

Rawr Rinth

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v0.4 – Single Level Game Prototype

About

Rawr Rinth is a project created for my CS490 (Software Design) class at school. The class required us to make a game and keep a log of time spent programming and everything else.

How to Play



You are a Dinosaur! Rawr! The object of the game is to collect Eggs, Cherries, Icecream, and Gold.



As of right now, Cherries and Icecream give you HP, gold gives you gold, and they all give you invisible points. :P

They will do more in future versions.

*Watch out for **Enemies**, though! You can fight them, and it will give you experience, or you can run away.*



Snakes are slow, but have lots of health! Robots are quick! Ewoks are the slowest, and have the least amount of HP! You should maybe go after Ewoks and Robots until you level up, then take on the Snakes!

Controls

Move with **WASD** or the **Arrow Keys**

Attack with **SpaceBar** or **Right-Ctrl**

Run with **Right** or **Left-Shift**!

ESC goes to the main menu

F5 toggles fullscreen

F4 quits the game

M toggles the mini-map

Credits

Programming, Artwork, Music, by Rachel J. Morris

Programmed in C++ using Code::Blocks IDE and the Allegro Game Programming Library

Music written with Musagi

Sounds generated with SFXR

Graphics made in Paint Shop Pro 6 and Flash 4