



BSc Final Project

Computer Science Department

Reykjavík University

Making a Game

Game Manual

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Document Description

This document outlines information for users, or players, on the video game called Cold Bargain; it describes the game itself, the various systems within the game and how to interact with them, as well as an installation guide.

Game Introduction

Cold Bargain is a survival horror game where the player takes the role of a lost hiker who is trying to find their way home out of a snowy forest. However, while navigating through the forest, the hiker is scared by a loud and ominous scream. The hiker trips, falls, and is knocked unconscious. Whilst unconscious, the hiker is dragged by a cloaked being into a nearby cave, where the player begins his journey. Within the cave there is a crack in the wall where a mysterious being calls out to the player from within the crack. This being named “The witch in the wall” explains to the hiker that they dragged them to this cave to save them. She explains that the hiker has been marked by a terrible beast which roams the woods with the intent of hunting and inevitably killing them. The witch thus suggests a bargain. Should the hiker find an assortment of items within the valley, they can in return create a potion which can remove the monster's mark, and therefore lead to their salvation.

Installation

The game is publicly available and downloadable on itch.io. All that is required to play the game is a fairly capable computer that can run typical 3D games, along with a keyboard, monitor and a mouse or touchpad. It is recommended to play the game with headphones or speakers.

A user can download a zip folder found on the itch.io page. Within the unzipped file is an executable file named Cold Bargain and running this executable will start the game. Note that on a windows machine, an anti-virus pop up may appear. Ignoring the pop up is sufficient to get around this as the executable is not a virus, windows simply hasn't scanned the folder for viruses thus warning the user of potential danger.

Controls & Game loop

Once the game has been activated and a new save file is created, the player can choose to go through an optional tutorial. This tutorial should be sufficient for the player to understand the game's controls as well as the story. For the sake of completeness, the team has written additional information for the user to understand the core systems of the game, as well as how to interact with them.

To begin with the player has an inventory in the form of a hot bar. At the bottom of the screen are several boxes which the player can select between using either the scroll wheel or the numerical keys one through six at the top of the keyboard. Whenever the player picks up an item, these will be stored within this inventory. Items can be found and picked up within the environment. Some of these items obtained can be used for bargaining with the witch in the wall.

The witch in the wall can be interacted with by pressing “E”, in which case the witch will begin speaking to the player. Over the course of the game, she may gain information to share with the player, which will be communicated to the player during this phase. Once all dialogue has been exhausted, the player can press “E” once more to enter the witch’s bargaining menu. Here, a list of all items which the player can bargain for are present, and to obtain these items the player must offer a set of other required items. The required items are displayed next to the item being bargained for, however if the player has not discovered the required items, a question mark appears instead, indicating that the player must continue their exploration. Items which can be bargained for include a chest, campfire, stew, and more.

In the bottom right, the player has two necessity bars which they must take care of in order to survive and not lose the game. These bars represent the player's hunger and temperature levels, both of which decrease overtime. In order to maintain the hunger bar, the player must consume food. By exploring, the player can find berries or mushrooms in the environment, if the player wishes, they can bargain with the witch to combine berries and mushrooms into a stew which is a more superior food item, increasing the bar more than the other food items. To maintain the temperature bar the player must begin by bargaining with the witch in the wall for a campfire by trading two sticks and one stone. Standing next to the campfire will increase the temperature bar. However the campfire will eventually go out, giving the campfire sticks relights the campfire. Optionally the player can also bargain for an Emberstone and a torch. The torch,

when held, will provide the player with light as well as decrease the rate at which the player loses temperature. The Emberstone provides a similar effect, however is more potent and does not require being held for it to function. When combined, the torch and emberstone completely mitigate the loss of temperature, however both have durabilities which decrease over time. These can be replenished using coal.

Finally, there is the mysterious “Wendigo”, the enemy within the game which lurks in the shadows hunting down the player at night. The player's goal is to avoid this monster at all cost as whilst looking for the items that the witch in the wall asks for. The player is not able to harm the Wendigo in any way.

To complete the game, the player must manage to bargain for the witch’s potion and drink it. To accomplish this the player must explore the map and find all required items.

Controls summary:

- ‘WASD’ to move.
- ‘Shift’ in combination with WASD to sprint.
- ‘E’ to interact with the environment.
- Scroll wheel or number keys to go through the players inventory slots.
- Scroll wheel or arrows keys to arrow keys to scroll through the bargaining menu.
- Mouse or touchpad to look around.
- ‘X’ to close menus within the tutorial.
- ‘Esc’ to close the bargaining menu and to open the pause menu.
- ‘F’ to interact with items in the inventory.
- ‘Q’ to drop items held.