



A Project Agile Development game

User Guide

Version 1

Team Orange 5

consisting of

Alexander Franke

Yussufade Yusuf

Jimmy Wang

Nicolaas Schuddeboom

-

Lukas Schipper

Merijn de Jeu

Table Of Contents

Introduction	1
User Manual	1

Introduction

NAEON is a product that came to be out of Project Agile Development, taught by the Amsterdam University of Applied Sciences. In this project, teams were formed out of random HBO-ICT students. These teams were put to work on a multiplayer game, to be made in Blender V2.79b.

The result of this project is a birds-eye perspective co-op wave based arena shooter, heavily inspired by Dead Ops Arcade (an old Call Of Duty easter egg). NAEON allows for two player to take on hordes of enemies together.

This User Manual will detail how to connect with another player, and will show the input capabilities and controls.

User Manual

Basic Input

Movement

Up	-	W
Down	-	S
Left	-	A
Right	-	D

Aiming	-	Mouse movement
Shooting	-	Left Click (M1)

Connecting with another player

This process is a little difficult, and the Network Engineers have not streamlined this process yet.

In this example, we will call the hosts Server, Client 1, and Client 2.

1. Make sure all hosts are on the same domain address.
2. One player will launch both the Server (server.blend) and Client 1 (client.blend) on his machine.
 - a. In the Server, open the “server.py” python file, and change the IPv4 address on **line 23** to the one connected with your machine. Change the port to one not in use.
Example; host="[your IPv4 address]", port=[port no.]
 - b. In the Client 1, open the “client.py” python file, and enter the exact same values of the IPv4 and Port no added in step 2a to **line 9**, into server_ip and server_port respectively.
Example; server_ip="[your IPv4 address]", port=[port no.]
3. Another player will launch Client 2 on his own machine, after which he can start Client 2 (client.blend), and follow the same instructions described in step 2b. He is to enter the same IPv4 and host values.
4. The Server can now be started by entering “Start Lobby”, after which both players can start their respective Clients. The game can now be played.

Playing the game

To get playing, you will only have to press “Start Lobby”, and after reading the controls, press “Continue”.

After that, enter a name of your choice with the keyboard. Pressing ENTER will drop you in the game. Have fun!