



Legend in Ruins



Team: Null_String

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Game Overview

Legend in Ruins (LiR) is a first-person shooting survival game. Players need to control the game characters to face different kinds of monsters and survive the monster attacks again and again. Game characters can use melee weapons, grenades, and various guns and howitzers to do harm to monsters. At the same time, use coins obtained after defeating monsters to go to the store to buy more powerful weapons, health pack, and gain BUFF with various effects. Finally, customs clearance after defeating the final BOSS.



Monster

Different types of AI were used throughout the game. These ranged from simple AI, providing sound effects, to more complicated AI that would seek out the player.

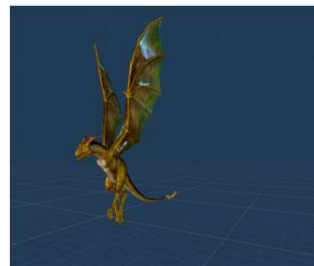
	Health	Damage	Price
Basilik	150	30	300
DragonBug	100	15	125
Wyvem	5000	35/30/60	1
Z_Butcher	250	24	200
Z_Nerd	100	19	100

Nerd is the most basic monster. They move slowly and attack at a very slow speed. Players can evade their attacks by operating. Butcher is an evolutionary version of Nerd. It not only has higher blood volume and attack power but also moves very fast.



DragonBug is a worm monster. They always appear in large groups, and they move as fast as Butcher. Their attacks are so fast that players can hardly avoid them.

Basilik is also a worm monster. They can summon fireballs to attack from the sky, and the damage is very high.



Wyvem, the ultimate BOSS. It will attack with fireballs, ground thorns and biting after close quarters, which is very difficult to kill



Weapon System

After many calculations and repeated measurements, we will provide players with 16 completely different firearms. Players can use weapons such as pistols, rifles, submachine guns and howitzers according to their own preferences. First of all, every gun has a different appearance, and some high-grade guns will have a better appearance. Secondly, the firing rate and bullet damage of guns will determine the speed of killing monsters, but players also need to consider that different guns will have different accuracy. Finally, the weight of the gun and the capacity of the magazine are also crucial. They are data that players must consider. In order to get guns, we joined Coin System, so players also need to think about how to allocate their coins.

Index	Num	Name	Damage	RPM	ClipSize	MovementSpeed	Tier	Price
0	AK47	AK 48	25	500	20	0.85	A	7500
1	AR15	M4	15	700	35	0.95	B	6000
2	AR93	Scar	20	580	30	0.9	B	5000
3	GL01		1		1		A	8000
4	H001	PS2	8		20	1.15	B	4000
5	H002	D50	20	200	7	1.1	A	9000
6	H003	M1911	10		7	1.1	C	2500
7	H004	USP	10		12	1.05	C	3000
8	RPD		1				A	10000
9	Shotgun							
10	SMG01	Vector	14	650	25		B	4500
11	SMG02	UMP	18	550	25		B	5500
12	SMG03	Lt2	11	750	35	1.05	C	1000
13	SMG04	FN57	12	1000	50		S	20000
14	SMG05	MP5	16	750	35		A	6500
1111	SP12	M14					C	
16	SP12	HK14	70	200	10	0.85	B	6000
17	SP12	M82	280	8A	7	0.75	A	10000

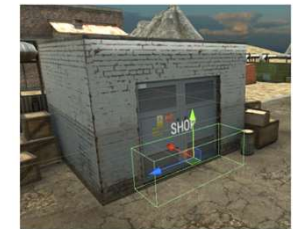
Keyboard Controls

LiR requires players to be familiar with how to operate game characters and make good use of melee weapons, ranged weapons and various BUFFs.

Command	Keyboard/Mouse
Go Forward	W
Go Backward	S
Turn Left	A
Turn Right	D
Refill clips	E
Use Knife	V
Open Shop	B
Speed Buff	Z
Defense Buff	X
Offense Buff	C
Shoot	Left Mouse Button
Aim	Right Mouse Button
Key prompt	TAB
Option interface	ESC

Weapon shop

A house located at the middle of the map is set as the weapon shop. The player can only purchase guns when they're around the shop. There will be one weapon shop located in each area of the map. The player can open the weapon shop by pressing "B" when they're at the shop.



Game Save Checkpoints

The game will be saved automatically after every level. If the player is defeated by the monsters in one level, then the player will have the choice to restart at the beginning of the current level as the price of losing all money. The player will still get to keep all the weapons that has been purchase.

Items and Buffs

There are multiple items and buffs that can be used to aid the player in different ways. The player can use ammo boxes to refill more ammo for their weapons. Health packs are available for purchase to restore health. Attack, amor and speed buffs can be purchased to make the player stronger in different areas.

