'Straight Outta Heslington'

v1.0 user manual

Team Pochard

www.teampochard.co.uk

Contents

Introduction

About our game:

"Straight Outta Heslington" is a RPG, duck turn based fighting game set in the world of University of York campuses. The story follows the "protagonist"; a duck on a mission to reclaim the University of York campuses by battling anyone they come across and by building up their party to be the strongest around. You must build up relations with other ducks to gain allies.

System requirements

OS: Windows 7 or later

Processor: 2 GHz

Memory: 512 MB RAM

Graphics: 1280x720 minimum resolution, any graphic cards with 128MB of RAM or above

Hard Drive: 125 MB HD Space

Keyboard, Mouse

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How to play

Start a game:

To play a new game, press "E" on the start screen to begin the game. (At some point in the future a load and save system will be implemented and the user will be able to return to a previously saved game.) Players familiar with games such as final fantasy and Pokémon should have little trouble playing the game.

Rules:

The goal of the game is to complete all the quests available. Quests will be unlocked when the player has completed all the previous quests. The rewards after completing each quest will often be points, which can be used to purchase items or level up, in some rare cases, the player will receive a rare item which cannot be found in the shop.

Battles will be turn based and the player will use characters' skills and items to attack the enemies. If all the player-characters are dead, the player is defeated and returned to last check point. Otherwise if they win, they return to game screen.

Controls:

W: Move the character up, or move up in other menu.

S: Move the character down, or move down in other menu.

A: Move the character to the left, or move left in other menu.

D: Move the character to the right, or move right in other menu.

E: Context button, interact with another character, open menu, select item in menu.

Q: Back button, leave conversation with another character, or exit a menu.

Game Screen

This shows the number of points you currently have
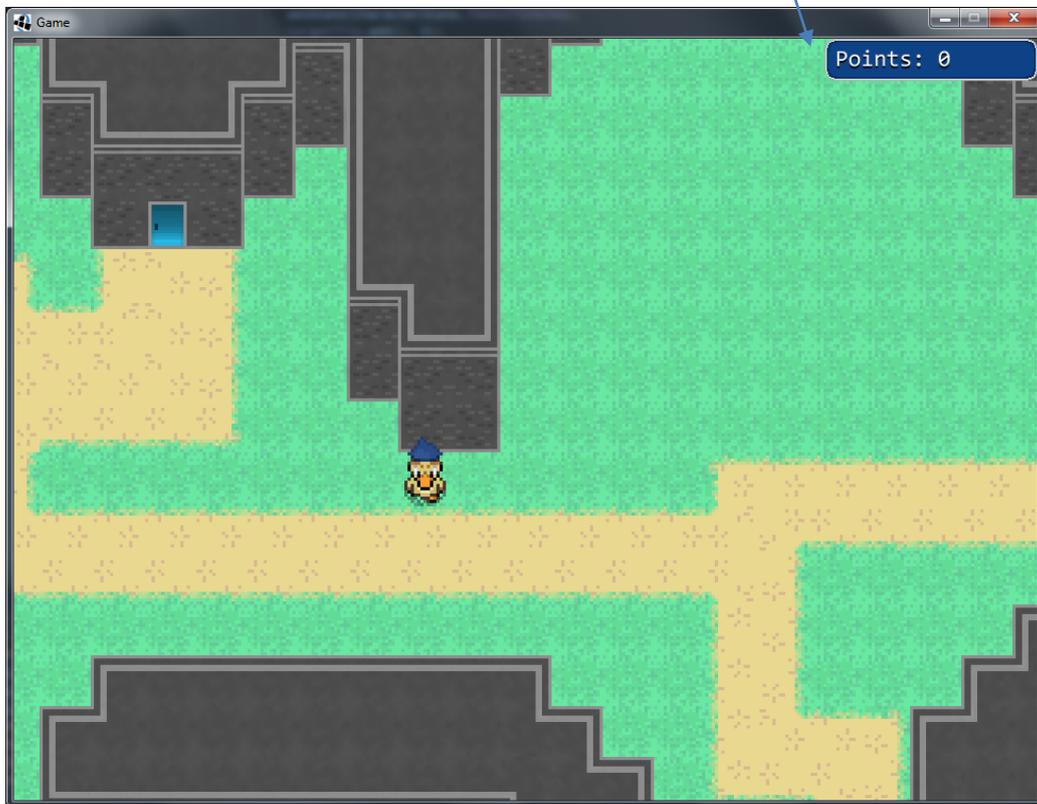
This is the basic world map. The player can move about and interact with other automatic characters receiving quests. The player can also open their inventory to see their party, their skills, stats and equipment. By wandering about in this map the player can come across random battles.

Party members: Select members to see their stats, skills and items

Select each tab to see more information about stats, skills and equipment

A

B

C

D

E

Tom the Duck
LV: 2   XP: 2 / 1000
HP: 30 /30   MP: 10 /30

Ryan the Duck
LV: 2   XP: 2 / 1000
HP: 10 /1000   MP: 10 /30

Adrian the Duck
LV: 2   XP: 2 / 1000
HP: 10 /1000   MP: 10 /30

Ahn the Duck
LV: 2   XP: 2 / 1000
HP: 10 /1000   MP: 10 /30

STATS   SKILLS   EQUIPMENT

LV: 2   XP: 2 / 1000

HP: 30 /30   MP: 10 /30

SPEED: 5   DEXTERITY: 2

STRENGTH: 2   INTELLIGENCE: 2

ARMOUR: 2
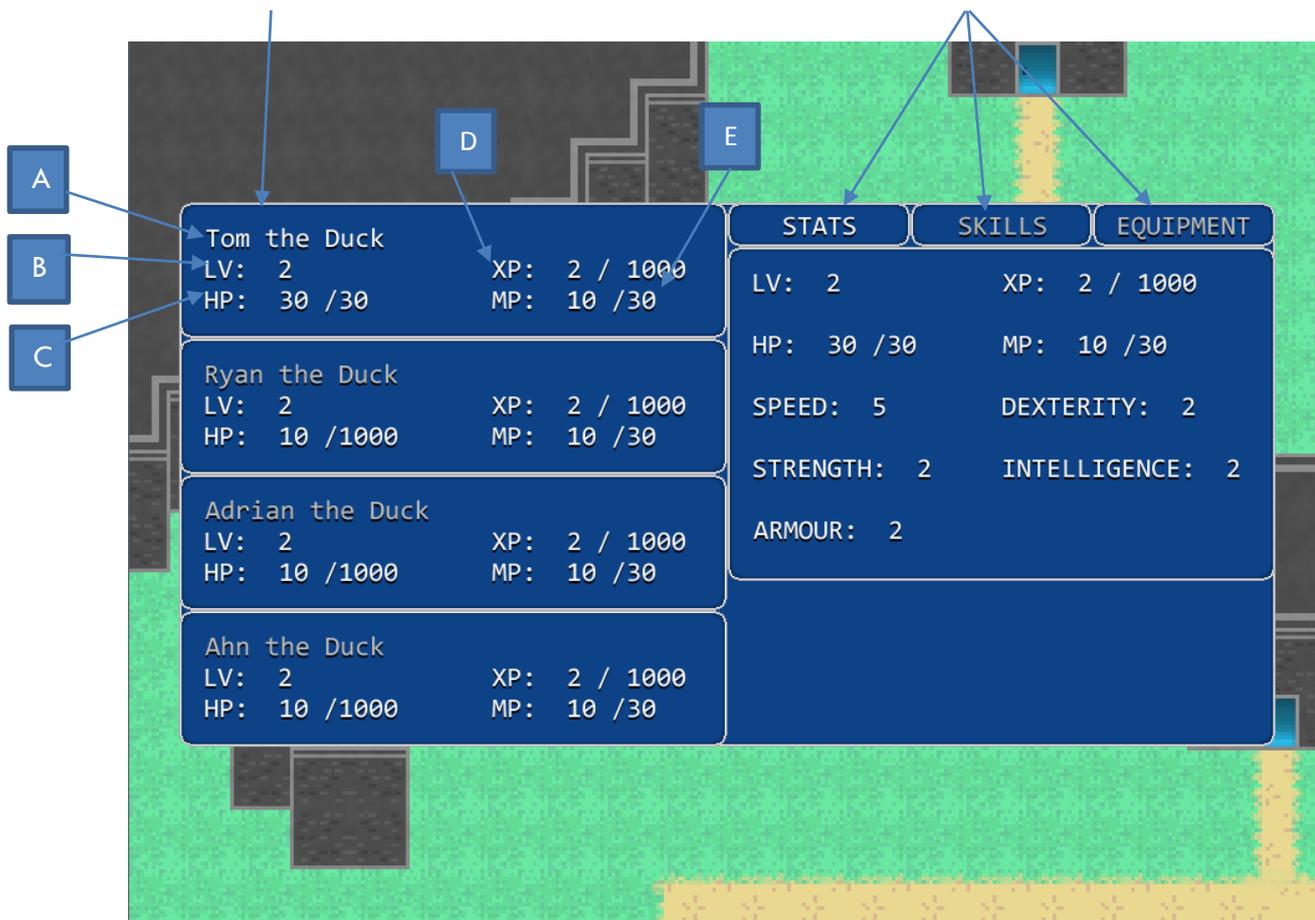
| A	Character Name
B	Character Level
C	Number of current MP/ Maximum HP
D	Number of experience/ Number of experience needed to level up
E	Number of current MP/ Maximum MP

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Battle Screen

Battle Menu: shows current battle event

This red arrow shows which characters (enemies currently being selected)

Ryan the Duck's turn

> Tom the Duck
Ryan the Duck
Adrian the Duck
Ahn the Duck

> Skills
Items

Heal Flask   > Reviver

Select between party members

Select skills and items to use

Select available skills or items
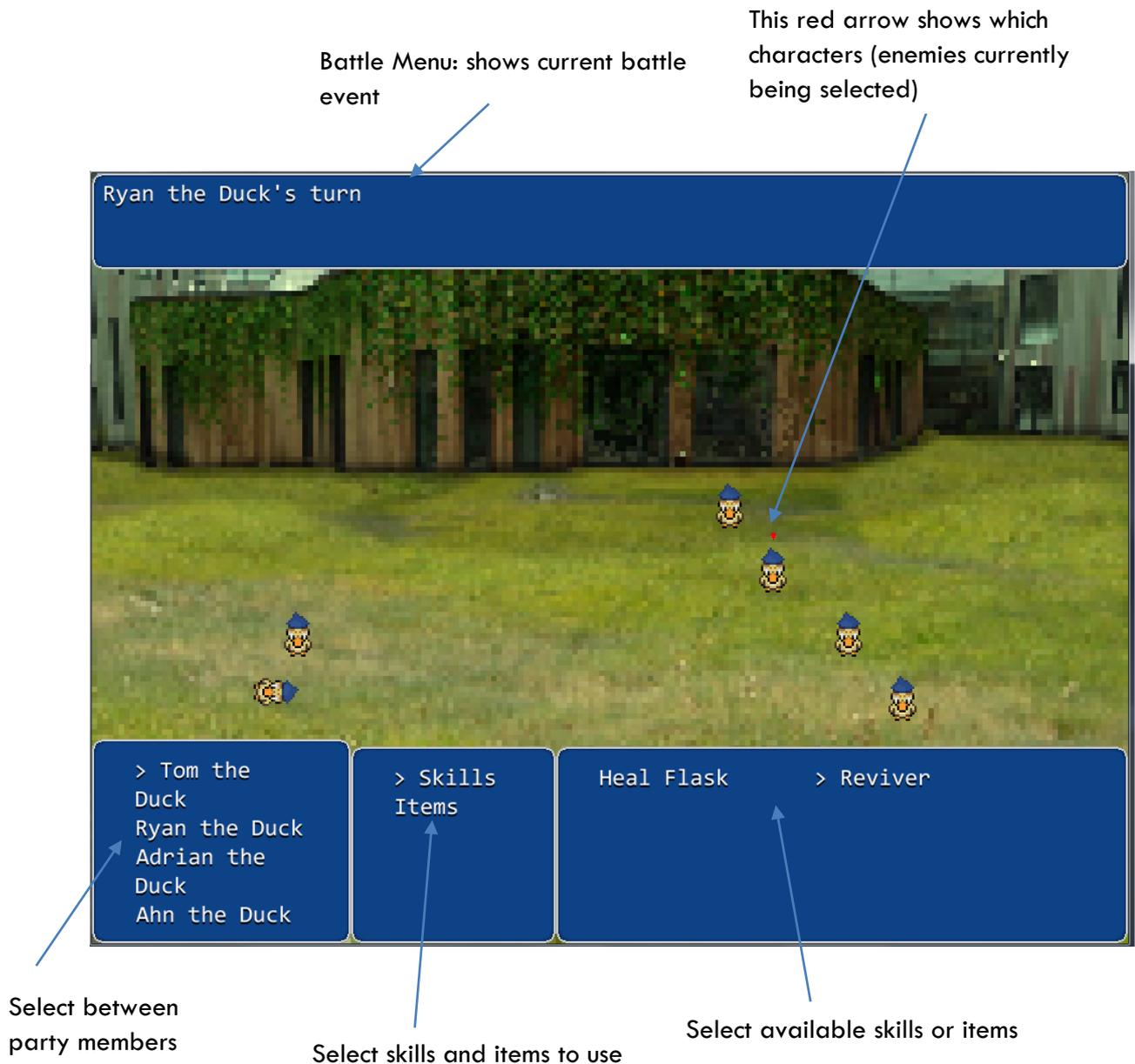
During game play, either during random occurrences or when interacting with another duck which challenges a battle, a battle between ducks and members of the party will occur. Ducks take it in turn to inflict a skill or an item on any other duck – it can choose to inflict on one of the enemy ducks, or choose to heal / revive one of the other party members. This continues until the enemy ducks are defeated. During a battle the objective is to kill all enemies. When the battle ends, the winner is declared, and they receive experience points.

If a duck is attacked to the point of it having 0 health points, it is considered 'dead'. This duck will be unable to make a move, until it is revived from another duck in the party.

Information for Developers

Files for our game are stored on *GitHub* and are available from our repository at https://github.com/TeamPochard/. This contains everything required to run and modify the game's code.

Our game has been implemented with *Java* using the *LibGDX* library. Advice on using this library, which may help in the game's expansion, is available at https://libgdx.badlogicgames.com/documentation.html.