SORTA LIKE ZELDA

By: Andrew, Austin, and Chase

Made for the gaming community!
Table of Contents

Story.................................................................................................................................page 1

Getting Started
Main Menu

Character Generation........................................................................................................page 2

Appearance
Hair
Clothes

Name
Stats
Strength
Dexterity
Constitution

Experience and Levels........................................................................................................page 3

Leveling up
Killing Monsters
Quests
Main Quest
Side quests

Conversation

Combat...............................................................................................................................page 4

Health
Defense
Damage

Weapons..............................................................................................................................page 5

Short Range
Sword
Axe

Long-Range
Arrows
Bombs
Boomerang

Items.................................................................................................................................page 6

Inventory
Money
Key items
Switch Items

Credits...............................................................................................................................page 7
Story:

Two years ago, the times were harsh: graveyards had overtaken the land, and the people were threatened with war with the elves from the south. Then, the Dark Wizard Mortimor came, and raised an army of zombies to fight the elves, both solving threat of war, and ridding the people of the wasteful graveyards that were choking the land. Good times abounded.

But they were not meant to last, for with the war over, the Land fell into a recession, with too much food on the market from the new lands, and the economy suffered. People starved in the cities, for they knew not how to farm, and there were no jobs in the city.

Faced with the recession, the Dark Wizard Mortimor laid of his army of zombies. They quickly ravaged the land, devouring the crops and herd animals, with a special preference towards sheep. quickly, all that was unscathed was the valley of Mukal, guarded by a barrier created the four sacred trees of Inei. Unfortunately, it is now the year of the tree eating cicadas, in which the sacred trees must devote all their effort to repelling the cicadas, weakening the barrier.

The citizens have appointed you to go out and slay the Dark Wizard, for only that can lay the zombies permanently to rest. You now go forth, confident you can complete the task set to you, for you have been named most likely to drown in a puddle of your own spit three times running, and that's not anything like being mauled by a zombie.

Getting Started

Once your computer is running, run the game. It should take you to the main menu where you be given five choices (Start New Game, Load Game, Options, Credits, Quit)

Main Menu:

- Sorta-Like--
- Zelda
- New Game
- Load Game
- Quit

(There will also be an in-game menu with similar options, but with an added Options Menu that will contain the controls)
Character Generation

Appearance
You can change the color of the hair and clothes of your character to make it more customized.

Name
Along with giving your character stats and making it customized with the way your character looks you will be allowed to name your character.

Stats
Strength
- Strength allows your character to deal more damage in combat making your character more effective at dealing damage to its foes.

Dexterity
- Dexterity improves the chance that your character will hit the monster making your character more effective at hitting its foes.

Constitution
- Adds to your character's health so that your character can take more damage in battle.

Stats

<table>
<thead>
<tr>
<th>Stat</th>
<th>Level</th>
<th>Points Remaining</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Dexterity</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Constitution</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Level</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Points Remaining</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>
Experience and Levels

Leveling up
After you reach a certain amount of experience points, your character will gain a level. At each level you will gain 3 points that you can add to any area in your stats. You also gain a certain amount of health for each level.

Killing Monsters
Fairly self explanatory, the primary way of gaining experience is to kill enemies (NPC’s and Monsters) during game play.

Quests
Main Quest
Side quests (maybe)

Quests

- Rescue Old man river from from the fire breathing swamp monster
- Find the legendary Killer Bunny and allie yourself
- Destroy castle

Conversation
Press A to talk
Combat

Health

Health is very important in this game; your health bar will be in the lower right hand corner of the screen. If you run out of health, you die and will have to restart from an earlier part in the game.

Defense

Defense, unlike in most games, is more based on how well you face your enemies. Utilizing the different types of attack is the best way to make sure you don’t get hurt unnecessarily. Best defense is a good offense!

Damage

Damage is very important in this game there are two ways to deal more damage to your foes. First is to improve your strength, the second is to improve your weapons. The better your weapon the more damage it will do!

Controls

MOVEMENT
Up- W
Down- S
Right- D
Left- A

COMBAT
Close Attack- SPACE
Ranged Attack- ALT

MISC
Inventory- I
Weapons

Close-range (three tiers ‘iron, steel, diamond’)
  Sword

Axe

Long-Range
  Arrows (three tiers: iron, steel, fire) slow, strong, ranged attack (arrows needed)

Bombs- strong concussive force that will deal great damage to your foes.

Boomerang- quick, weak, ranged attack that you can always use
Money (In inventory) *rupee
Key Items (quest items with separate inventory)
Switch Items (keys to use to switch items such as swords and such during game play.)
Credits

This game was created and originated from the minds of Andrew, Austin, and Chase in the class called Software Design in the year 2010.

Animation:
Andrew Paul Bardee
Austin William Kieffaber
Chase Jameson Smith

Art:
Andrew Paul Bardee
Austin William Kieffaber
Chase Jameson Smith

Design:
Andrew Paul Bardee
Austin William Kieffaber
Chase Jameson Smith