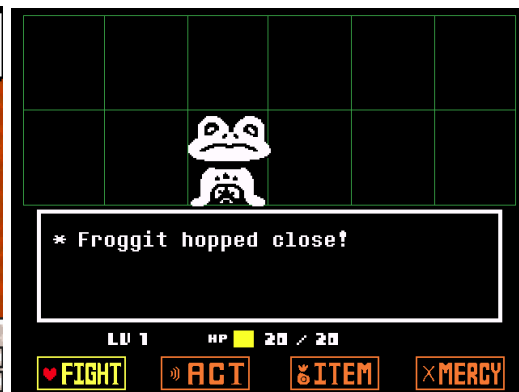# じゃんけん(JANKEN):
The One-Handed Journey

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Garrett Gregory

(Mother 3)

(Undertale)

(Dragon Quest I)

OVERVIEW

Fight fierce opponents through the arts of ROCK PAPER SCISSORS!

Handell, a single hand, wakes up... only to find handself detached from its arm. Awoken by its loss, Handell travels around, searching for its long-lost body.

Janken: A One-Handed Journey is a 2D turn-based RPG (Roleplaying Game), similar to the likes of the Mother series, Dragon Quest series, and Undertale.

Explore a unique combat system, based on the known kids' game, "Rock Paper Scissors", by using it on a "handful" of enemies and obstacles, on a quest to find Handell's true belonging! Be cautious: you only have one chance…

REQUIREMENTS AND FEATURES

- Round-based combat system (20 levels to fight and explore)
- 3 forms of attacks (Rock, Paper, and Scissors)
- Player-interactive GUI with keyboard inputs
- User and enemy health bars and damage statistics
- Unique sprites for each enemy encountered
- Unique dialogue exchange between user and enemies

DESIGN CONSTRAINTS

- Game logic written in C++ language
- Graphics provided by OpenGL libraries
- Audio provided by OpenAL libraries
- Frameworks: CMPS 3350's *background* and *walk2* directories
- 5 megabytes MAX

STRETCH GOALS

- Reward system based on winning (Certain amount of score points for winning the battle)
    - Amount based on time and amount of tries to defeat enemies
- 4th option in combat (RISKY GAMBIT)
    - Allows the user to double the amount of damage given and taken, in exchange, randomizing outcome
- Sprite animations when attacking (Animating the motion of rock, paper, and scissors)
- Save state, picking up where you left off when exiting game