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Ohaeng Theory

Game Manual

Current Version: Stable E8

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Input Controls

Actions	Keys
Player Movement	Cursor Position, WASD, Arrows
Slow Mode	Left Ctrl, Shift, Alt
Shoot Bullet	Space
Switch Bullet Pattern	C, Right Mouse Button
Previous Bullet Element	Q, Scroll Wheel Up
Next Bullet Element	E, Scroll Wheel Down
Previous Wave	Minus
Next Wave	Equal (Plus)
Start Wave	Enter
Pause / Open Settings	Escape
Use Buttons/ Sliders	Left Mouse Button



^ dev art by Edward Chan

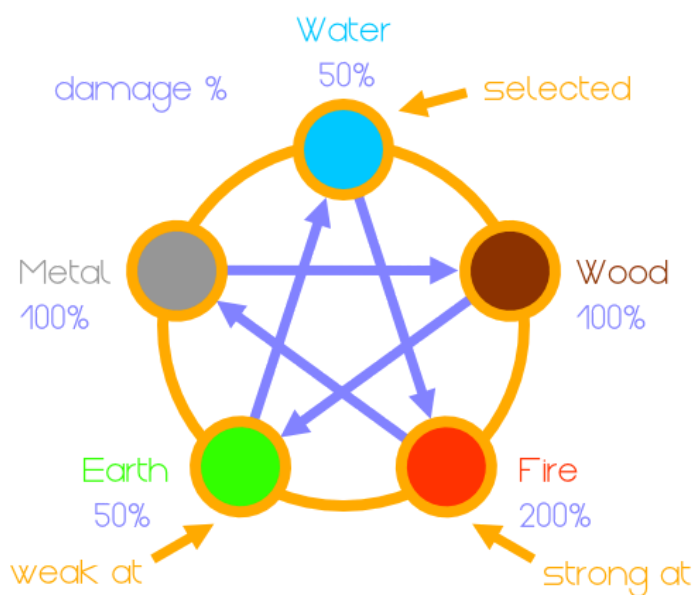
Gameplay Mechanics

Bullet Types

The Ohaeng Theory is all about striking a balance: strengths and weaknesses. When selecting a bullet element (press Q or E), this ring will appear to indicate the damage bonuses and reductions. The currently selected element is at the top of the ring. **Note:** When selecting a different element, the entire ring rotates, but the damage% at each Position stays the same.

Position	Damage %	Explanation
Top	50%	Water is weak against Water enemies.
Bottom Left	50%	Water is weak against Earth enemies.
Bottom Right	200%	Water is strong against Fire enemies. (Also gives 4x score for bullet damage, so prioritise this enemy type!)
Left/Right	100%	Water is neutral against Metal/ Wood enemies.






Ohaeng Theory



Enemy Types

There are 2 types of enemies: Elemental Monsters (big) and Elemental Spirits (small).

Elemental Monsters can shoot [Danmaku](#) patterns, split, merge, reposition, or degrade into an Element Spirit (when it cannot split). Elemental Spirits can only move in a straight line and shoot at the player if the player is in front of them.

Sprite	Dominant Type
	Water
	Wood
	Fire
	Earth
	Metal

Enemy Split Mechanic

When the current health of an Elemental Monster is half of its maximum health, it will split into two perfect halves, element-by-element. That means any odd-numbered split will spawn additional Elemental Spirits:

(7 water, 5 wood) \rightarrow (3 water, 2 wood) x2 + (1 water) + (1 wood)

Note: This process is deterministic, i.e. no RNG involved

Enemy Merge Mechanic

Any time there are more than 3 Elemental Monsters on screen, the largest Elemental Monsters will merge (in descending order) until there are exactly 3 Elemental Monsters left.

Note: This process is deterministic, i.e. no RNG involved

Infinite Wave Generation

TRADE SECRET !!!

(Just kidding, here's the source code: [GitHub](#))

Note: This process is deterministic, i.e. no RNG involved

Lore/ Backstory

Ohaeng Theory

Same as the [*Theory of Five Elements \(Wuxing\)*](#), but translated to Korean.

Elemental Monsters/ Spirits

Through the process of [spontaneous generation](#), these creatures have lived peacefully in the sky for years until the first kite was invented. Since then, alchemists started to harvest them for their valuable pure element.

By forcefully injecting elemental pellets to disturb their Ohaeng balance, these monsters split into two perfect halves, with any excess elements released as Elemental Spirits to be harvested.

The Nameless Woman

A poor Korean researcher, who studied abroad in China about the *Theory of Five Elements (Wuxing)* and is translating it as the *Ohaeng Theory*. Her research goal is to synthesise pure elements artificially to end the brutal harvesting of Elemental Monsters, but the equipment she needs is expensive... and so she hunts Elemental Monsters to gather enough funds.

The Mulgogi “Cannon”

Taken out of its natural habitat, this poor fish is about to throw up everything it has eaten in the past week. It can shoot Water, Wood, Fire, Earth, and Metal pellets (depending on where you squeeze it).



Credits

Developers

- Acute Bee: Programmer, Game Designer, Sound Designer
- Edward Chan: Programmer, UI Designer, Writer
- Winged Hatchling: Artist

Playtesters

- Special thanks to Chocolatez, Kahnue, and Robinaloft for playtesting our game!

Third Party Assets

- "Infinite Perspective" Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 4.0 License <http://creativecommons.org/licenses/by/4.0/>
Link: <https://www.youtube.com/watch?v=UGOfGUC4o-w>
- "Unwritten Return" Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 4.0 License <http://creativecommons.org/licenses/by/4.0/>
Link: <https://www.youtube.com/watch?v=sJQ98uKT-2E>
- "RPG Essentials Free SFX Pack" Leohpaz (leohpaz.itch.io) Link: <https://leohpaz.itch.io/rpg-essentials-sfx-free>

Unused Art

