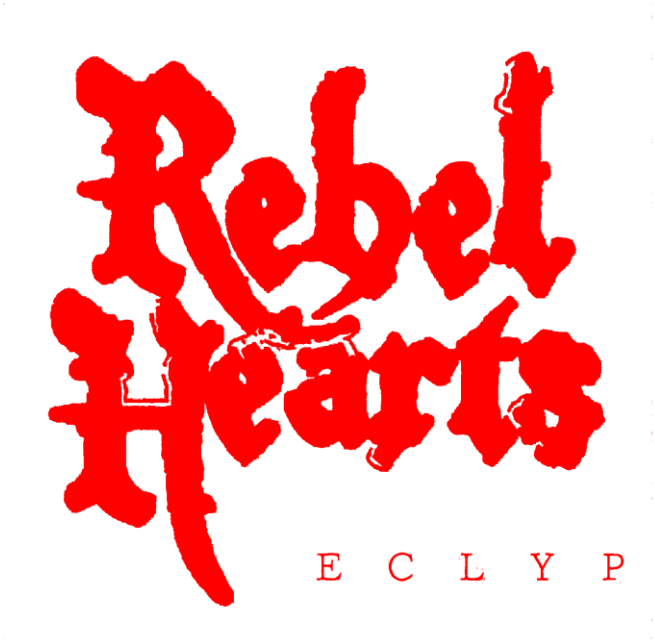


demo build v0.7

BASIC HOW-TO GUIDE

- ## World Area

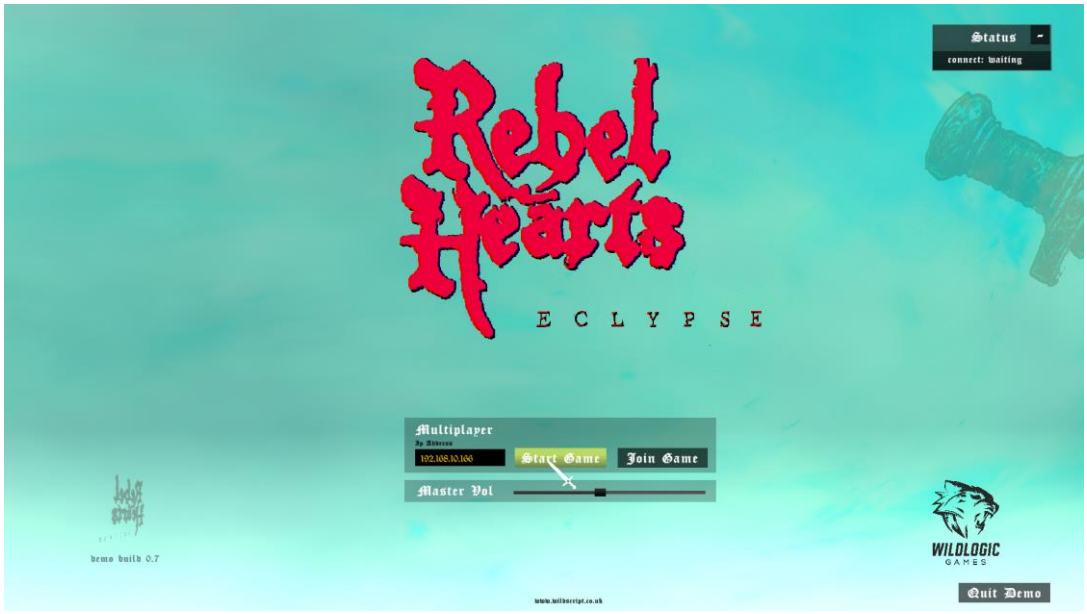
  World Map to explore. World visuals dependent on initial random generation. Supports 1-2 players. Host Client can only visit villages. Host Client can only setup campsite. Host Client can only be ambushed & initiate enemy AI Battle event. Remote Client can explore map. Remote Client can join Battle Event.

- ## Local Area

  Supports player 1 only as of right now. Villages are only loadable point of interest so far. Villages are near empty and visuals dependent on random generation. Campsite visuals dependent on where setup in World Map, as well as random generation. Campsite supports Day/Night cycle change. Campsite supports squad rest/recovery mechanic. Campsite supports minimal equipment/inventory management.

- ## Battle Area

  Supports 1-2 players. Player 1 always moves first. Player 2 always moves after player 1 (if joining before enemy AI turn). Player 1 VS Player 2 is possible. Player 1 & Player 2 squad member leader is set to never have their HP drop below 1. Enemy AI supports Orcs in the Day-time. Enemy AI supports Skeletons in the Night-time. Battle visuals dependent on where initialized in World Map. To jump straight to the battle, simply remain idle for a minute on the world map - enemy will eventually head your way.



START SCREEN

Here you can set the master volume for your playthrough. Start Game will start the server and game, making you the Host Client. Your IP address will be automatically identified and set into the textbox. Take note of this address if you intend on playing with a friend – this will be the address they have to enter on their end. They will Join Game once entering your IP Address before connecting with you.

WORLD AREA

Points of Interest

You will be spawned in with your squad leader and members, visible from the world area, accompanied with a “Player 1” tag. Points of interest can be highlighted by hovering your cursor over them.

WORLD AREA

Engage Menu - Travel

You can manually travel to specific points of interest on the world map by “Second/Third Mouse Button Click” to enable the menu you see in the above. You will then “First Mouse Button Click” to select and initiate the journey. “First Mouse Button Click” anywhere will focus camera to that point.

WORLD AREA

Engage Menu – Raise Campsite

You can setup your squad campsite anywhere on the world map by following the preceding instructions

LOCAL AREA

Campsite – Rest Squad

You can open the squad members rest/recovery UI by simply clicking on one of the bedrolls placed on the campsite grounds.

Here you simply select each member' rest button to begin recovery. You can exit by clicking the button bottom right of screen. Your squad members HP, alongside their personal stats are persistent and will be carried over from battle events.

LOCAL AREA

Campsite – Manage Squad

You can start up the squad member management UI by selecting the table placed nearby your tent. Once you've done this, you'll be presented with the below UI. Here you get a display of all your current squad members. Your squad leader is always placed first in the layout.

When you select the squad member you'd like to manage the UI will move onto the following display, as seen on the next page.

Campsite – Inventory Management

You will be presented with your selected squad members stats – located left window of the screen. This will display important information regarding your current selected character including their Class, Level, Race, HP, XP, ATK, DEF, AGL and current equipment.

The equipment you'd like to apply to your current selected character can be found and chosen from the right window of screen. Your inventory is separated into four categories, Weapons, Shields, Head Armor' and Torso Armor'. You must select the "Top Button" category that you'd like to view, select and apply to character. The list will populate with what is available. Select it and then "Confirm" by selecting it's corresponding category button, located middle screen, in-between Left and Right windows. Select the "Back" button to reverse back out of this and exit back to gameplay.

LOCAL AREA

Campsite – Sleep (Change to Day or Night)

This is a straightforward feature. Simply locate the tent, hover over it and click once. This will initiate the sleep cycle, changing day to night, or vice versa. This change will happen on Player 2 side if connected to your session.

BATTLE AREA

Join Battle – Remote Client Player 2

When you have joined someone else' game, you'll be presented with the above when a battle event takes place between Player 1 and the current Enemy AI. Hover and select to join.

BATTLE AREA

Engage Menu - Move

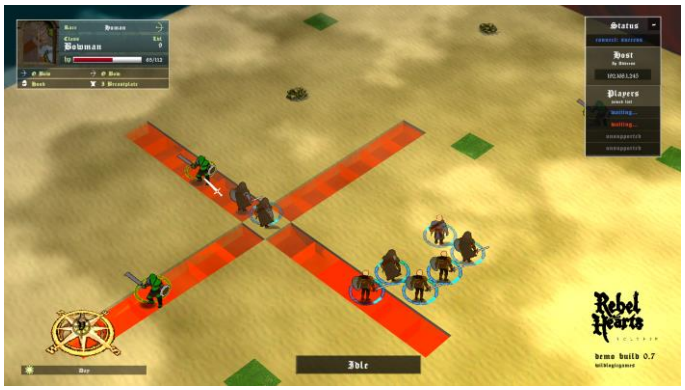
Every time you select one of your squad members unit' on the battle field, you'll be presented with the engage menu. Select "Move" to see the current characters movement range.

This is the movement range. You next want to select one of these grid cells to move your selected character to that point.

BATTLE AREA

Engage Menu - Attack

You can attack – much like we do with movement the process is fairly similar and straightforward. Here we have a “Bowman” so their attack range will differ from that of a “Soldier”.



You simply select one of the opposing enemy squad members that fall in range of your attack perimeter. Additionally you can cancel an attack by selecting one of the empty attack grid cells. Once enemy target has been selected you’ll begin the attack.This cannot be done with the movement we previously covered – once movement has been initiated you are locked in to move.

BATTLE AREA

Engage Menu - Status

You can view your currently selected squad members stats by simply selecting “Status” from the engage menu. This will open up the below visual display.

Historically this information was allowed to be seen by all connected players when done. However this has been redacted and planned to be re-introduced as a feature for particular future class, as players can choose to team together or oppose one another.

BATTLE AREA

ENEMY AI

The enemy will not make its moves against the players until each Player' squad members have all been "checked off as done". You must complete each character by selecting "Done" from the engage menu before battle participants turn is passed onto the next player or enemy AI. This excludes "Counter Attacks" during each players attempt at an attack. Counter attacks happen for all squad members that are within melee range – The "Bowman" class do not counter attack.

Once enemy AI has concluded its moves the turn will then be passed onto Player 1 until the battle concludes. You automatically return to the World Area upon battle end.