Game Manual

Week 10

Title: Banded Souls

Group: Skyware.inc

TA & Section: Jennifer Parish Thursday 6:00-8:00pm

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**Story:** Long ago in the land of Ourea, stood a lonely village atop of a great mountain. The people of the village lived using magic only for good. Yet a great evil spurred from within the village. As the great evil grew it took the form of a villager; a villager obsessed with dark magic. The great evil was prideful and jealous and believed he alone should have the ability to wield magic. With great power he scorched the mountain side with malicious fire and rage. He captured the villagers and stripped their souls from their bodies taking their magic with it. Among the chaos stood two villagers. A young man and a young woman. Fighting for their survival, their souls became intertwined. They were blasted off the mountain side and fell to the valley below. This is their story...

Summary: Banded souls is a two player co-op adventure game. The story is told from the perspective of the two protagonists Leo and Brean. The story is about a dark wizard who has taken the souls of the villagers on top of a great mountain in the land of Ourea. The protagonists resist and in doing so their souls become intertwined. They are blasted off the mountain and now must fight their way up to reclaim their home.

**Controls:** The players will interact with the game using the same keyboard. The players will be able to move in different directions, use magic, pause, heal and interact with objects.

Player One controls:
- W key move up
- A key move left
- S key move down
- D key move right
- E key interact with signs and objects
- Q key heal player two

Player Two controls:
- O key move up
- K key move left
- L key move down
- ; (semi colon) key move right
- P key interact with signs and objects
- I key heal player one
How to win: To complete Banded souls players will need to traverse through each level and defeat the final boss.

Player goal: Players will compete against each other over who can kill the most enemies. Killing an enemy will add a point to their overall score.

Co-op: Each level revolves around two player interactions. The levels vary from large rooms with tough enemy types, rooms with only puzzles and rooms with both puzzles and enemies. The levels also contain a variety of tiles and sprites. Players will experience levels in the forest, graveyards, lakes and caves. Banded Souls is designed for players who enjoy co-op, fantasy, magic and story driven games. It is designed for young adults and fans of the top down rpg genre.

Combat: Your characters rely on each other to defend themselves; this includes working together during combat. Players must maintain a minimum distance from each other in order to attack. Once the players are close enough to attack, a faint aura will emanate from each character. As you move closer to each other, your auras will grow stronger and damage multiplier will increase.

Multiplier: The multiplier represents how strongly the characters are bonded together, and how efficiently they will fight. The higher the multiplier, the more powerful spells are and the faster mana regenerates. The multiplier is indicated in the upper left corner.

Healing: A player may be healed when their health drops below 40%. Healing does not require use of mana, but you can only heal your partner. Players must rely on each other to stay healthy.

Enemies

As the dark Wizard grew in strength, leagues of monstrous creatures permeated throughout the land. It is up to our two heroes to restore the world's balance and slay the dark Wizard.

Throughout the world, our heroes will encounter a variety of enemies.

Goblins: One of the more vile and disturbed enemies, goblins were one of the first creatures to take hold in Ourea. They wield dark magic and are capable of conjuring projectiles at will.
Demons: These bat like creatures have the ability to fly and use green balls of energy. Like the Goblin, the demons have populated the land of Ourea after the dark wizard scorch the mountain side.

Skeletons: These enemies are seen in the later levels of Banded Souls and similar AI to the Goblins. Skeletons shot projectile waves that harm the heros of Banded Souls.

Ghosts: Ghosts in banded souls use flame to attack to harm the protagonists. They deal high amounts of damage and need to be close to attack.

Gold Skeletons: These large enemies are the juggernauts of Banded Souls. The shot projectile waves and they are very difficult to kill.