ELEMENTARY
A ROUGELIKE COOP GAME

Manual

Introduction

For many years, our developer Team has been avid fans of rogue-like dungeon-crawler games like "Enter the Gungeon" or "Hades". When we were presented with the opportunity to implement such a game for our university programming project, we didn't hesitate much and jumped on the opportunity to implement a game like this. Our goal was, to not just make a game which would pass the expectations of the professor, but to make a truly intriguing Game.

Requirements

The game requires JDK 11 to run. You can download JDK 11 here.

Installation & Start

Our game is available on our website:

www.elementary-game.ch.

After downloading the game, navigate to it in your terminal. E.g. **cd /Users/fabi/Downloads.** Now you can run the game and the game server with the following commands:

Client: java -jar elementary.jar client <ip-address> <port> <username>

Server: java-jarelementary.jarserver<port>

Starting a Game

Click Play on your Main-Menu. There you can start looking for a lobby or create one your self. You can also chat with your team-members. The following chat commands are available:

/help Prints out a list of all available commands.

/msg <receiverUsername> <message> Sends the message only to one specific person.

/lobby <message> Sends the message only to the people in your lobby.

After you have joined a lobby, you can now start a game by clicking Ready. Once all people are ready, the game will start automatically.

Gameplay

Moving

W	Up
A	Left
S	Down
D	Right
Left-Click	Cast Spell
Right-Click	Dash

Enemies

Every room has a chance of spawning one or multiple enemies. They will follow you across the room and try to hit you with their spells. Evade the spells and hit the enemies with yours to defeat them to proceed to the next room.

Enemy

Gives 5 Points. There are also fire and nature versions of this enemy.

Goal

The goal is to defeat the boss of every level and collect as many points along the way as possible. After finishing 5 levels you have beaten the game.

Boss Enemy

Gives 100 Points when defeated. There are multiple different Versions of this boss
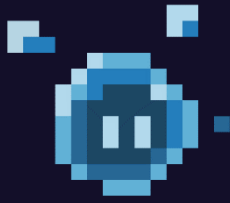
Elementals

Before every game the players will be assigned one of three elemental spirits (Water, Plant or Fire). Each element will be strong against one type of enemy, and weak against other types:

Fire Elemental

Weakness: Water. Does 0.5x damage against and takes 1.5x damage from water elementals

Strength: Nature. Does 1.5x damage against and only takes 0.5x Damage from nature elementals.

Water Elemental

Weakness: Nature. Does 0.5x damage against and takes 1.5x damage from nature elementals.

Strength: Fire. Does 1.5x damage against and takes 0.5x damage from fire elementals.

Plant Elemental

Weakness: Fire. Does 0.5x damage against and takes 1.5x damage from fire elementals.

Strength: Water. Does 1.5x Damage against and takes 0.5x damage from water elementals

Items

Every now and then, an enemy will drop an item. Pick them up to receive its powers.

Coin

Gives **10** points

Full Health Potion

Restores **one** life point

Half Full Health Potion

Restores **half** a life point

Revive

Revives a dead Team member

Credits

Marko Janic

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Lovis Dalla Libera (Composition of Sound)