A video game screen with a robot and a planet

Description automatically generated

# **Closing Kit for Populus Magos, a god game by Mario Battiston**

*Game Title: Populus Magos*

Document version: v1.0

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Date of publishing: 06/06/2024

Version number (v1.0)

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[ This Level depicts the mid game of Populus Magos. Mid game NPC units along with their warrior NPC units along with Astra Buildings that produce mentioned warrior units. The Terrain is less cluttered presenting the cleared out flattened ground that allows the NPC’s to build Astra Buildings on. 5](#_Toc155303761)

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## API Versions —

**DirectX11**

Link to Installer: [**https://www.microsoft.com/en-us/download/details.aspx?id=17431**](https://www.microsoft.com/en-us/download/details.aspx?id=17431)

Release Version — A running version of the game built without debugging information, including the required libraries and assets to run. This might be a release folder or a release build tagged in a VCS.

## Instructions —

### 1] Intro:

* Logo of company
* Logos of tools used in the making of Populus Magos
* Legal Disclaimer

### **2]** Main Menu**: (Accompanied by the Title of the Game, the soundtrack and a background image of one of the game’s covers)**

* Play (Takes Player to the game)
* Load Save (Greyed Out if no save is present)
* Extras (Achievements, Collectables and Statistics)
* Exit to desktop.

### **3] Level 1:**

* Level 1 of Populus Magos
* This Level depicts the early game of Populus Magos. Early game NPC units and buildings. The Terrain is cluttered and not very clear for Astra Buildings.
* This level also has animated NPC’s (AI is planned to be included for the NPC characters).
* Button to the right to take the player to level 2.

### **4] Level 2:**

* Level 2 of Populus Magos
* This Level depicts the mid game of Populus Magos. Mid game NPC units along with their warrior NPC units along with Astra Buildings that produce mentioned warrior units. The Terrain is less cluttered presenting the cleared out flattened ground that allows the NPC’s to build Astra Buildings on.
* This level also has animated NPC’s (AI is planned to be included for the NPC characters)
* Button to the right to take the player to the Main Menu.

Repository — A link to the code repository in a suitable VCS (e.g. a git repository on Bitbucket).

## Credits —

Development by Mario Battiston

Art by Mario Battiston

Audio by Mario Battiston

Level Design by Mario Battiston

Asset Creation by Mario Battiston

Writing by Mario Battiston

## Other IP —

Since Populus Magos is based on the “Populous 2 Trials of the Olympian Gods” and takes clear inspiration from said IP there will be a legal disclaimer in the beginning of the game as well as appropriate credit to “Populous 2 Trials of the Olympian Gods” IP Holders, EA (Electronic Arts).

Issue List—

1. Bug: AI is not fully implemented, and NPC models walk backwards.
2. Feature: NPC AI does not build buildings on buildable spots.
3. Feature: No controls for raising and lower terrain have been implemented.
4. Feature: UI for different environment options have been added.
5. Feature: No enemy AI has not been implemented.
6. Feature: No enemy model has been implemented.
7. Feature: No controls to traverse the game world.
8. Feature: No sound effects have been implemented.