University of Regina

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**Project Night Terror How-To-Use**



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**Revision History**

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**1 Introduction**

* 1. **Purpose**

1. **Hardware Specifications**

**2.1 System Requirements**

**3 Gameplay**

**3.1 Startup**

**3.2 Button Mappings**

***Figure 3.1-1. Basic Flowchart of the Game***

**3.3 Menus**

**3.4 Collectables & Other Pickups**

In every level, there are four unique styles of collectables that the player can pickup; notes, audio logs, artifacts, and upgrades. The total number of a specific collectable in a level may be different than other levels. To pick up a collectable, approach it and when prompted, press *E;* shown in Figure 3.4-1. This will add the collectable to the player’s inventory. Upgrades do not have a specific menu, but instead will increase the number of perks that the player can unlock by 1 shown on the perk menu.

To view the collectables that the player has picked up, press *I* to get to the in game menu and then click on “Notes”, “Audio Logs”, or “Artifacts”. From any of these menus select a specific note to read its description or in the case of an audio log, also listen to it. To leave the menu, press *I*. Before selecting a specific collectable and after is shown in Figure 3.4-2 and 3.4-3 respectively.

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***Figure 3.4-1. Collectable Pickup Prompt***

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***Figure 3.4-2. Artifact Menu Before Selecting Artifact 4***

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***Figure 3.4-3. Artifact Menu After Selecting Artifact 4***

**3.5 Perks**

Once an upgrade has been collected, press *I* to get to the in game menu and then click on “Perks”. The perk menu is shown below in Figure 3.5-2. From this menu, the player can select any perk to read a short description about it. When the player is ready to choose a perk, they select it and then click the “Confirm” button.

If the player does not have any upgrade points then the perk will not be applied. Also, the player must have all parent nodes of a branch unlocked to be able to choose a perk. If the prerequisite nodes are not already unlocked, the perk will not be unlocked.

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***Figure 3.5-2. Perk Menu***

**3.6 Attacking**