**U.S. Department of Energy**

The Gaming Project Demo Manual

Version 1.0



**Note**: The assets, fonts, textures, images and the features in this demo and not final. They are to show some core functionality only. This manual is for the PC version of the game hence uses the click interface which is similar to touch on a mobile device.

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# Starting the demo level

* Use the **demo.exe** in **DemoLevel** folder to start the demo. Select the appropriate screen resolution and graphics quality and start.

# Knowing the scene

* The demo has only one scene file so it will open up a sample terrain with some game objects placed. In the menu **main menu** and **end turn** is not available right now. This demo will have **building menu** which provides the option of selecting a building that can be placed on the terrain. Building placement is explained below. The building menu will open up a new window with all the information.
* 

*Building menu*

# Restart Scene

* **Restart level** in the menu will reset everything and remove all your placed and linked objects.

# Using Camera controls

* The camera control using mouse which is developed in such a way that it will be similar to touch events. So click and drag on PC screen using mouse will be using your finger on the phone screen.
* **Panning**: Click and drag on the screen (terrain)
* **Zoom**: Mouse wheel (will be pinch on phone)

# Using building menu (GUI)

* Click on **Buildings** to open up a new window.



*Button to select the particular building*

*Information: input and output for the building that can be linked*

# Placing buildings on terrain

* Click on the buildings button and then select a building from the menu. Once clicked the buildings menu will go back to the terrain. Now if you click on any tile it will place the selected building. Follow the same procedure to place different buildings on the terrain.

# Linking buildings

* (Will be updated with screens)

# Actual demo run – for the presentation

* Start the **demo.exe**
* Span through the terrain using **camera** controls and zoom in and zoom out to see any particular game object on the terrain.
* Click on the **buildings** and select **House**. Click on the terrain to place a house. You can place many houses on the terrain on different locations.
* Click on the **buildings** again and select some other building say **power plant**. Place the building on the terrain.
* (Need to update the link steps here)