



DESERTED



# Table of Contents

Story	3
Main Objective	4
Gameplay	5
Game Screen	6
Controls	7
Enemies	8
Setup Instructions	10
Credits	12



# Story

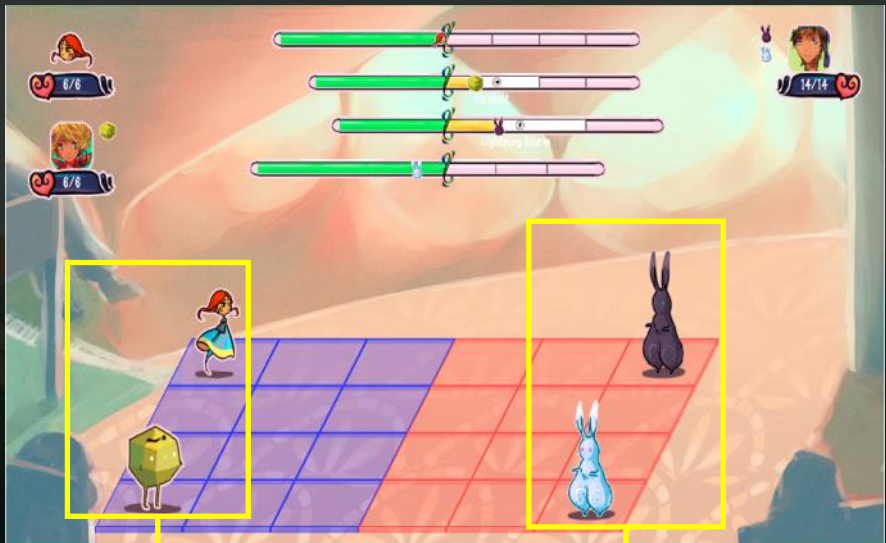
In an ancient desert empire, select humans form pacts with spirits of a separate realm. Humans who have mastered the use of spiritual energy are revered and honored by all.

From the furthest, most barren corner of the land, a young villager Dara hears faint murmurs from the spiritual world. After a fateful encounter with a spirit named Solus, Dara embarks on a journey to discover her spiritual powers.

Help Dara hone her new found strength, harness the power of spirits, and ultimately join the famed ranks of Spirit Masters by achieving victory in the Great Tournament.

# Main Objective

The player controls the spirits on the left. In each battle, the player controls up to two spirits. The objective is to defeat the enemy spirits before they defeat your spirits.



Player's spirits

Enemies

# Gameplay

Deserted is a turn-based tactics game . A battle centers around the action bar, which determines when a character can select actions .

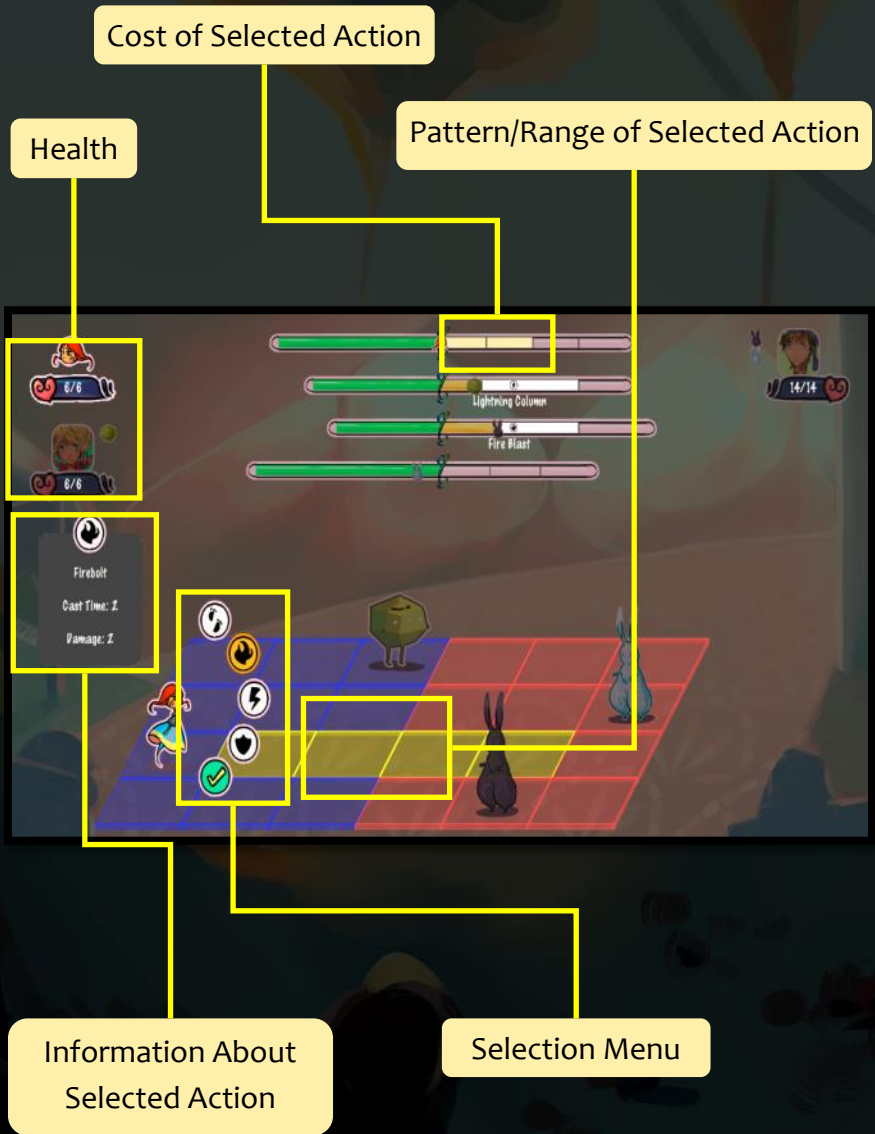
The action bar is split up into a waiting phase and a casting phase. All characters progress continuously through the bar and are only allowed to select actions upon entering the cast phase.

When a user-controlled character enters the cast phase, the game pauses and the player must pre-plan actions for a fixed number of



1. Character has reached start of cast phase and must plan out actions.
2. Character is in waiting phase.
3. Character is in cast phase, waiting to execute action.

# Game Screen

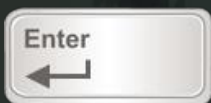




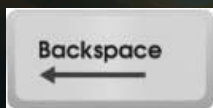
# Controls



Use WASD, arrow keys, or mouse to navigate Selection.



Press the Enter key to select an action. Use WASD or arrow keys to choose a destination for the action (indicated by flashing blue squares). Press Enter again.



Press the Backspace key to undo your most recent selection.



Click on an enemy character to view their actions

Press P to pause the game

# Enemies

## Earth Spirit

The Rock Spirit channels the power of the earth to wear down its enemies.

**Inferno:** Short range T-shaped attack

**Aftershock:** Single-square attack to break enemy tile

**Guardian Shield:** One-square shield



## Mage Spirit

The Mage Spirit uses powerful, long-range spells to strike enemies from many areas of the board.

**Firebolt:** Long-range straight attack

**Lightning Column:** Strikes an entire horizontal row on the enemy side



# Enemies

## Fighter Spirit

The Fighter Spirit uses mobility and quick bursts to neutralize its opponents.

**Side Shot:** Short-range straight attack to the right or left

**Eruption:** Long-range fire attack

**Slow:** Single square attack to slow down an enemy



## Enchantress Spirit

The Enchantress Spirit uses time-altering and tile-shattering mechanics to outwit its opponents.

**Hasten:** Utility spell to speed up yourself or an ally

**Scatter Shot:** Powerful two-square tile-breaking attack

**Diagonal:** Long-range attack that strikes an entire diagonal



# Game Setup

## Minimum Requirements:

- Windows or Mac
- Minimum screen resolution of 1280 x 720
- Keyboard and Mouse
- Java 7 or higher

## Windows Setup

Download the latest version of Deserted (Deserted.zip) from [www.gdiac.cs.cornell.edu/gallery](http://www.gdiac.cs.cornell.edu/gallery). Right click “Deserted.zip” and unzip the files to any location you’d like. After unzipping the zip folder, you should see a folder labeled “Deserted” in your specified unzip location. Inside the Deserted folder, double-click “Deserted.jar” to begin playing the game.

# Game Setup

## Mac Setup

Download the latest version of Deserted (Deserted.zip) from [www.gdiac.cs.cornell.edu/gallery](http://www.gdiac.cs.cornell.edu/gallery). Right click “Deserted.zip” and unzip the files to any location you’d like. After unzipping the zip folder, you should see a folder labeled “Deserted” in your specified unzip location. Inside the Deserted folder, double-click “Deserted.jar” to begin playing the game.

## Uninstall

Navigate to your unzipped “Deserted” folder. Right click on your “Deserted” folder and choose “Delete” (for Windows) or “Move to Trash” (for Mac) from the menu.

On your Desktop, open up the Recycle Bin (on Windows) or the Trash (on Mac) and permanently delete all contents. You have now successfully deleted Deserted.

# Credits

Designers:

Susan Zou

Ishaan Jhaveri

Programmers:

Ishaan Jhaveri

Kenneth Lee

Jon Chen

Kyle Sampson

Cameron Chafetz

Music:

Bryan Deister



