

# VI Game Development Project 3

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## Index

- Game Context
- How to instal the game
- Game configuration.
- The game play.
- Credits.

## Game context

You are a special ninja model built to do danger missions. Because you are a robot, you can perform especial manuvres that a normal human being only can dream of such as very long jumps.

Your next mission is to enter in an ancient lava cave where the pirates were hidden. Legends tells that those pirates where actualy very tecnology advanced and builted some structures and auto-defences. Rumors says that they are still alive but in a some a strange from. They seems to be zombifeid. No one knows what did hapenned.

Rumors also tells that those adanced pirates have hidden a very rich treasure in that cavern.

You must then find that gold where ever it is and find the solution to this mistery about the zombified pirates. The way is a bit hard but you, as a last model robitized ninja, that way should not be that hard.

## **How to install the game.**

The instalation of the game is, in fact, quite simple. Chances are that you already have the game installed.

Just unzip the zip you have downloaded using your favorite software to do it (usa winzip, winrar or, if you are using windows XP, unzip the file using the windows itself). Just create a directory to put the game and unzip to that directory. Make sure that foulders are also correctly unzipped since they are very important to make the game working.

When you are done, read the Game Manual, witch in fact is what you are doing right now, and then double clic in the VIGDP3.exe to run the game.

## Game Configuration

When you start the game, a window appears with some options to make. This is the game configuration.



### Renderer:

The first option is the renderer. You will be presented with the resolutions that your hardware supports with their refresh rate and aspect ratio.

Then there is a solution about Vertex or Pixel lighting. This chooses what render path you want to use to run the game.

The Vertex lighting is a faster option but with less quality. It may run in every computer that supports Direct3D9.

The Pixel lighting needs a Shader Model 2 graphics hardware. If your hardware is not able to run such shaders, this option will be greyed out. This render path is much slower but has more quality (attention, do not use large resolutions with this option at least you have a very fast computer, and I mean FAST computer). This render path also allows 2 more options. You can activate the Specular and the Glow. Specular is some shiny effect created on objects.

The Glow makes the image a bit more smooth and allows some materials to emit very shiny lights. The per pixel render path with both options activated will give you the best quality but a slow graphics output as well (specially the glow).

## **Buttons:**

The buttons are straightforward. Just choose what makes you feel better.

## **Sound:**

This last option is also important. It is here where you can choose what sound driver you want to use (if you have more than one sound board, you can choose which one you want to use).

You can also choose if you want EAX. The game with EAX selected will create special effects on sound such as 3D sound and reverberation giving more atmosphere to the game, but, for that, you will need a sound board able to produce that. If your actual selected sound drivers do not support hardware accelerated sound but you have EAX activated, the game will ignore this command and create a sound device without any acceleration. If you have a sound board with this support I recommend to use EAX because it gives you a lot more atmosphere without making your game much slower or not slower at all.

## The game play.

The game play is quite easy. Initially you just need to know how to run and jump. You can define the keys to run and jump in the configuration windows. The rest of the game is explained in the pannels that you will find during the game levels.

Those pannels have this aspect:



When you are close to a pannel like this one, the pannel's message will appear. Reading it will give you intrutions about the game, how to kill the zombifeid zombies and how to get throught the levels.



Notice that those pannels not only will explain how to play the game but will also tells you the progress of the story as you get throught the levels.

## Credits

All game was produced by Filipe Ami, aka Filami. This includes the engine programming, game programming, the models and textures, sounds and the 2 musics in the menu and the end of the game.

Some textures and sounds are manipulations of original sounds taken from the internet.

And now the greetings are sent to:

Jae686

Greyone

JCabeleira

KammutierSpulle

Kazuya

Xernobil

and to all people from [www.gamedev-pt.net](http://www.gamedev-pt.net).

Thanks you people for all the support :-)

For any game updates and for another games from me and from Volumetric Illusions vist:

<http://www.videmogroup.org>

<http://filami.videmogroup.org>