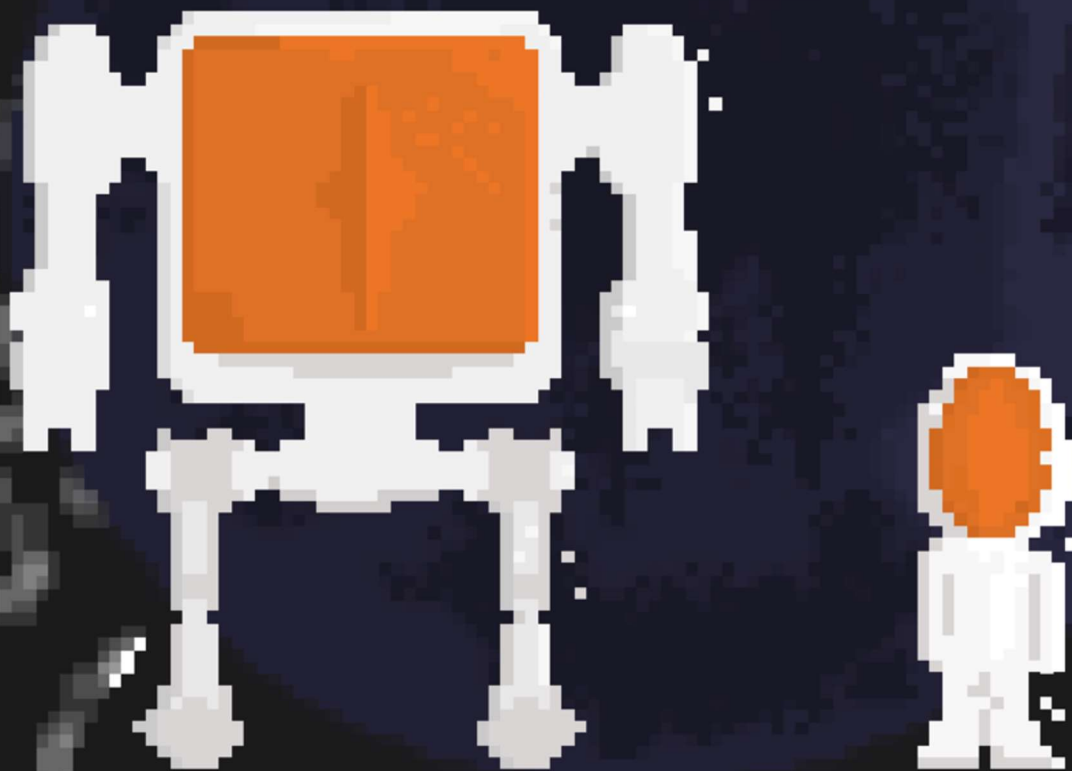


# POPULUS MAGOS



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

*Game Title: Populus Magos*

*Document version: v1.0*

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## **API Versions —**

### **DirectX11**

Link to Installer: <https://www.microsoft.com/en-us/download/details.aspx?id=17431>

### **OpenGL**

Link to installer: [https://www.khronos.org/opengl/wiki/Getting\\_Started#Downloading\\_OpenGL](https://www.khronos.org/opengl/wiki/Getting_Started#Downloading_OpenGL)

# Instructions —

## How to Play:

Populus Magos is a god game. In it you play as the Overseer of an entire branch of an astra regiment known as the star forgers. You lower the terrain by clicking on the high sand dunes and rock faces to level them and making it possible for your Star Forgers to establish buildings in turn boosting their population and your power. You raise terrain on spots where your enemies have their buildings built thus destroying their buildings and weakening their power. The enemy will have a leader can do what the player is able to do and lower and raise terrain. Managing the balance of slowing your enemy while also building your power is the gameplay.

Some gameplay notes:

- Click on high terrain/ hazardous terrain and make it safe terrain to allow your star forgers to build their structures.
- Click on safe terrain near enemy structures/buildings to destroy their buildings and displace their units.
- Get powers to use against your enemy based on how much power acquired from your units and how much buildings they have established.
- The buildings progress in level the more buildings around a building the more likely the building will level up. Three levels of building with the last giving the player warrior units to use against the enemy.

## 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** — <https://github.com/MarioBatt38/RenderPopulusMagosOpenGL.git>

**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 bugged and the models walk backwards.
2. Feature: NPC AI does not build buildings on buildable spots.
3. Feature: No controls for raising and lowering terrain have been implemented.
4. Feature: UI for different environment options have been added.
5. Feature: No enemy AI has been implemented.
6. Feature: No enemy model has been implemented.
7. Feature: No sound effects have been implemented.

## Issue List Rendering in OpenGL—

1. No enemy meshes/models have been implemented.
2. Unable to hide the light source.
3. Bug: Normal Map for Magos Ground Mesh is bugged and not working other normal maps are working fine.
4. Bug: Mesh for the Astra settlement incorrectly loads the model and breaks the model in the scene.
5. No UI elements.
6. Bug: Blue circle appeared after rotating crystal mesh in level 1 Scene.