

CENG 492
Computer Engineering
Design 2



User Manual



Geeks In Action

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1 Overview

1.1 What Is This Game About?

“Ninja Football” is a 3D arcade football game. Arcade behaviors are main skeleton of the game. The game is fully same with other football games. Moreover, “Ninja Football” includes classical football game modes and an extra “for fun” mode such as “Street football”. Each of these game modes includes their own rules. The game can be played in single player and multiplayer via joystick controller.

1.2 System Requirements

The minimum hardware and software requirements for our game are listed as:

- Computers with Intel Pentium Core 2 Duo or AMD Athlon 64 X2 core CPU.
- A graphics card with Nvidia GeForce 6 series or ATI Radeon HD GPU.
- Onboard sound card.
- 1 GB of RAM.
- 500 MB of available disk space.
- An onboard 10/100 Mbit/s ethernet card for network connection
- An installed Linux distribution (Ubuntu 8.04 or higher is recommended)

1.3 Installation

For the installation of the game you just need to run the executable file given in the final package. After extracting and entering the game folder of final package, issue these commands in the terminal console.

```
$> cd bin/Linux  
$> ./NinjaFootball
```

You can also build the project from its source files. The source files are given in the game package and the game package is provided as a .tar.gz archive. A CodeBlocks project file is also included in the package, so you can directly build it by using CodeBlocks.

2 Game Play

Since the game is a soccer game, game play is going to be presented in an illustrative way. (e.g. screenshots with explanations) For each game mode there are specific game play explanations in its respective chapter.

2.1 Getting Started

First install the game then execute the game. When the game starts, the start menu opens as;



Figure 1: A screenshot from main menu of Ninja Football

From this menu; you can select

- 1- Game modes
 - a. Traditional mode
 - b. Street football mode
- 2- Quit to Linux

2.2 Playing a Traditional Mode Game

In order to play a traditional mode game, left click to ‘Exhibition’ button. By doing this, exhibition match screen opens as:



Figure 2: A screenshot of team and stadium selection from traditional mode game.

After selecting teams and line up formations simply left click start button to start the match.

You can also choose a different stadium for the match. Default stadium is set to Nou Camp.

A screenshot of the Estadio da Luz stadium is represented below:



Figure 3: Match start screen at Estadio da Luz stadium

A screenshot of the Nou Camp stadium is shown below.



Figure 4: Match start screen at Nou Camp stadium

The game begins with kick off from the player which controls the keyboard. To do kick off, press S button. You can control only one player at a time.

2.3 Playing a Street Mode Football Game

In order to play a street mode game, left click to 'For Fun' button. By doing this street football menu appears as:



Figure 5: A screenshot of street selection from street football mode.

After selecting teams and line up formations simply left click start button to start the match.

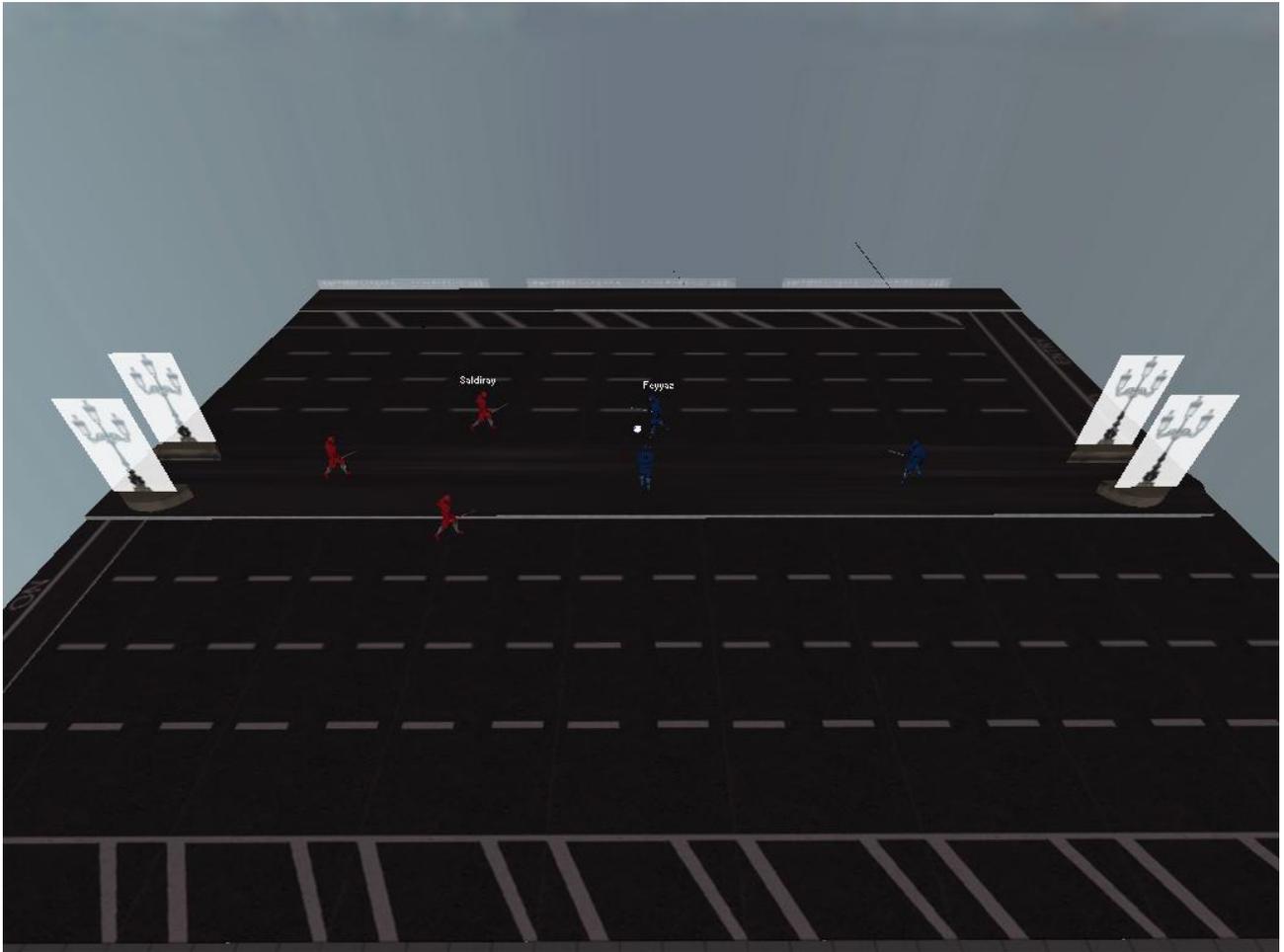


Figure 6: Match start screen in the street football mode.

The game begins with kick off from the player which controls the keyboard. To do kick off, press S button. You can control only one player at a time.

2.5 Exiting The Game

To exit the game, simply left click “Quit To Linux” button in main menu.



Figure 7: Exiting to Linux from main menu

You can also exit the game in a match moment by pressing ESC on the keyboard and left clicking “Quit To Linux” button.



Figure 8: Exiting to Linux from in game menu

3 Game Controls

The game can be played with joystick and a keyboard. For each mode joystick and keyboard controls are listed below.

3.1 Traditional Mode Game Controls

Functionality	Keyboard Control	Joystick Control
Pass the ball	S	Cross button
Perform a long shot	D	Circle button
Steal the ball	A	Square button
Move upward in the field	Up arrow	Up button
Move downward in the field	Down arrow	Down button
Move right in the field	Right arrow	Right button
Move left in the field	Left arrow	Left Button
Change camera	0	–
Select player for throw-in, goal kick and corner kick	S	Cross button
Send ball to selected player for throw-in, goal and corner kick	A	Square button
Goal Kick	D	Circle button

3.2 Street Football Game Controls

Functionality	Keyboard Control	Joystick Control
Pass the ball	S	Cross button
Perform a long shot	D	Circle button
Steal the ball	A	Square button
Move upward in the field	Up arrow	Up button
Move downward in the field	Down arrow	Down button
Move right in the field	Right arrow	Right button
Move left in the field	Left arrow	Left Button
Change camera	0	–
Select player for throw-in, goal kick and corner kick	S	Cross button
Send ball to selected player for throw-in, goal and corner kick	A	Square button
Goal Kick	D	Circle button

4 Troubleshooting

Our game is currently in the pre-beta phase. So, facing with many bugs is quite possible. If you encounter a bug, the only advice that we can offer is that simply avoid it and report the bug to geeksinaction@ceng.metu.edu.tr The development team has no intention to upgrade the game, but since the game is going to be placed in Ubuntu repository and be open source, posted bugs are going to be announced on the project website for Linux game developers to deal with.