

1. The HUD

The HUD, or Heads Up Display, is displayed at the top left corner of the game screen. This screen shows two of three of the player’s stats: their current health out of their maximum health and their gold. Stats such as enemy health and damage are hidden to create a sense of danger and encourage the player to take risks rather than simply calculate how much damage can be taken or needs to be dealt. Players can restore their health by returning to town and visiting the healer.

1. Items

Items can be obtained from the shop with gold or by exploring the environment. Items can raise a player’s maximum health, giving them greater survivability, or increase their damage output. An entity’s damage output, be it the player or an enemy, is determined at random from a range of numbers. The range changes depending on the enemy or weapon. Certain items may unlock certain events, or lead to a different ending.

1. Gold

The player can earn gold by defeating enemies, or through gambling. Gold can be used to buy various upgrades in the shop.

1. Enemies

Enemies appear in various places throughout the game, their difficulty increasing the further you go. Combat is linear and there is no retreating from combat. Be prepared before leaving town, because death is permanent and the game will end. Defeating enemies reward gold and increase the player’s max hp.

1. The End

This game has three endings, none of which are too difficult to discover.