

Instructions

To play the game execute Pontifaction.exe.

Requirements:

Microsoft .NET 4.5 (<http://www.microsoft.com/net>)

Microsoft XNA 4.0 (<http://www.microsoft.com/en-us/download/details.aspx?id=23714>)

Microsoft Windows 7

The current alpha build is only fully tested under Windows 7.

Default controls:

A: Run left

D: Run right

Space: Jump

Left click: Use primary ability

Right click: Use secondary ability

E: Interact with objects.

Change scenes:

To load a different level edit SceneSettings.ini within the Config folder with any texteditor.

To change the loading screen replace the first scene name with the scene you wish to load. At the moment the scene

which is loaded is level01. You can find other scenes within the Scenes folder. Scenes are composed of uncompiled .xml files.

To load for instance the concept-priestblock00 level just replace level01 with concept-priestblock00.

Configure the game:

To change input settings open Input.ini within the Config folder with any text editor.

Change the input keys to your preferred ones.

The strings describing the keys follow the following format:

A,B,C ... Z: Keyboard characters

Escape: Escape

0,1,2 ... 9: Numbers

Left: Left arrow

Right: Right arrow

Up: Up arrow

Down: Down arrow

Space: Space

Enter: Enter

F1, F2, ... F12: F keys

To change screen resolution and fullscreen mode edit Settings.ini within the Config folder with any text editor.

The settings follow this format:

Resolution: [SCREENWIDTH]x[SCREENHEIGHT]

Fullscreen: [true/false]

In-game Console:

You can use the console to view different debug information and type in a cheats.

Press F3 to open the console.

Type debug to get different options for debug views

Type move and two integer numbers to move the player characters the specified pixels.

Compile the source:

Open Pontification.sln with Visual Studio 2012 and press F6/F5.