



Tomb Of Khaud'ghur

5-28-2019

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Overview

Tomb Of Khaud'Ghur is our first ever gaming project! Please enjoy this dungeon rogue like RPG where you and go fight your way to the mysterious tomb of the forgotten king.

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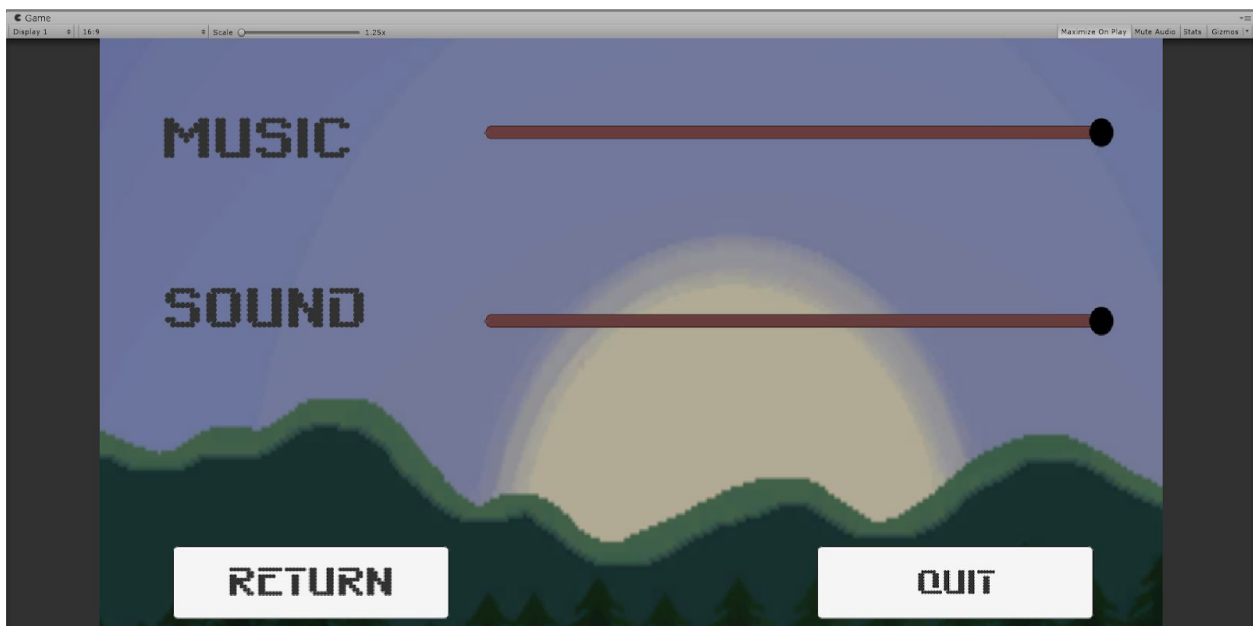
1. Main Menu

Once you start off the game, you will be shown to the main menu:



Within the menu you have several options

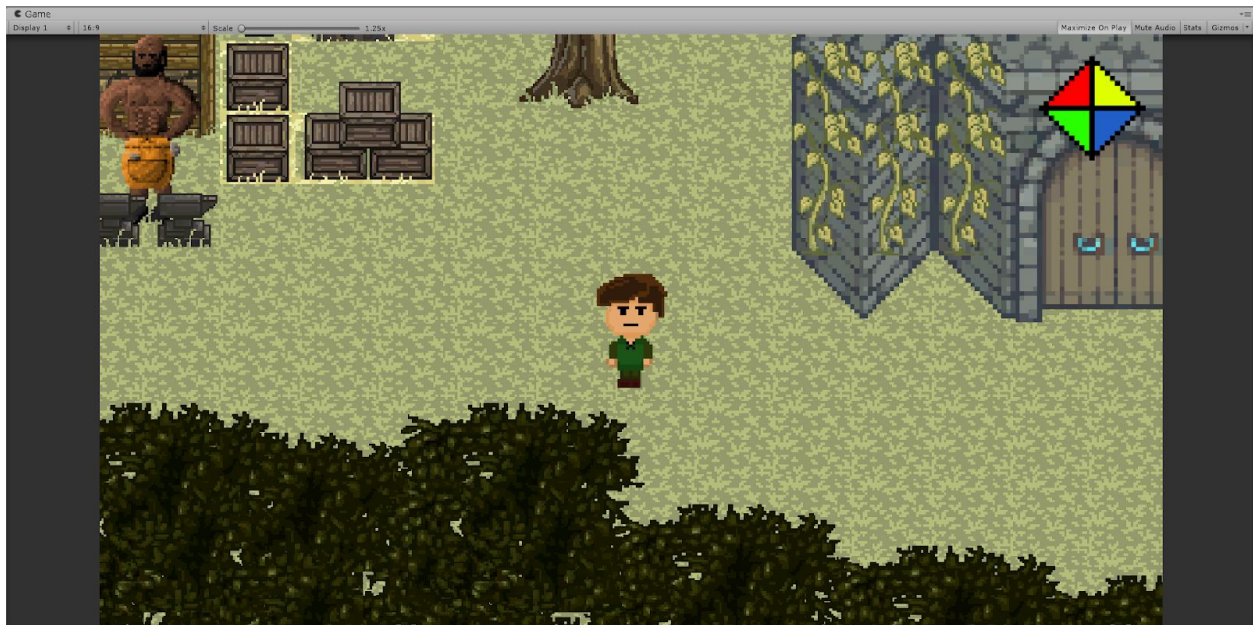
1. New Game: The player can start a fresh new game, erasing all previous data from the last file
2. Load Game: The player can pick up where they left off with the load game option (this game uses an autosave feature after every fight, so you don't have to worry about losing your data)
3. Options: Having the options will prompt up a different window which allows the user to change the sounds effects and music volume.



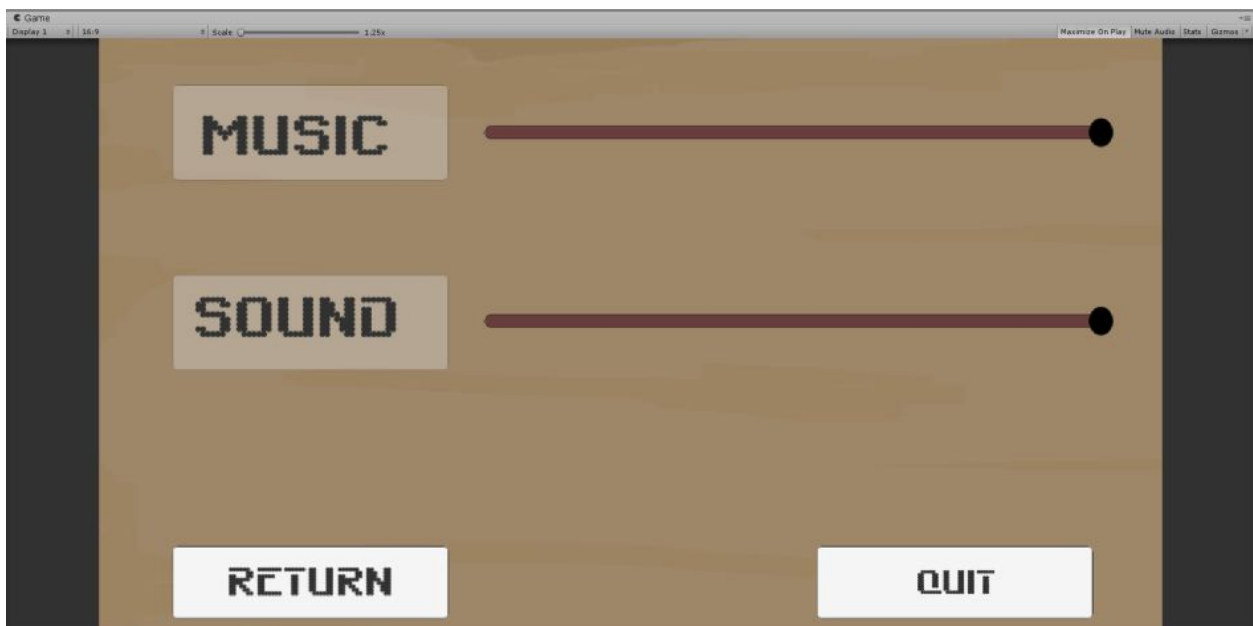
You can also find the “QUIT” option in here, pressing this button will immediately close the program.

2. Village and Controls

One important thing to note is that in the village you will always have access to the gear device on the top right of the screen



Clicking it will bring up an option menu that operates the same way as the one in the main menu



Once you start your journey, you'll soon find yourself in the village of Menomics, your hometown. You can move around the village with the arrow keys. In there you can do multitude of things



Blacksmith: The village blacksmith allows you to buy new and stronger equipment for your journey



Using the item shop is a bit more sophisticated than most stores. The most important aspect is to **ALWAYS LOAD THE SHOP DATA**.

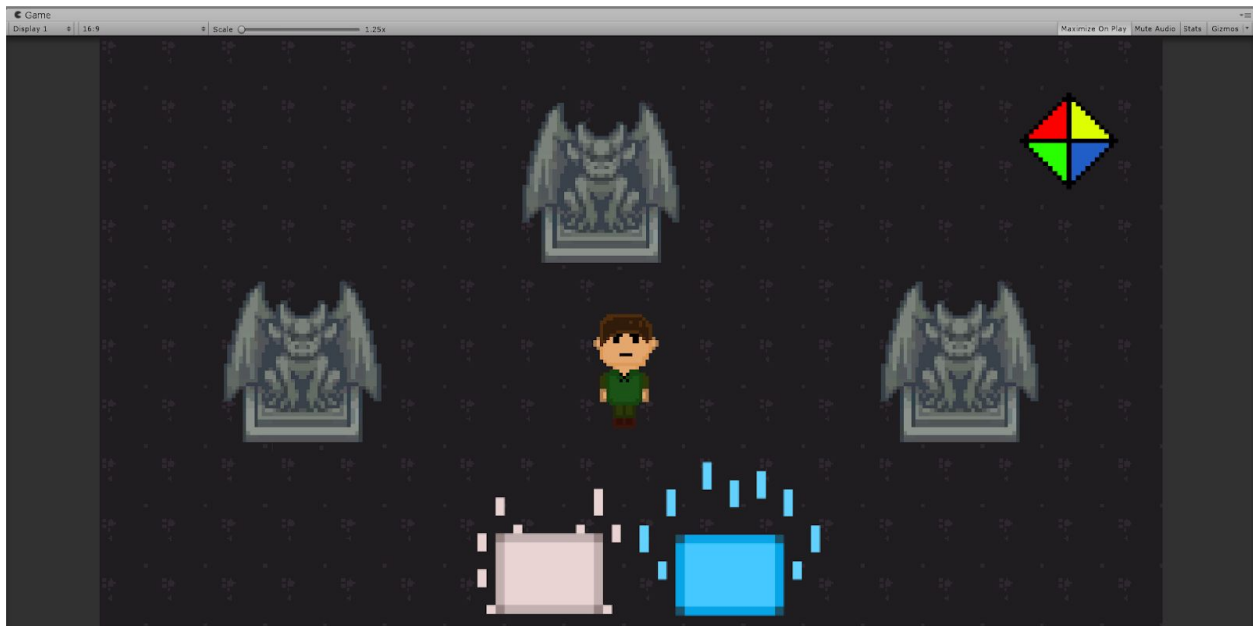


Doing so will bring up all of your purchases you previously made. Buying items from the smith cost Gold, you can find gold by defeating monsters. If you make a new purchase without loading, your existing data will be lost and replaced with the new one that has been created.

Dungeon Gate: The player will notice a giant building in the village, this building is known as the dungeon gate. Here the player can go and make their way on their adventure

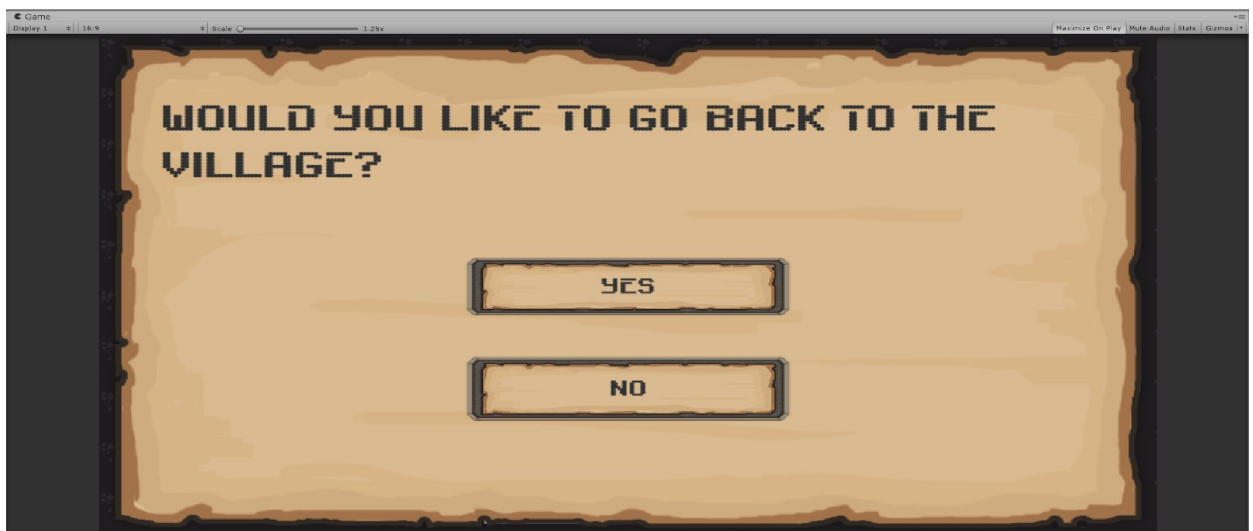


The player can enter the dungeon by pressing the interaction key "Z". Once inside you will be prompted to the main room. In here you can select various levels (the statues) in order to get keys.



By collection enough keys (three battles should open it), the player can access the blue portal, which will make them go against more powerful foe, if they manage to defeat them, the player has a chance of getting special gear and is allowed to access harder levels.

Of course if the player wants to return to the village, they can simple walk to the white portal. However, there is one important rule (**If the player returns prematurely, meaning they did not defeat the floor boss, then the entire room is reset without resetting the players health and mana**).




3. Gameplay and Controls

The core of the game is a turn based fighting game



1. The player has their own health bar (as shown in the picture) is the player reaches 0 health points (HP) then the player dies and it's game over. Once you die, you lose your progress and rewards.
2. The player has their own mana bar (as shown in picture), Mana is used up when casting magic spells. Mana can not be regenerated in battle but will be fully restored once the battle is over.
3. **Fighting:** Right next to the Health and Mana Bar are set of options the player could use in battle. The player can access these buttons by either right clicking with their mouse or using the arrow keys to select the options and the "**Spacebar**" key to choose the option
 - a. **Attack:** The player uses a normal attack, which will deal a flat amount of damage to the enemy.
 - b. **Magic:** The player can cast spells at the cost of mana points. Magic could have a variety of effects such as dealing damage or healing.
 - c. **Item:** The player will be able to purchase items and use them in combat, clicking the item button will pull out your inventory and allow you to use any items you own.
 - d. **Run:** If the player feels like they're in a tough spot, they can choose the option to run from the battle, doing so will grant you no rewards whatsoever.

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4. **Turn based combat:** Tomb of khaud'ghur combat is simple. Once you choose an action to perform, it will become the enemy's chance to attack. Once they are done you can go again, this process will repeat until either the player is defeated, runs away, or defeats the enemy.
 5. **Stats:** There are many stats that the player has
 - a. **Health:** This will determine the total amount of health points the player has
 - b. **Attack:** The attack stat determines how much damage the player deals when using the "Attack" option in combat
 - c. **Defense:** The player defense reduces physical damage from enemies and vice versa
 - d. **Magic:** the Magic stat affects the potency of all your magical abilities, making them stronger
 - e. **Magic Resistance:** The player Magic Resistance reduces magical damage from enemies and vice versa