

**Vanier College**  
**Faculty of Science and Technology System Development**  
**Game Programming 2**  
**420-541-VA**

**FUMG Report**

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## Game Overview

Firefighter's Unknown Monster Grounds (FUMG) is a king of the hill type of game. There are Firefighters that try to protect their beloved city from the volcanic monsters, Hellbringers, that are trying to take over.



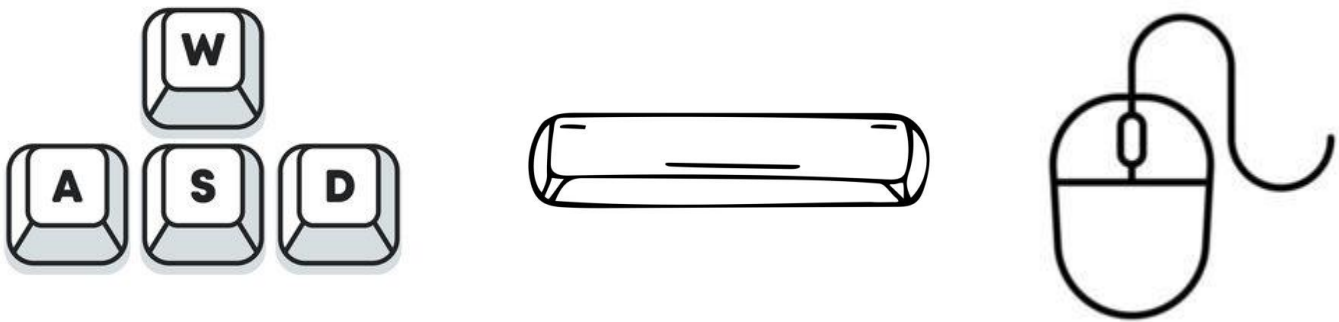
## Instructions

The objective of FUMG is to protect the fire extinguisher monument. As a user you play as the Firefighter are trying to keep the monument blue for 50 seconds, but your enemy the Hellbringer is trying to keep the monument red. If the Hellbringer successfully keeps the monument red for 50 sec the player loses. To win the Firefighter must keep the objective blue for a total of 50 sec.



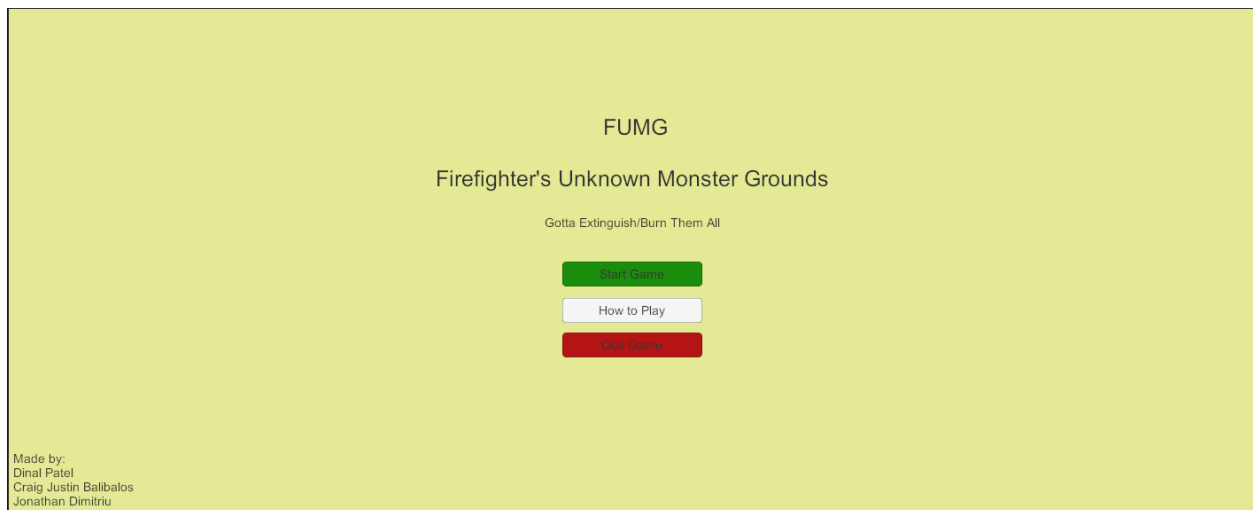
## Controls

To make the Firefighter walk you have to use WASD and to run you have to press shift at the same time. The player can also jump by pressing the spacebar. To control the camera movement the user must move the mouse. Lastly to shoot the user has to right click.



## Welcome Scene

The welcome scene has buttons to navigate through the options. There is a “Start” button which will lead the user to the main level to play the game. Then there is a “How to Play” button that will take the user to the tutorial level. Finally there is a “Quit” button to quit the game.



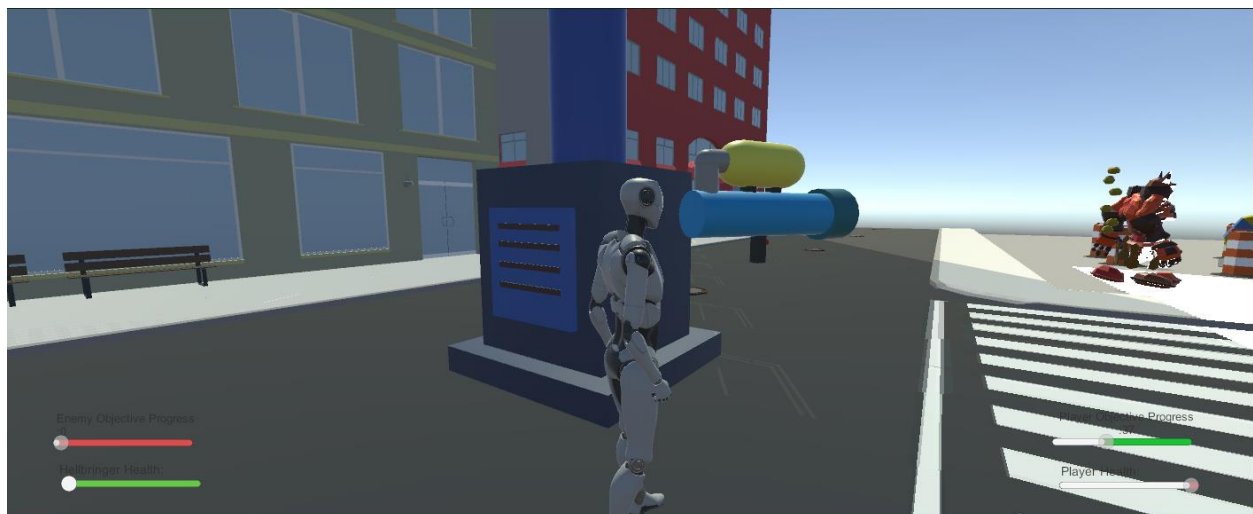
## Tutorial Level

The tutorial level shows the user how to play the game. It introduces the controls and shows the user the what the Hellbringer and monument look like.



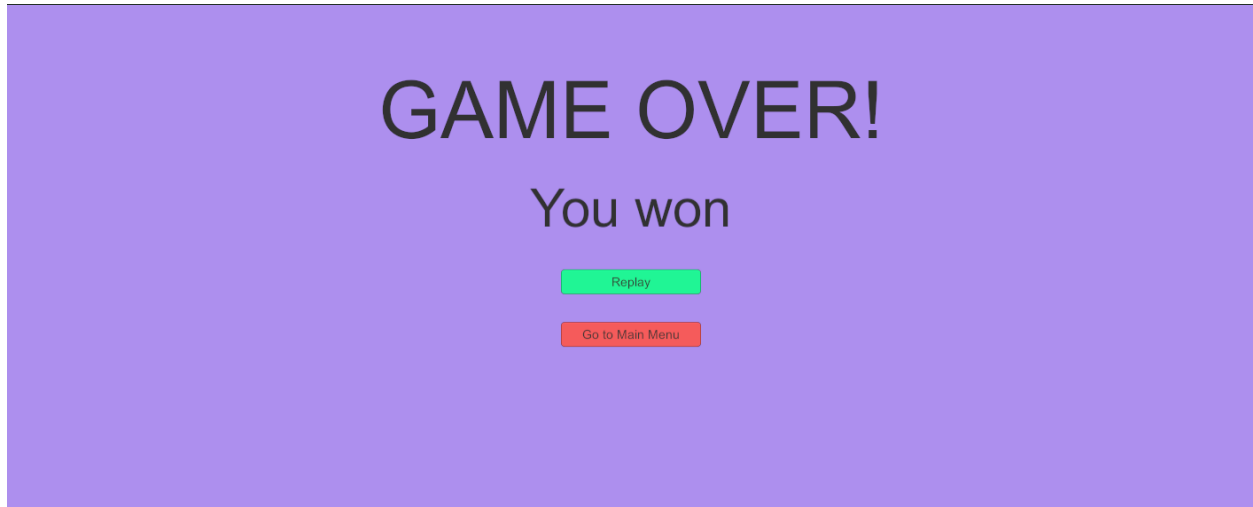
## Main Level

The main level is where the user can fully play the game. The user is now in the city playing as the Firefighter. The player has to look for the monument to capture it before the Hellbringer starts to protect it.



## End Scene

The end scene indicates if the user wins or loses. It contains two buttons to navigate replay and go back to the menu.



## Easter Egg

If the user want to throw the game and be an evil firefighter you can press the “q” key to shoot fire.

