FRONT COVER

* an attractive front cover depicting the title of the game and some appropriate art or an image

Table of Contents

Installation

Stuff

* clear and correct instructions for installing the game starting with the .zip archive you will turn in (see below). Bear in mind that the installer will need to install DirectX in addition to your game.

Introduction

Every 65 Million Years, a new Dread Wyrm Spawn descends from the Mother Wyrm to consume all life on Earth. Against the previous wrym spawn, the dinosaurs didn’t stand a chance. This time, however, a flourishing human civilization is ready to fight back.

It’s a life and death struggle between the giant man-eating wyrm creature that bursts forth from the flesh of the Earth to consume its quarry, and the technologically advanced human race armed with serious firepower. Choose your side, and prepare to enter the battlefield.

Gameplay

From the main title screen, selecting the options will start one of two modes: Singleplayer and Multiplayer. In singleplayer, the player controls the wyrm to eat all of the prey and advance through the levels. In multiplayer mode, two players compete head-to-head in a battle for survival. One player will control the wyrm, whilst the other will control the human encampment.

# Singleplayer

In singleplayer mode, the player controls the wyrm via the keyboard. There are 10 levels of increasing difficulty for the wyrm to complete. When all levels are complete, the game is over and the player has won. If the wyrm’s health is depleted before the levels are completed, the game is over and the player has lost.

In-game Controls

The player is granted full control of the wyrm while the wyrm is in the ground. Once airborne, control of the wyrm is limited.

IMG – Accelerates the wyrm in its current direction.

IMG – Turns the wyrm clockwise or counterclockwise

IMG – Allows the wyrm to sprint temporarily. This drains the stamina bar, which recharges when not sprinting.

IMG – Pauses the game and accesses the Upgrade menu (see the Upgrades section).

IMG – Pauses the game and displays the Pause menu (see the Pause Menu section).

Upgrade Menu

Use the arrow keys to select the appropriate upgrade option. Pressing enter will purchase the selected upgrade. Note that each upgrade costs meat points, which are acquired by consuming prey. The price of these upgrades increases with subsequent purchases. Pressing U will exit the upgrade screen.

**Metabolism Boost** (Health Regeneration) – This upgrade will heal 25% of the wyrm’s maximum health over a period of 10 seconds. Multiple boosts can be purchased at a time, up to a maximum of a full heal. A fully healthy wyrm may not purchase a boost.

**Fat Tissue** (Maximum Health Increase) – This upgrade increases the maximum health of the wyrm by 25 (starting value of 100), up to a limit. Note that increasing the maximum health does not heal the wyrm.

**Muscle Vibration** (Maximum Speed Increase) – This upgrade increases the maximum speed of the wyrm by 0.5 (starting value of 5), up to a limit.

**Muscle Coiling** (Sprint Duration Increase) – This upgrade increases the stamina bar by 50 (starting value of 200), up to a limit.

Pause Menu

I don’t know a single thing about the pause menu.

# Multiplayer

In the multiplayer game mode, two players compete as the wyrm and the humans. The wyrm is controlled with the keyboard, and the humans are controlled using the mouse. The goal of the wyrm player is to destroy the human’s generator. The goal of the human player is to deplete the wyrm’s health. Whichever player reaches their goal first is determined to be the winner, and the game is over.

In-game Controls

The wyrm player is controlled identically as in singleplayer, except concerning upgrades. There is no Upgrades menu, and instead the 1, 2, 3, and 4 keys purchase upgrades in real time.

The human player uses the mouse (by left-clicking) to purchase and place buildings, and to recruit soldiers. Building placement can be canceled with a right-click. Note that troops will act on their own accord, and are uncontrollable by either player.

Buildings

IMG – The human player’s generator, which is randomly placed at the beginning of the game. The human must protect this building at all costs. (PRICE: N/A)

IMG – The oil derrick is used to generate funds for the human player every 5 seconds. Multiple of these buildings may be placed at once. (PRICE: asdf)

IMG – The turret is the primary defensive structure. It will shoot at the wyrm if it is within range. Multiple of these buildings may be placed at once. (PRICE asdf)

IMG – The barracks allows for the recruitment of soldiers. The soldiers will appear at the barracks door and are uncontrollable. Only one of these buildings may be placed at once. (PRICE: asdf)

IMG – The factory allows for the construction of tanks. The tanks will appear at the factory door and are uncontrollable. Only one of these building may be placed at once. (PRICE: asdf)

Units

IMG – Creates an infantryman at the barracks. See the units section for details. (PRICE: asdf)

IMG – Creates an engineer at the barracks. See the units section for details. (PRICE: asdf)

IMG – Creates a tank at the factory. See the units section for details. (PRICE: asdf)

* clear and correct instructions for playing the game in an appropriate level of detail and making use of illustrations and screenshots.

Unit Details

Stuff

I don’t know, extra title

Stuff

In addition to the player's manual, you should create a .zip archive file for distribution to the public. Please don't include any unnecessary files in this release. Also, if you don't want others to have the source code for your game, don't include it in this .zip.