

# Hues in the Air Game Manual



May 17, 2023

## 1 Starting the game

The Main.java file is responsible for the launching of the game. It can either be launched with the jar file generated by Gradle or from your favourite IDE. The following arguments will be considered correct by the program, leading to a successful launch:

- `client`
- `client serverIP:serverPort`
- `client serverIP:serverPort username`
- `server serverPort`

UTF-8 encoding should be used in order for the program to run without any potential bugs (In IntelliJ: File>Settings>Java Compiler>Add "-encoding UTF-8" to Additional command line parameters).

## 2 Objective

When entering a lobby, you are given a colour. Make sure to remember it! Your goal, with your teammates, is to bring your cube to the end of levels by jumping when you are allowed to. Indeed, you can only make the cube jump if it is moving on a block of your own colour. At the end of levels, you will find a coin which acts as a portal to the next level. Your goal is to achieve as many levels as possible with a limited amount of lives.

## 3 The Menu

From the menu, you can prepare your upcoming game. Three tabs are available to you: home, highscores and settings.

From the Home tab, you can create a lobby or join an existing one. To know which lobbies you could join, take a look at the list down below or ask in the chat if someone wants to play with you. When creating a lobby, you have to create a password which all users will have to enter to be allowed into your lobby. **Be careful!** Uppercase and lowercase letters aren't shown with the game font, but they are counted as different in lobby names and passwords!

From the Highscores tab, you can see all the games that have been played in the past or are currently being played. This highscore list is persistent: as long as you run your server on the same computer, your scores will be saved to a local file and will be accessible, even after restarting the server.

From the settings tab, you can set the music and sfx volumes or change your username. You will also find a great credits text which you are wholeheartedly invited to read.

## 4 The Lobby

Once you have joined or created a lobby, you will be brought to a new page, the lobby page. In this page, you have access to two chats, one to talk with the other players in your lobby only, and the other to talk to all people on the server. You can send private messages from either of these chats. A list of all the players currently in the lobby, including you, is displayed on the right. Their respective colours are represented by a colourful symbol to the left of their username and their status (Ready or not) is displayed to their right.

When you are ready to start a game, click the "Toggle Ready" button and wait till all your other teammates have done so. If that's the case, your game will be started automatically.

If you wish to exit your lobby to play with someone else, you can simply log out and you will be brought to the menu screen again.

## 5 Chats

Type in the text field below a chat and click enter to send your message. If you want to send a private message to a specific client, start your message with *@username*. Private messages are displayed in italics in your chat.

**Trick from the devs:** Click on someone's username in the user list of the menu or of your lobby to autofill their username into the text field.

## 6 Gameplay

At the start of the game, players are given three lives and the game commences when any of them presses the space bar. Players must press the space bar to make the cube jump, but only when it lands on a block of their own color. In [Figure 1](#) for example, only the blue player is allowed to jump.

If the cube lands on a white block, it dies and the players lose a life. The game continues until all lives are lost. After completing a level, players receive extra lives based on the level's difficulty: one for easy, two for medium, and three for hard. However, players can only have a maximum of ten lives, preventing them from accumulating lives in easy levels and easily completing hard ones. To win a level, players must reach the coin and enter in contact with it. Upon completing a level,

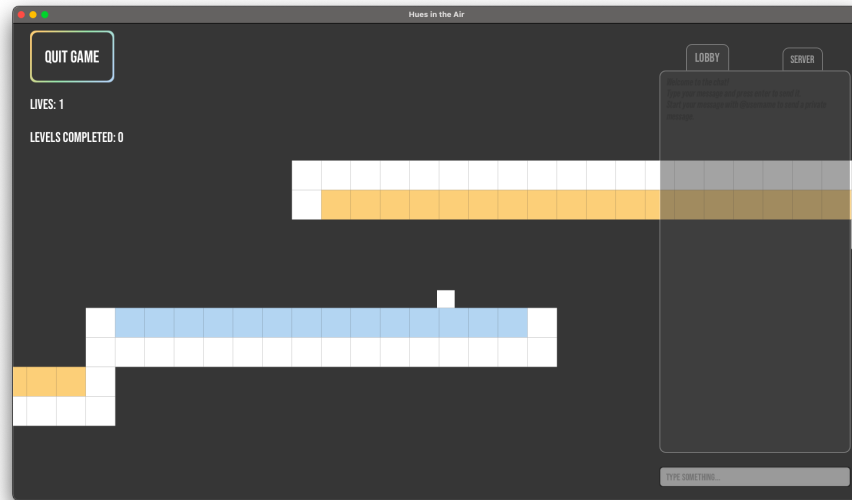


Figure 1: Example Gameplay

they are immediately placed into the next one so they can try to win as many levels consecutively as possible. Once the game ends, players can view the highscore list to see how their performance compares to others. The highscore list ranks games based on the number of completed levels.

## 7 Controller Support

The game can also be played by using a game controller. In this case, the players need to press the A, B, X or Y button on the controller (instead of the space bar on the computer) in order to make the cube jump. We recommend using older controllers. It was tested and worked perfectly with an XBOX 360 controller.

## 8 Assets used in the game

### 8.1 Fonts

Hues in the Air uses the fonts Bebas Neue and Raleway. Both of these fonts are available available under the SIL Open Font License, which allows for free use, modification, and redistribution, as long as certain conditions - which we agree to comply with - are met:

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Since we have neither modified the fonts, nor are planning to redistribute them, we are confident that we have not violated any of the policies stated by OFL. If you wish to read further about these conditions, please refer to `fonts/OFL.text` in the resources folder.

## 8.2 Sounds

The clicking sound effect which we use when hovering the mouse over a button was recorded on a mobile phone and edited using GarageBand on Mac. No pre-existing sound samples or loops were used, so this sound effect is free of copyright.

The musics which we used both in the menu and in game are meant to be calm, relaxing and to only serve the purpose of background music. We didn't seek to create an atmosphere which would be aggressive or jumpy, since this game is supposed to be played with friends, if possible in the same room. This atmosphere choice is, in a sense, inspired of that from Minecraft.

The menu music is a composition from Martin CRETOL that dates back to Gymnasium years. It is a Ghibli-studio inspired piano solo which he kindly lent us, stating that we had the right to use it at our will.

The game musics are compositions from [Ross Bugden](#), a producer based in Montreal. He uploaded these musics online as royalty/copyright-free, insisting that they could be used in any project freely, monetised or not.

The intro music is from [Youtube](#), where it was described as "royalty free".