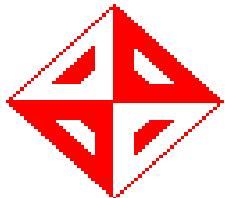


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Ceng492 Graduation Project

*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.

- Step: Display the step you are in now.
- Time: Display the time that you spend so far.

## **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.