Story

Well, et the moment there is no story and no quests.

This is a prototype made to learn Unity, Blender, iClone, ...

It's not a game yet, but rather a prototype. Many things are programmed, but not yet active.

System requirements

A PC with a good graphics card. I use HDRP (High Definition Render Pipeline) and it is very resource intensive.

Tested on my laptop

   Intel I7-7700hq

   Nvidia Gtx1070

Saving path:

   C:\Users\xxxxx\Documents\my games\TheVoreGame\

Configuration path / logs

   C:\Users\xxxxx\AppData\Roaming\TheVoreGame\

Interface

On the top left, life, stamina, mana, buffs and debuffs.

At the bottom, the quick slots for potions and arrows.

On the picture above, there is a statue far away, it allows to save the game.

The inventory.

To drink a potion, double click on the potion or drag it onto the life bar.

To give a potion to a companion, drag it onto the companion's life bar.

Dragging an object on the portrait is used to make the object swallow. (shift to move them by 5)

To add a potion/arrow in a shortcut, simply drag it (shift to move them by 5)

Dragging an object on top of another one allows you to make a new object

Controls

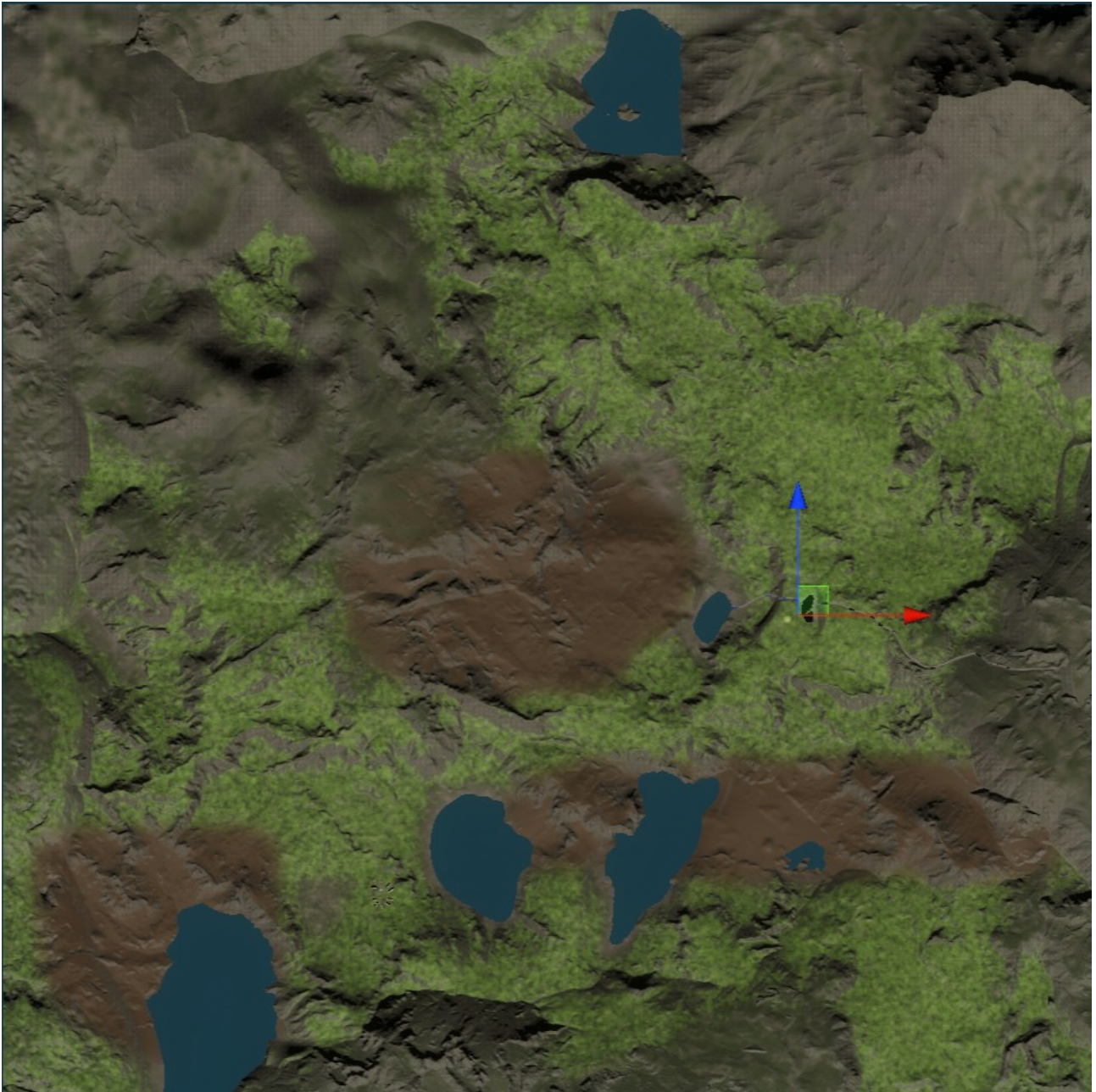|	
W, S, A, D, Space, C	Move
1-9	Quick slots (in order)
E	Interact
U	Use
Q	Swallow
I	Inventory, ask Eloimaya to pick up an object
J	Quest Journal
Y,X	Special action, store TheBall, ...
R	Reload (bow), try to regurgitate
T, G	Switch weapon
LeftShift	Run
LeftCtrl	Kick while on Andrice
F2	Free camera
CapsLock	Walk

The world

Well, for the moment, it is quite empty.

The weather changes and the night falls, at times.

There are some wolves and bears around the house, but further away, there is nothing.

Followers

Eloimaya

Eloimaya is your step-daughter. She carries the backpack, picks up the objects if you ask her to.

She knows how to fight, if you ask her, she can swallow the enemies, and get rid of the corpses.

Andrice

Andrice is your mount. She picks up or gobbles up objects that are lying around

She knows how to fight, if you ask her, she can swallow the enemies, and get rid of the corpses.

She provides light at night.

Lalita

Lalita is your pet, but for now, she is sleeping.

Weapons

Bow

You have a bow and several types of arrows.

Arrow		does damage to the target
Poison Arrow		does little damage to the target and poisons it
Sleep Arrow		does little damage and increases the target's fatigue
Vore Arrow		tries to devour the target, uses mana (*Be careful with the type of target, to avoid surprises*)

Sword

Used to dismembering enemies, harvest wood and stone.

TheBall

TheBall traps whoever gets hit when it is thrown.

It also absorbs prey in places that cannot digest it.

Objects / Items

Healing Potion 🧪

  Heals (also heals the prey in the stomach)

Mana Potion 🧪

  Returns mana

Sleeping potion 🧪

  Increases your fatigue (also for preys that are in the stomach)

Poison Potion 🧪

  Poisons you (also poisons for preys that are in the stomach)

Filled Potion 🧪

  Reduces the size of prey/objects that are in the stomach

Empty Potion

Broken Glass

  Used to make empty potion

Skins

  Useless for the moment

Phago Crystal

  Used to make Vore Arrows and TheBalle

Red Flower

  Gives health back when eaten, used to make healing potions

Blue Flower

  Returns mana when eaten, used to make mana potions

Green Mushroom

  Poisons when eaten, used to make potions and arrows

Blue Mushroom

  Sleeps when eaten, used to make potions and arrows

Stone

  Harvestable on large stones. Can be transformed into Fragment of stone

Fragment of stone

  Used to make arrows and sand

Sand

  Used to make empty potion

Branch

Harvestable from dead wood. Used to make potions and arrows

Straw

Useless for the moment

Crafting

To create an item, you have to open the inventory and move an item to another one.

For example, to make a healing potion.

Create an empty potion

Move sand or broken of glass on a branch.

Fill the potion

Very good question :)

Create the healing potion

Move a filled potion onto a red flower.

The following items can be made in the inventory:

Potions, arrows.

But there are other ways to convert, to make objects.

Bestiary

Rabbit	Neutral
Wolf	Aggressive
Bear	Aggressive