User Manual – Monster Training

This game is based on the series of Role-Playing Game, “Pokémon”, which is very similar in a very basic level, as this type of game are very complex and therefore it was plan to be a prototype. Pokémon is a game where players can catch various type of monsters called Pokémon in order to train them and use them to fight with other Pokémon or other trainers. This game starts with the character being nearby his house. He only possess one monster and it can fight other monsters in order to reach the nearest town in order to become a Monster Trainer and thus be able to train and catch more monsters. In this prototype game the player can only play the stage before he becomes the character reaches the nearby town.

The monster that the player possess has a certain number of health points (HP) which those represent its stamina in taking hits from other monsters. The player can fight other monsters only by walking inside the grass area and each monster will appear randomly. Some monsters and easy to kill and others are harder (They may have many HP or they can hit harder). The fights are quite fair as they are not based on each monster speed, but they are based on turns. The player is always starting first.

During a fight, the player has four choices;

The first choice is to use a **basic attack**

The second is to use a **power attack**, which although it is more powerful, it can be used only once every battle

There is a choice of using potion from the character’s backpack, however **items** are not implemented yet.

And lastly, the player has a 50% chance of managing to **run** from the fight in order to escape, though if the player do not manage to escape, he/she will lose his/her turn.

The character can heal his health by visit his house. Once the character reach his house door, his health point will fill to its maximum number. Additionally, the player can earn money from killing monsters, which this is like a score for this game.

Eventually, the player needs to wake up a very big fat monster, which is sleeping and blocking his way to the nearby town. The only way for this monster to wake up is to listen to a magic song from a magic flute. This magic flute can be found only in one monster (Flute Holder), which it will not give its flute unless the player kills it. After that, the big fat monster wakes up very angry and attacks the player. This completes the first stage of this game. The fight with the big fat monster is yet not completed, however my plans are to improve this game for personal and caree development purposes.