Middle East Technical University
Department of Computer Engineering

Ceng492 Graduation Project

The Treasure Hunt Game
User Manual

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1. INTRODUCTION

1.1. Treasure Hunt

Treasure Hunt is a 3D massively multiplayer online game. This document will give the necessary information about game to play.

1.2. A glance at the Story

The player is a member of any team whose aim is to collect the treasure objects in minimum time. While collecting this treasure objects he will face with some obstacles. First; he will need to collect food objects to move faster; and second, he must answer the question appeared in the screen correctly. All the player can start as soon as they connected to the server and initialized the game correctly.

1.3. System Requirements

For installation of the Treasure Hunt minimum hardware and software requirements are as follows.

Hardware Requirements:
- P.4 1.6GHz processors or equivalents
- 240 MB RAM
- 3D Graphics Card with 128 MB memory
- 512 MB free disc space

Software Requirements:
- Windows XP or Windows Vista Operating Systems
- OpenGL Drivers

1.4. Installation

The TreasureHuntInstal.exe installation file can be downloaded from our website. By this file you can install our game by following the instructions of the installer.

1.5. Running the Game

The game is started by executing TreasureHunt.exe file.
2. GAME MENUS

2.1. Main Menu

In main menu you can choose the following options:

- JOIN GAME: Open the “Join Game” menu to start the game.
- CHARACTERS: Open the “Characters” menu to choose an available character.
- TEAM: Open the “Team” menu to choose an available team.
- HELP: Open the “Help” menu to learn the keyboard controls.
- OPTIONS: Open the “Options” menu to adjust some properties.(audio, full screen)
- ABOUT: Open the “About” menu which contains the credit of the game and developers name.

At each submenu there are BACK TO MAIN MENU button to get back to the main menu again.

2.2. Puzzle Menu

A box containing a question with multiple choices will appear. To answer the question click the choice you think it is correct.

2.3. Chat Menu

To send a message; first press F1 then write your message at the bottom of the box appeared. After that, press enter to send. To close this menu, again press F1.

2.4. Pause Menu

In pause menu you can choose the following options:

- HELP: Open the “Help” menu to learn the keyboard controls.
- OPTIONS: Open the “Options” menu to adjust some properties.(audio, full screen)
- CONTINUE: Resume the game.
- EXIT: Exit from the game.
3. CONTROLS

3.1. Mouse
Mouse is used to direct the character under the control of player. The puzzles are answered by the left mouse button also.

3.2. Keyboard

Keyboard controls are as follows:
- W: Move Forward (walk, run)
- S: Move Backward
- A: Move Left
- D: Move Right
- P: Pause Menu
- ESC: Quit
- Enter: Send Chat Message
- Space: Jump
- F1: Chat Menu (on, off)
- F3: Small Map to view the entire map (on, off)
- F4: For small map zoom in.
- F5: For small map zoom out

4. PLAYING THE GAME

4.1. General

After starting a game the player can interact with the environment and other players. You can collect the foods and treasure objects. You can send chat messages to other players. You can run or walk according to your calorie value.

4.2. Treasure Objects

These objects have to be collected as fast as possible to win the game. To collect this object you must just go over them.

4.3. Foods Objects

These objects have to be collected to gain calorie so that you can walk faster. To collect this object you must just go over them.

4.4. Heads Up Display (HUD)

The heads up display of Treasure Hunt provides three informations for the game. These are:
- Calorie: Display the calorie you have now. Decrease by one every two seconds.
4.5. Camera

In Treasure Hunt, your view of the 3D environment is provided from First Person Shooter (FPS) camera model.

5. GAME CONTENT

5.1. Our Character

Our character is capable of collecting food objects, treasure objects, sending message to other players, answering the puzzles, walking and running.

5.2. Other (rival) Characters

Other players can be seen in 3D environment. They can walk, run or collect objects also.

5.3. Models

In the game the player can interact with the environment. The only moveable objects are other characters. Other objects are static. Food and treasure objects appear or disappear according to the server message. If somebody collects any object then it will disappear from other player screens.

5.4. Map

The map contains a village between two cities and some extra environment objects like tree, roads, vehicles, and etc. The map is large enough to run and walk freely.

5.5. Network

We have a game server to handle the network traffic during the game. Player will write the IP number of the server to connect to the server. In server screen we can follow every message send by the players. Also we can send message to the player from the server, or we can ping a client, or we can disconnect a client from the game, or we can ban a client.

5.6. Puzzles

Our puzzle contains some easy questions about different fields. We expect the player will enjoy while answering these lovely questions.