

Tripwire Redux

Manual

This is a 1v1 game, played over the Internet via dedicated server.
First one to get two kills, wins.

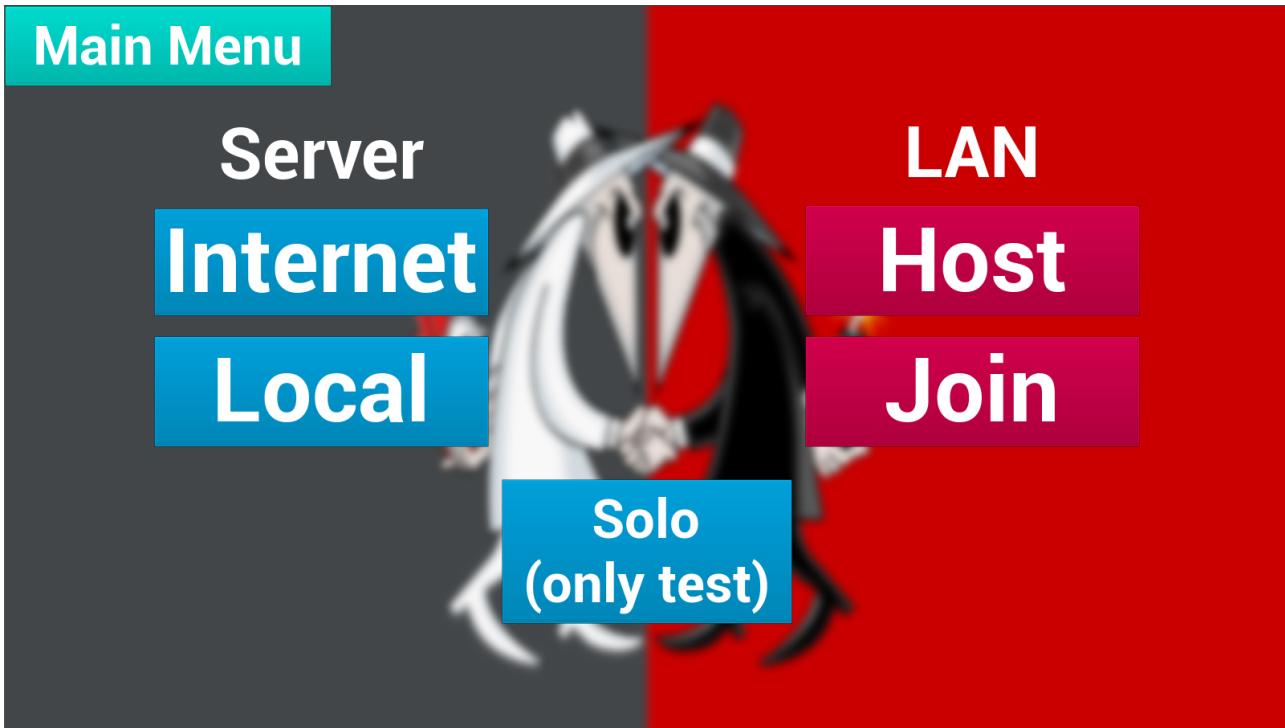
GitHub link: [github.com/ChiefGit00/Tripwire Redux](https://github.com/ChiefGit00/Tripwire_Redux)
Executables link: drive.google.com/drive/folders/TripWireRedux



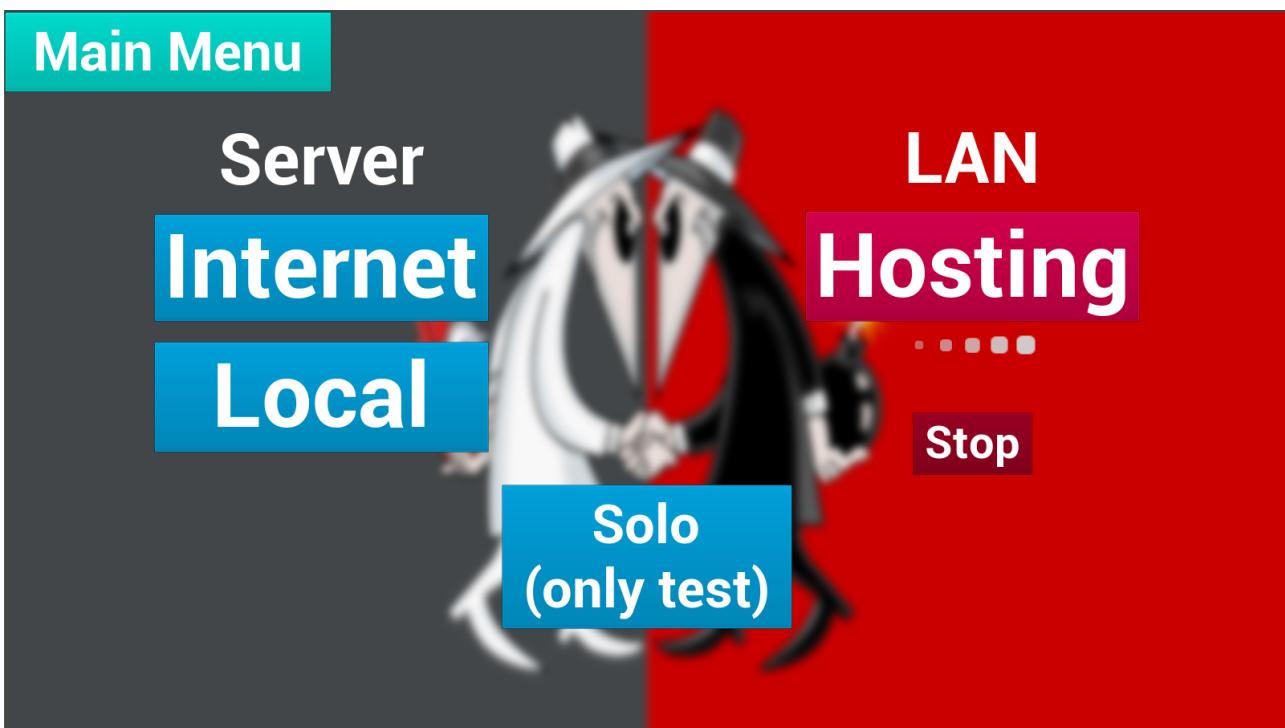
Enter a name and save.

Options has nothing. **Quit** works.

Click/Tap **Play**



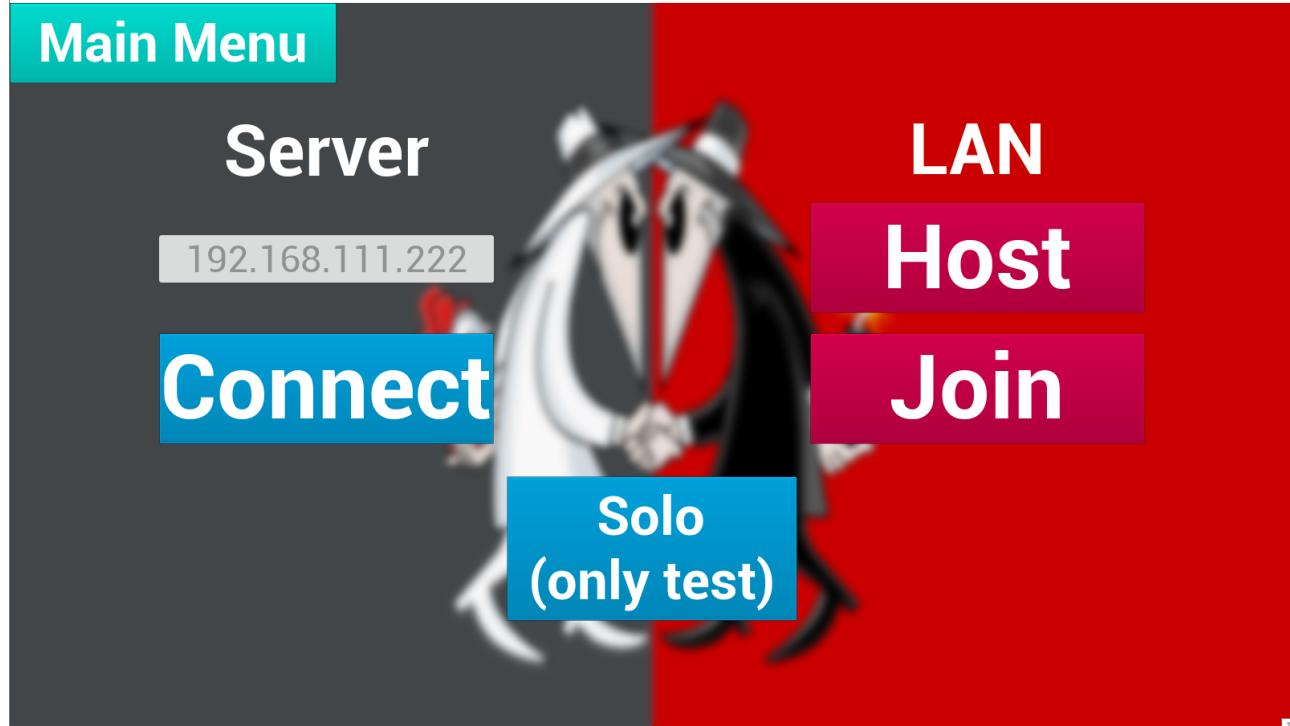
Solo is only to walk around and feel the controls and level, and check some of the game elements.



One player can host a local game while the other can join if on the same LAN network.

Server

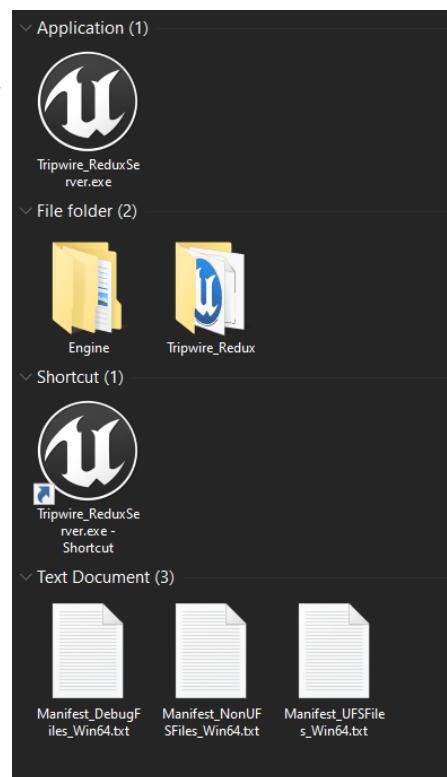
Local server connects to IP 192.168.1.6 which is my desktop local IP. Makes testing quicker. Unless the same is true for you, this is useless.



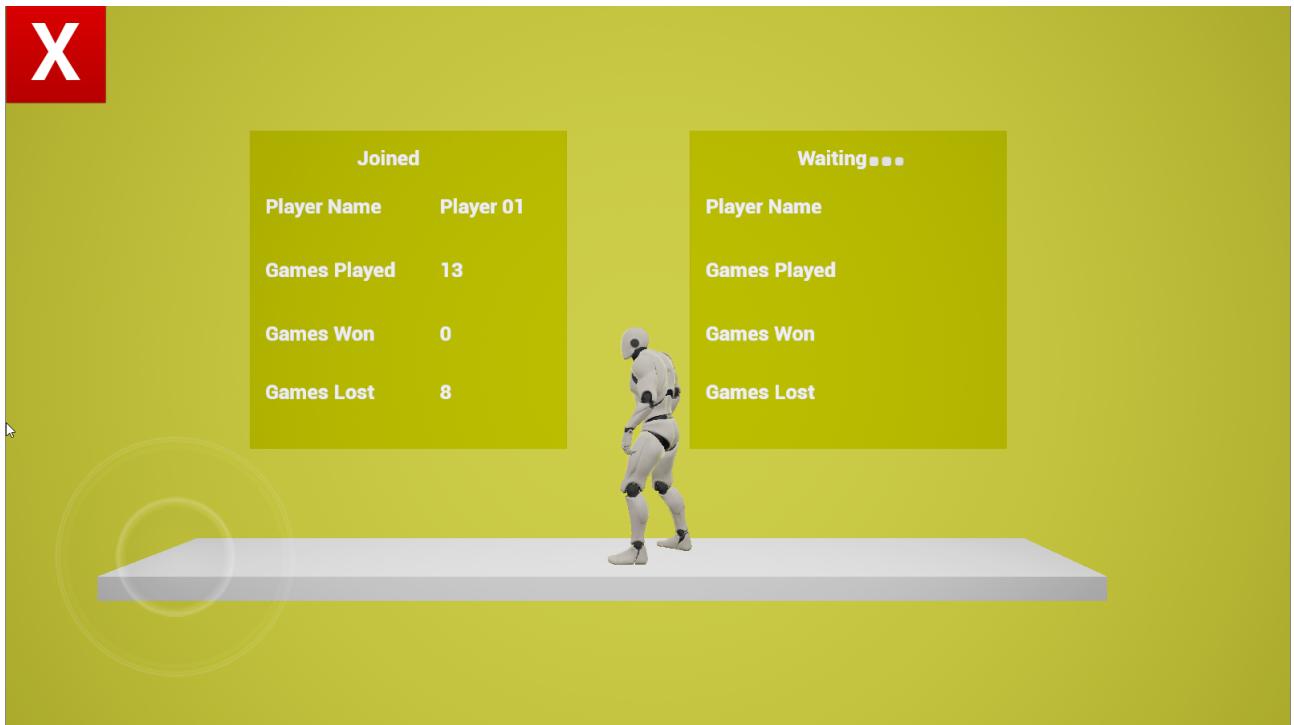
Internet write the server IP. Click on text "Server" to go back to previous choice.

For starting the server, if .exe is started a window less server start.

The shortcut has "-log" appended so starts a windowed server



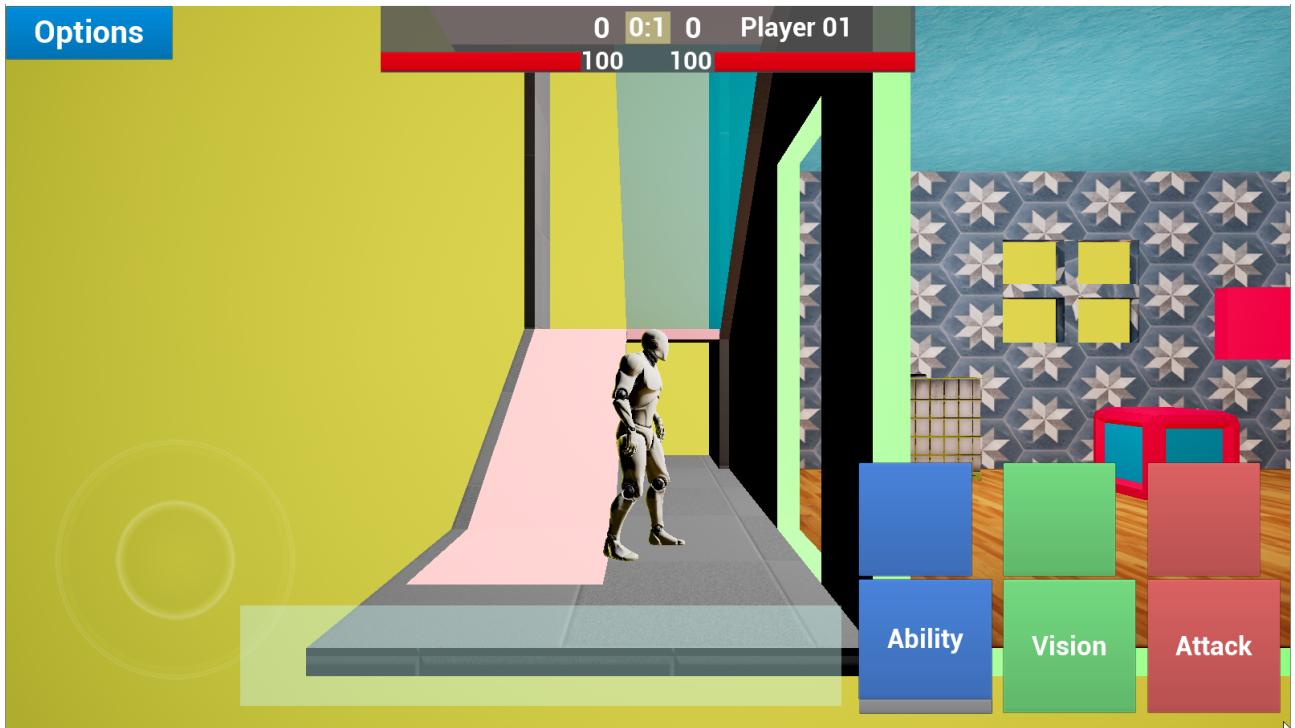
Lobby



When both players join the server the countdown to start the match starts.

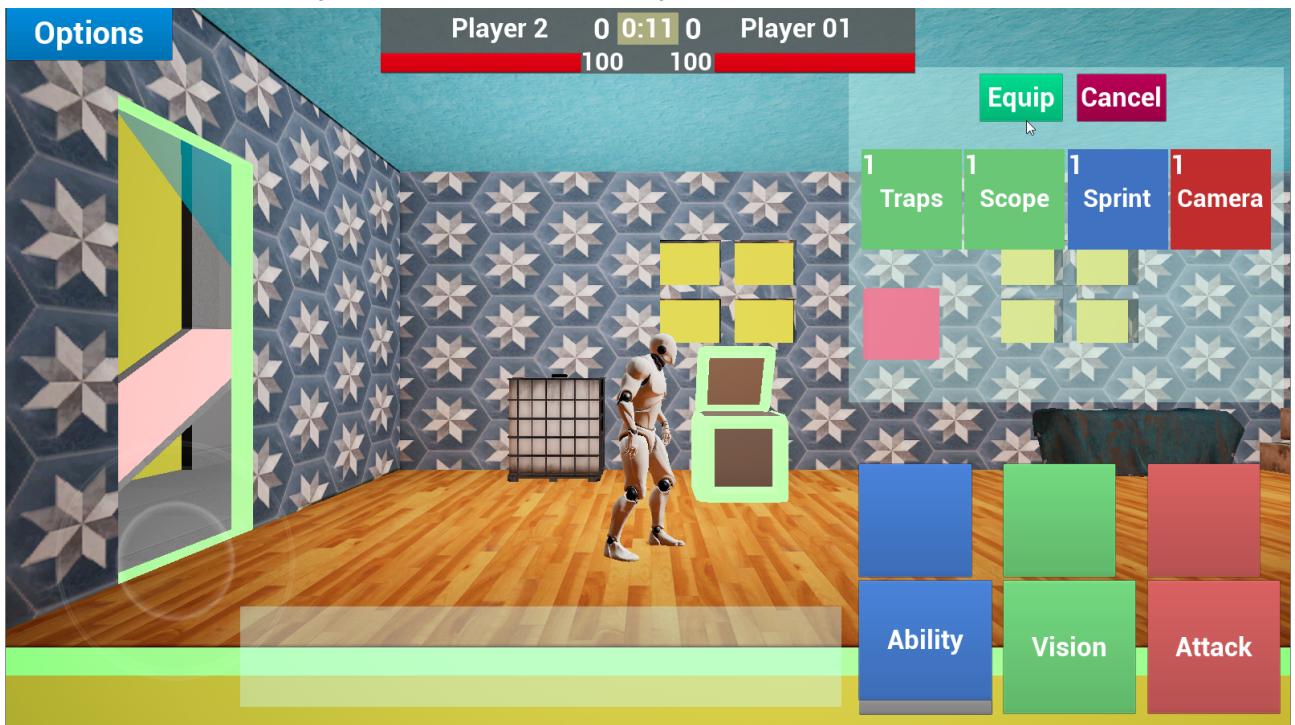


Gameplay



Press down to crouch

Space bar or tap anywhere on screen to jump



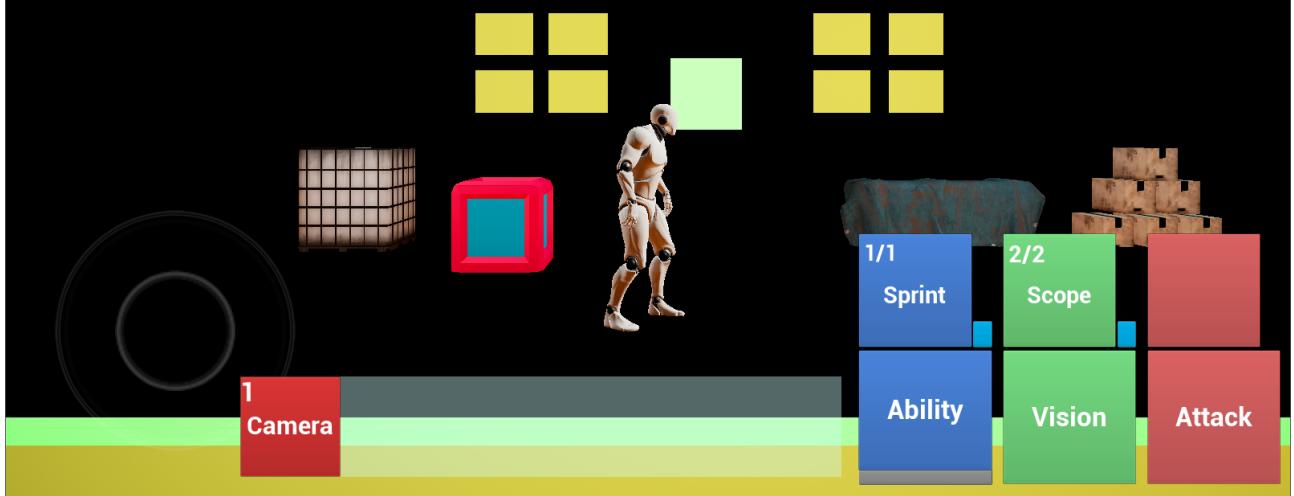
Click/tap on the boxes when they are green to get pickups.

The activate when you are nearby and become deactive immediately after use for a while.

Options

Player 2 0 0:34 0 Player 01

100 100



You can use the *room switch* to turn room light off. This will hide all traps you have layed out.

There are four types of pickups

1. Devices

These appear in the dock below. Click/tap and they will be dropped in level where you are.

a) Trap

Other player (and you) if come in contact will not be able to move for a while

b) Fire

Other player (and you) while in contact will continuously loose health.

c) Mine

On contact will explode.

d) Laser

Other player if crosses it, will sound alarm, show time past since it was crossed and will show camera for a while.

e) Smoke

Will create a smoke screen in the room for a while. Other player won't be able too see.

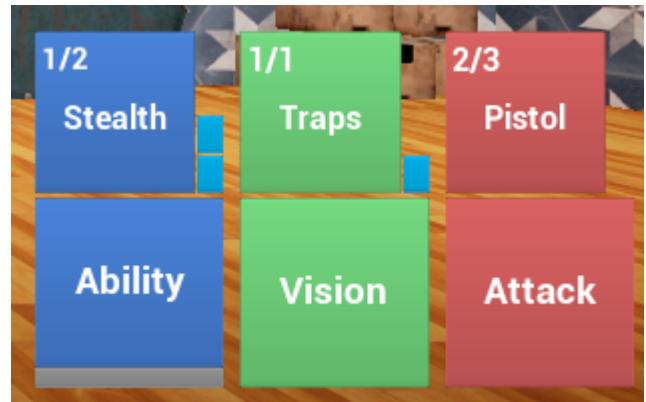
f) Camera

Gives live view of room in which dropped. Only two active camera at a time.

2. Abilities

Cycle through available abilities (Vision, Attack) by clicking/tapping the top button. Bottom button is used to activate it.

The current count is represented by blue tiles on the right.



For Abilities the lower bar represents the activation status (grey = off, blue = on) and the remaining time.

Abilities can be activated and deactivated at will.

a) Sprint

Increases speed and jump distance.

b) Stealth

When you are stationary, you become invisible.

3. Visions

a) Trap

In the room in which it is activated, you can see all the devices put inside for a moment

b) Scope

A timed free moving camera that uses movement input, to look around the map.

4. Attack

a) Sword

One hit attack on close

b) Pistol

One bullet gun for distance attack

b) Bomb

Not only does area damage, but also destroys all the traps in the room.

Some points

1. Stairs work automatic. This is so that players don't hide there.
2. Devices cannot be dropped in corridors. That is not the fight area.

Known Issues

1. If down key is continuously pressed and player jumps, then the camera only jumps.
2. Sometimes the camera pushes down. Jump to reset it.
3. On second floor left most stairs, the players might not auto move.
4. In **Trap** vision, the other player is still invisible if they are in **stealth**.