

# **Ceng492 Graduation Project**

*The Bride Project*

**User Manual**

Presented by Meda

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## **Introduction:**

Thank you for your interest in “the Bride” game. This documents aims to give useful information about the usage of the game. Hope you have fun..

Note that along this document “the bride” is used for both to name the game and the character controlled. However it should be easy to distinguish for which the bride stands for from the context. “Hero” is also used to name the character controlled.

## **Distributing:**

It is implemented under the scope of the senior design courses at the Computer Engineering Department of Middle East Technical University with educational purposes. It does not aim any commercial use.

## **Disclaimer:**

Meda group does not accept responsibility for any effects, adverse or otherwise, that this software may have on you or on your computer. Use it at your own risk.

## **Description:**

*“Seconds, minutes, hours... None of them remains meaningful after numerous weeks spent in coma. During the days of obligatory rest, I could not stop myself from planning my revenge even for a moment. He shouldn't have done that, he shouldn't... Now, having wakened up from my restless sleep, I need to find Bill and ask a few questions in the name of my dead child... I need and I will... Whatever it takes!”*

The Bride is a 3d adventure game where you control the Bride, who was betrayed by her former boss, to find him and fulfill her revenge. But It is never easy to reach -the head of the assassin circle- Bill and It will never be. You will have to deal with a number of puzzles to be able to reach this goal. Let the adventure begin...

## **Hardware Requirements:**

- 1.2 Ghz PC
- Windows OS 98+
- 128 Mb Ram
- 64 Mb video card with multi-texturing support
- Sound card
- 100 MB disk space

## **Entering to the Bride's World:**

Click to the executable file named “theBride.exe” to start the game. You will be welcomed by a menu which we prefer to call main menu.

## **Main Menu:**

As in most of the games, we have a GUI as the entry point for our game, through which the user can spawn a new game or load the game he has saved

previously or update the environment. The exit point from the game is also within the game menu.

Throughout the context by selection we mean left-clicking on the button when you chose it or pressing the ‘y’ for “Yes” and ‘n’ for “No” keys in case when you try to exit from the “Game Menu”.

There are currently four functionalities with four different buttons now. The first one is the “New Game” button, by use of which the user starts a new game. Second is the “Load Game” button, which loads the previous saved game in case of selection. Third is the “Options” button which enables the user update the sound volume or gama distribution in the environment. And the last one is the “Quit” button which exits from the program.

When you enter the “Game Menu” by choosing one of either “New Game” or “Load Game” buttons you face a 3D environment with a fusion gun at your hands. This is the default gun that the game provides for you as a default. During the game the user will have to use knives and pistols also, those of which the user will try to find in the level.

The user is able to exit from the “Options” menu by pressing the ‘ESC’ key where the game automatically starts with the new settings. To choose a value to update use the ‘TAB’ key that enables you to navigate through the possible candidates. And when you chose one, in which the default case is sound, you can increase or decrease the value by the help of ‘LEFT’ and ‘RIGHT’ keys.

### **Game Controls:**

The input elements (keys and mouse buttons) used during the game and their functionalities are listed below:

- W / UP** : Move forward
- A / LEFT** : Move left
- S / RIGHT** : Move backward
- D / DOWN**: Move right
- E** : Open Close an item / Pick up an item
- Space** : Jump
- Tab** : Navigates through the items in inventory
- Left Mouse Button** : Use the item that is being hold
- Esc** : To exit to the GUI from the “Game Menu”.
- I** : Show or hides the inventory.
- H** : Uses the healing packages in the belt.

In order to navigate in the game menu the user has to use the action keys defined, however in order to update his/her view the user has to use the mouse so that he/she will be able direct the hero.

The bride has an inventory and also a belt in which she holds the objects in the environment. The “Inventory” has a capacity of 30 slots. These slots can be used for any item defined in the game, however according to the item size; the place that the item will cover in the inventory will change as expected. The hero also has a belt in which she can carry health packs or ammos, it is again possible to navigate in the belt by the pressing the ‘TAB’ key.

The user will be able to replenish his/her life by the help of the health packs that she takes if he/she finds one during the game. These packs have varying sizes by means of replenishing your life. User will also find ammos in the environment to refill his/her guns whenever needs.

### **Game Play:**

Burning with the fire of revenge, you have just arrived to Klezmer's Inn a hideout where you hope to find Bill. The place seems to be still and there is nobody around. But the view is so ordinary that it would not be possible in reality. You feel something is going wrong...

Bill, who have heard that his ex-lover is on her way to kill him, assigned some of his men to prevent the Bride reaching to him. Still having feelings to the Bride, Bill is trying to make time to run away but also does not wants the Bride to suffer more. His men have executed the boss' orders and had set up a few obstacles on the way of the Bride to slow her down. It is up to you decide whether they are successful or not. Find the items and solve the combinations to open the locked doors and get over obstacles.

Some items in the environment can be picked up and put into your inventory. Pick them up with the 'E' key. Some of these picked up items can be used with other items in the environment. It is up to you to find out which item can be used with another. On the other hand some picked items can sometimes be used as it is without requiring any items nearby like potions. To try to use an item in your inventory, first select the item from inventory, then take it into your hands and then click on left button of your mouse. It is worth emphasizing that not all items are usable and some of them are usable only near another item so you may have to get closer to the item to use the item you are holding with it. You may open or close a static object in environment by using again the 'E' key provided that it is not locked. If it is locked first you need to find a way to unlock that object to be able to open / close it.

During the game you will come up with some scene writings. These tables hanged on walls and they usually contain poems related with the puzzles. These scene writings will be a useful guide and -hopefully- help you to solve the puzzles.

You will also get some messages when you try to use or open an item about what happens when you try to use or open it. For example if an item you are trying to open is locked (i.e. door, lock) you will see “This is locked..” message. If you try to use an item that is not usable in that place you will be informed with “This doesn't work..” message. These messages which are called system messages will be displayed in the upper center of the game window panel which resides at the bottom of the window and above the belt of the hero. These system messages will also be helpful and inform you what happens when you make the action.

Keep your eyes open, think fast and don't let Bill fade away...

### **Contact:**

Website: <http://senior.ceng.metu.edu.tr/2005/Meda>

You may visit our website for more information about the game and contact information. Also don't forget to check it for new updates.

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