



Faculdade de Design,
Tecnologia e Comunicação
Universidade Europeia



Game Prototype Instructions

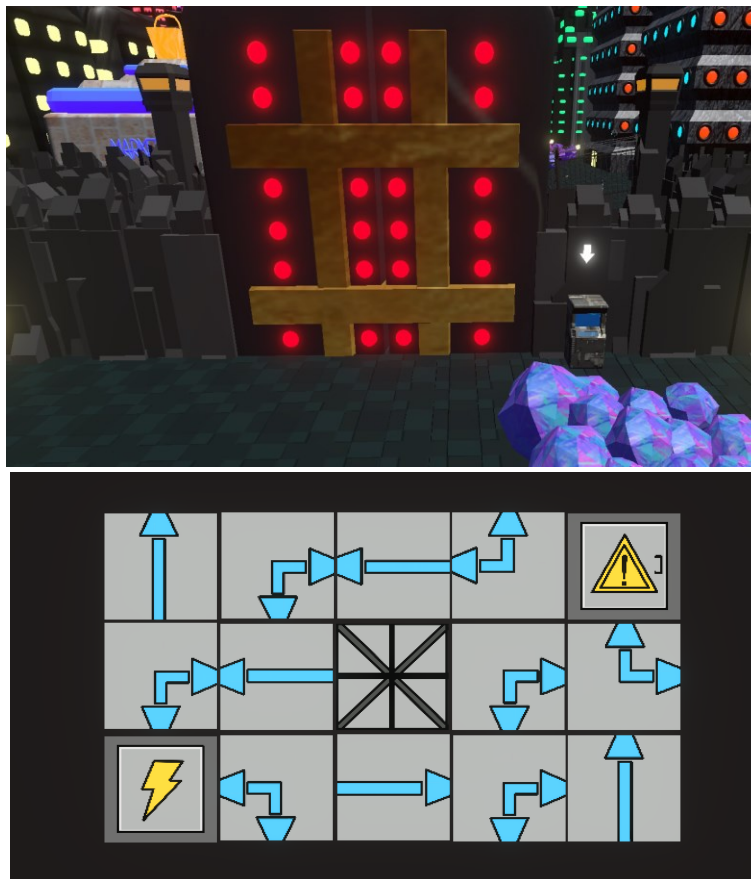
1.1 Player Controls

Key binds	
Bind	Description
A	Strafe left
D	Strafe right
W	Walk Forward
S	Walk Backwards
Space	Jump
E	Shield Ability
F	“Interact”
Mouse Scroll Wheel (Removed)	Change Melee to Ranged Attack or vice-versa
Left Mouse Button	Attack
Left Control	Crouch
Q	Radar Ability
Esc	Pause/Unpause

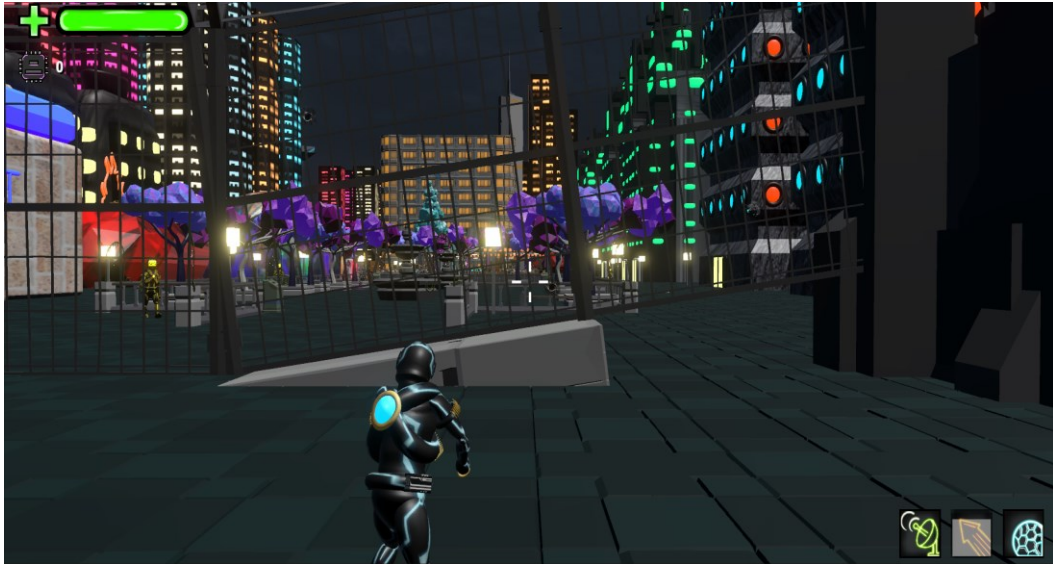
2. Walkthrough

In System Overhaul the player starts outside the City Zone and their main goal is to enter the area and kill all the enemies to free the citizens from the dictatorship imposed in this world.

At the beginning of the game the player will need to solve a puzzle to enter one of the zones of the city. When the player gets close to the yellow box there will be a pop text that says “press E to open” and the puzzle appears. The puzzle is solved by connecting the blue lines from the lighting bolt block to the electrical box block. If you click on each block the respective image will rotate 90 degrees.

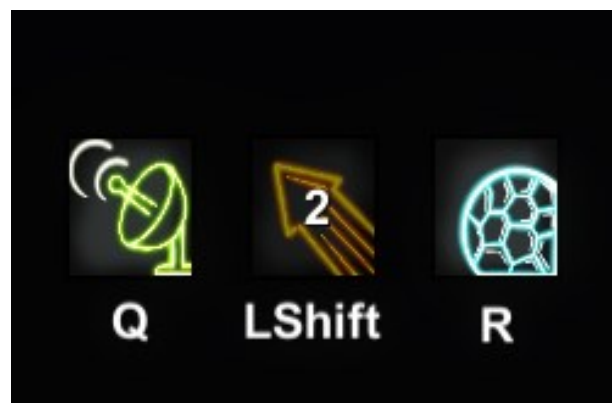


Once you complete the puzzle the red door disappears letting the player pass through.

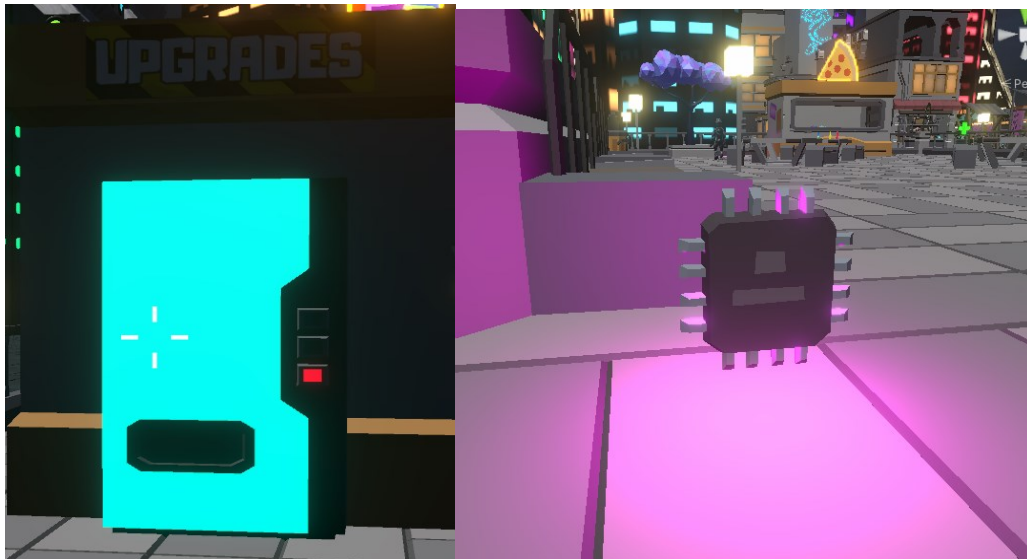


After that the player needs to crouch (Left Control) to be able to pass under the wired fences and enter the city.

To help him during the game the player will have 3 abilities, a radar ability that allows the player to see the enemies even when they are behind walls, a dash ability and a shield ability that will make sure that the player doesn't receive damage when it is active.



The player will also be able to upgrade these abilities in the upgrades vending machine. But to do them he must first collect chips, our currency, that are found around the city.



The player will also be able to perform ranged attacks.

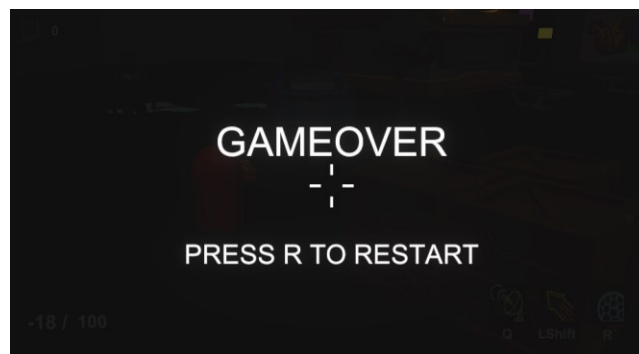
The enemies that the player will find along the game are a ranged enemy that will start to chase and shoot the player when he is at a certain distance and within the view angle, if the player gets too close, the ranged enemy will try to move away. The other enemy in the game is a melee enemy that will also chase the player and will attack them once the player is within a certain distance and view angle of him.



(ranged enemy)

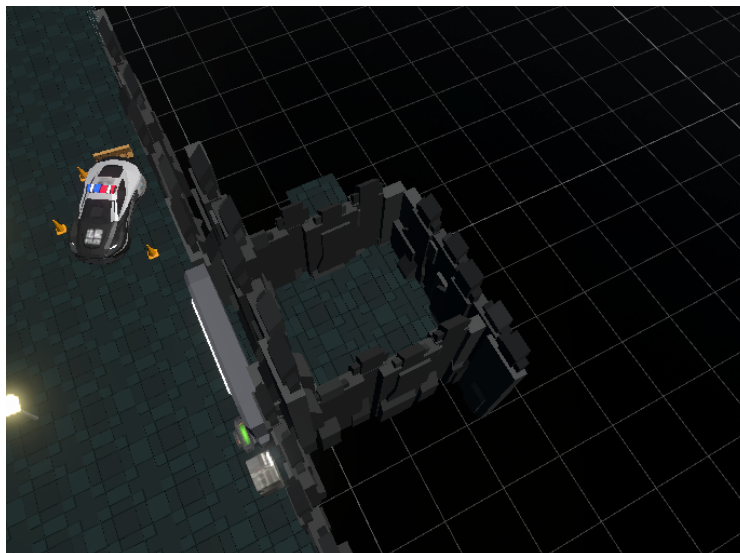
(melee enemy)

There will be checkpoints around the city so that if the player dies while trying to save the citizens they will be revived.



The citizens (NPCs) will be wandering around the city.

The player has a second puzzle on the right side of the map and when he completes it the he finishes the first level.



3. Cheats

Bind	Cheat
Left Control + R	Set 1000 health points
Left Control + C	Add 100 chips