



ENG1: Auber Manual

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Marlin Studio

ENG1 Team 2

UoY



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Overview

You are Auber, the constable of Deep Space Y. Your job is to ensure the safety of your Passengers by protecting key systems from a team of Infiltrators.

Specifications

The game was designed for displays 1920x1080p in size, and so therefore, we cannot guarantee the game will play as desired on screen sizes other than 1920x1080p. The game itself seems to run on different screen sizes, however, the menus are difficult/impossible to navigate. Therefore, you can directly launch a new game by pressing R-Ctrl on the main menu, please note that on the Game Over screen, you can return to the menu by pressing ESC.

If you are playing on a 1080p display, you can press F to enable fullscreen mode, and G to disable fullscreen mode (Main menu only).

N.B. If you are on Windows, you may need to set the scale & layout option to 100%.

Goals

In order to beat the game, you must arrest all 8 Infiltrators before they destroy all the key systems on board.

The Infiltrators will try to put you out of action, so you may need to teleport to the Infirmary to heal every so often, if you lose all of your health, you will be respawned in the Infirmary.

Infiltrators

Infiltrators will roam the ship, doing their best to blend in with the Civilians on board. In order to successfully arrest them, you must hit them twice with your arrest beam - once to reveal them, and a second time to teleport them to the brig.

Infiltrators will attack systems every so often, and it is your job to arrest them before they destroy said system. A system under attack is indicated by both a red light over the system, and a red dot on Auber's minimap.

Infiltrator abilities are a temporary debuff which activate when an Infiltrator successfully attacks Auber. Auber will receive one of three effects when this happens;

1. Blindness
 - Auber's vision gets blocked
2. Confusion
 - Player's inputs are reversed, causing you to move right when you'd ordinarily move left.
3. Slowness
 - Auber's movement speed becomes a fraction of what it was for the duration of the ability

Teleporting

As the constable of Deep Space Y, you are able to teleport around the ship. Use this to your advantage against the Infiltrators by getting around the ship quickly.

You are also able to teleport to the Infirmary from any position on the ship by pressing Q. However, in order to leave the Infirmary, Auber must use the teleport inside, by walking over to it, and pressing E.

Difficulties

Two difficulties are included in the game; Easy and Hard. In Hard mode, power ups have a lower drop rate and their duration is shorter than in Easy mode. Furthermore, Infiltrators will attack Auber at a faster rate, and have a higher chance of attacking a system.

Power Ups

Throughout the game, you will find a wide range of power ups available to you. These power ups are spawned in random locations across the ship every time an Infiltrator attacks a system.

In Easy mode, power ups last 10 seconds each, and have a drop rate of 5. In Hard mode, they last 6 seconds each, and have a drop rate of 2.

The power ups are as follows:

- Invincibility:
 - Auber gets healed instantly, and Infiltrator attacks will not cause damage to Auber - Auber will still be affected by Infiltrator abilities.

- Invisibility:
 - Auber becomes invisible to the Infiltrators, this will cause their attacks to be launched in random directions as they attempt to guess where Auber is.
- SuperSpeed:
 - Auber gets an increase in both max speed, and acceleration. Use this power up to get around the map quicker, and access places far away from teleporters quickly.
- InstaBeam:
 - Auber's arrest beams become super-charged. You are no longer required to hold down the mouse button to charge your arrest beam.
- Vision:
 - All Infiltrators will become revealed to Auber, and require just one beam to teleport them to the brig.

Menus


Upon launching the game, you will be greeted with a menu screen with a demo mode playing in the background.

There are 3 buttons on this menu;

1. Play
 - Click this button to view the quick guide before playing. Click next to view the second slide of instructions before pressing Play one last time to begin the game
2. Load
 - Click this button load up the last save created by the user
3. Easy/Hard
 - Click this button to toggle between difficulties. The difficulty displayed is the current difficulty level.

In order to pause the game, you can press the ESC button to bring up the pause menu. On this screen, there are 3 buttons with different functions;

1. Quit
 - Return the user to the main menu, does not save the game
2. Save & Quit
 - Return the user to the main menu whilst saving the game, this will overwrite the previous save
3. Resume
 - Return the user to the game in the exact state it was left in.



Upon beating or losing the game, the post-game screen will show. In the screen, the outcome of the game is displayed (win/lose). There are 2 buttons on this screen;

1. Quit
 - Return the user to the main menu, does not save the game
2. Play Again
 - Restarts the game with the same difficulty used in the previous game. This does not display the quick guide which is shown when launching a game from the main menu.

In order to activate a button, you must move your cursor over it so that it changes colour, and then left-click.

Saving/Loading

Saving your current game and loading it back up is described in the Menus section of this manual.

The game only allows the user to create one save at a time, the save is a .json file which the user is able to manipulate/organise in order to achieve multiple save files for the game.

On Windows, the save files are stored in the following directory:

- C:\Users\[YOUR USER]\.auber

On Linux, the save files are stored inside the following directory:

- /home/[YOUR USER].auber

If the game detects a “save.json” file in the respective directory mentioned above, the load button on the main menu will not be greyed out, and you will be able to click it to load your game.


The game is unable to detect invalid save files, and crashes when attempting to load one. Therefore, it is encouraged to not edit the contents of the save.json file.

It is worth noting that the game does not save automatically, and will only do so when the “Save & Quit” button is pressed on the pause menu.

Controls

Controls are listed in the quick guide displayed when the user launches a game from the main menu. They will also be listed here for convenience;

- WASD
 - Move the player up, down, left and right.

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- Mouse & Left-Click
 - Hold (Click when InstaBeam is active) Left-Click in order to charge up your arrest beam. Release to fire beam in the direction of the cursor.
 - E & Q
 - Press Q to teleport to the Infirmary, this can be done from anywhere on the ship. Press E whilst on a teleport pad to teleport to be teleported to another pad on the ship.
 - ESC
 - Press ESC to pause the game and bring up the pause menu. You can press either "Resume" or ESC again to unpause the game and carry on from where you left off.