

# Cavebola

"AN ADVENTURE BY CLOSE TO METAL"

ALBERT GARCÍA GARCÍA  
PABLO MARTÍNEZ GONZÁLEZ  
SERGIU OVIDIU OPREA  
ALEXANDRE RUBIO ALBA  
JAVIER SORIA GARCÍA  
BRYAN STIVEN ZAPATA IMPATÁ



## INDEX

1. CAVEBOLA
2. STORY
3. CONTROLS
4. GAMEPLAY



# CAVEBOLA

CAVEBOLA IS AN ENDLESS ROGUE-LIKE GAME IN WHICH YOUR CHARACTER, THE SCIENTIST ROGUELIO, HAS TO RETRIEVE ALL THE THREE FRAGMENTS OF EBOLA TREATMENT SPREADED IN EACH FLOOR IN ORDER TO BE ABLE TO USE THE LADDER TO GO TO THE NEXT ONE.

MEANWHILE, DIFFERENT ENEMIES WITH VERY DIFFERENT BEHAVIOURS WILL TRY TO AVOID THAT. THE GAME INCORPORATES RANDOM BIT-COMPRESSED MAP GENERATION, ROOM-BASED SCROLLING, ORIGINAL MUSIC AND SOUND EFFECTS, A PATHFINDING ALGORITHM AND DIFFERENT KINDS OF ARTIFICIAL INTELLIGENCE IMPLEMENTED IN ENEMIES.

THE GAME ALSO RAISES THE DIFFICULTY LEVEL WHEN COMPLETING FLOORS, AND ALLOWS THE PLAYER CHANGE ITS STATS BY GETTING OR NOT SOME ITEMS.

# STORY

DAY 1: MY NAME IS ROGUELIO, I AM A SCIENTIST FROM SPAIN, AND TODAY I START MY SEEKING FOR AN EBOLA TREATMENT.

DAY 43: HERE I AM, IN AFRICA, I FINALLY FOUND AN EFFECTIVE EBOLA TREATMENT. I MUST COME BACK TO SPAIN TO SAVE MANKIND.

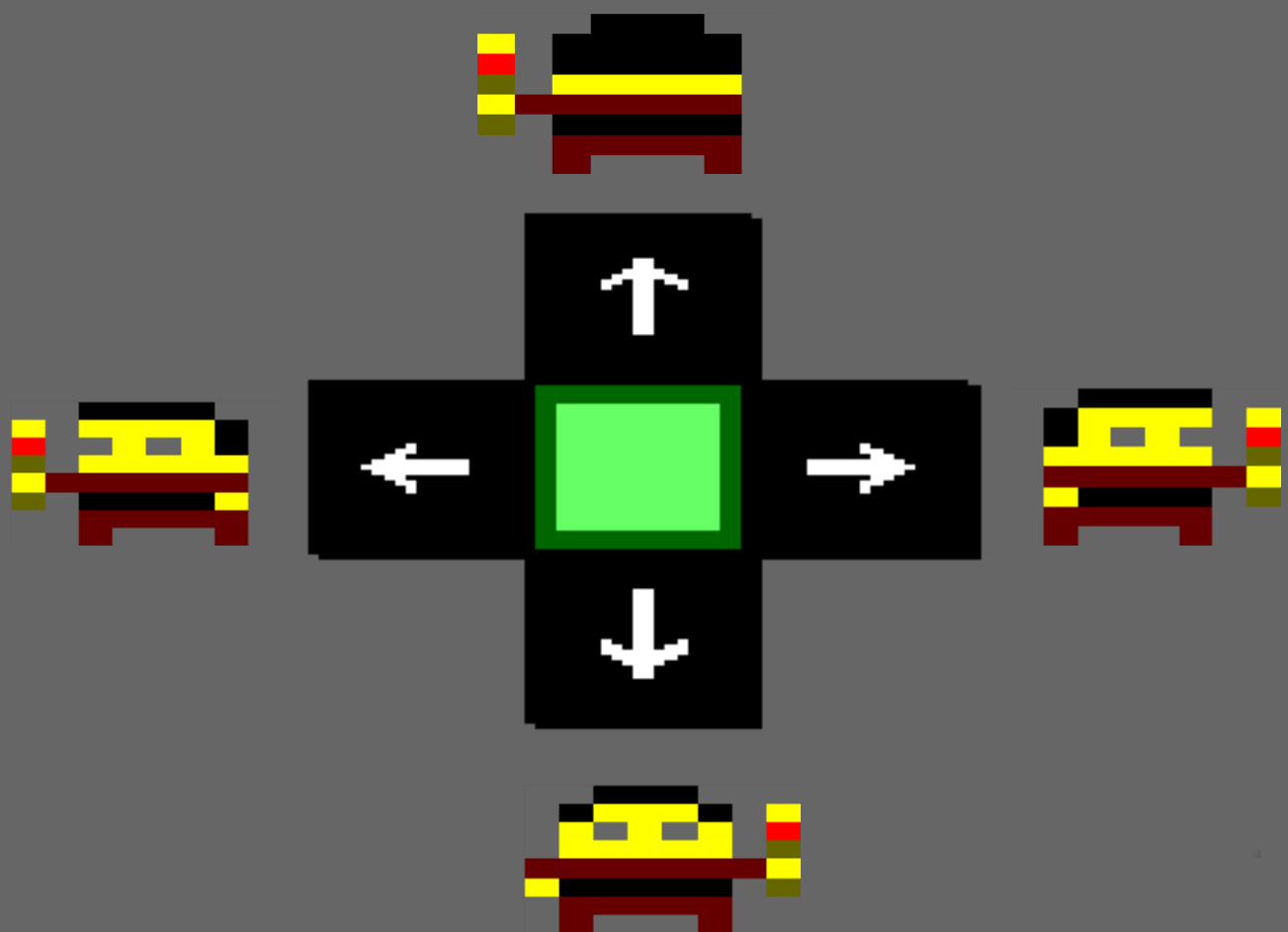
DAY 45: I FELL INTO A HUGE CAVE AND I AM STUNNED. I LOST THE EBOLA TREATMENT, I WONDER IF IT HAS BEEN SPREADED ACROSS THE CAVE.

DAY 46: I CANNOT FIND A WAY IN WHICH I COULD MOVE, DO NOT KNOW HOW TO MOVE, JUST REMEMBERING MY FAMILY AND FRIENDS, HOPE GETTING OUT FROM HERE SOON.



# CONTROLS

DAY 47: I HAVE FOUND SOMETHING AMAZING, IT SEEMS A GUIDE. I FOLLOWED IT AND FINALLY I COULD MOVE ALL AROUND THE CAVE, GREAT.



ARROW UP -> MOVE UP  
ARROW DOWN -> MOVE DOWN  
ARROW LEFT -> MOVE LEFT  
ARROW RIGHT -> MOVE RIGHT



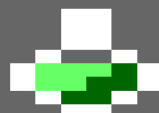


# GAMEPLAY

DAY 48: IT SEEMS THAT THE CAVE IS STRUCTURED IN LEVELS, WHERE I CAN FIND PARTS OF THE EBOLA TREATMENT.

DAY 49: THE LEVELS ARE ALWAYS DIFFERENT, AND I NEED ALL THE FRAGMENTS OF THE TREATMENT, SO I SHOULD NOT LEAVE UNTIL I GET THEM ALL.

DAY 50: I HAVE FINALLY GOT MY FIRST EBOLA TREATMENT PARTS, JUST LOOKING FOR AN ESCAPE. THEY JUST LOOK SIMILAR AS THIS.



DAY 51: OK, IT'S OK, FINALLY, A LADDER.

SAME DAY: OH DAMN, THIS CAVE NEVER ENDS, I WILL JUST TRY TO KEEP IT UP AND FINISH WITH THE EBOLA TREATMENT PARTS.

DAY 60: I FINALLY GOT THE NEXT LEVEL OF THE CAVE, I'M HEARING SOME NOISES, I AM EXPECTING BAD THINGS TO HAPPEN HERE SOON...

DAY 61: OK, I HAVE SEEN A BAT, IT SEEMS TO HEAR ME. IF I HIT THEM, THEY FLY AWAY AND THEY HIDE IN THE WALLS, I MUST BE SILENT.



DAY 62: THIS IS BEING REALLY DIFFICULT, CANNOT BARELY SEE INSIDE THE CAVE AND I AM EXPECTING MORE ENEMIES, LET'S DO IT.

DAY 63: JUST WHAT I EXPECTED, I FOUND A ZOMBIE, MAYBE HE WAS A PERSON INFECTED BY THE VIRUS AS HE JUST THROWS SOME VISCOUS GREEN THINGS, I WILL TRY TO AVOID THEM. THEY LOOK SILLY BUT I WILL TRY NOT TO ANGER THEM.



DAY 64: FINALLY I COULD DEAL WITH THESE DANGEROUS ENEMIES. BUT, I CANNOT BELIEVE IT, I HAVE JUST FOUND A SKELETON, THEY LOOK REALLY DANGEROUS AND FAST. ONE OF THEM SAW ME AND FOLLOWED ME TILL I HAD TO FIGHT. FINALLY, I COULD AVOID THEM HIDING REALLY FAST INTO A CORNER.



DAY 65: I WONDER IF  
SOMEONE ELSE WAS HERE BEFORE,  
BECAUSE I HAVE JUST FOUND A  
PIECE OF ARMOR, I WILL KEEP  
IT TO DEFEND MYSELF FROM  
THOSE ENEMIES.

DAY 66: MAYBE IT WAS NOT  
SUCH A GOOD IDEA, THEY HAVE A  
REALLY GOOD HEARING SENSE. I  
HAVE TO DECIDE WHETHER I  
SHOULD WEAR THIS ARMOR TO  
PROTECT MYSELF OR NOT DOING  
ANY NOISE TO AVOID CALLING  
THEIR ATTENTION...

DAY 67: HOW CAN ENEMIES BE  
SO INTELLIGENT? THEY ARE  
GETTING THE DEAD PEOPLE ARMOR  
IN ORDER TO GET STRONGER, I  
FEEL THAT EVERY LEVEL I  
COMPLETE, THEY GET STRONGER...

DAY 68: OK, I AM STARTING  
TO FEEL HEAVY WITH ALL THESE  
FRAGMENTS, I MUST BE CAREFUL  
AS I CANNOT RUN AS I COULD  
DAYS AGO.