Cosmonarium User's Manual

Installation

Cosmonarium is a turn-based role-playing game (RPG) meant to be played on laptop and desktop computers. The executable file for playing *Cosmonarium* is planned to be distributed on a handful of websites, but the most reliable place to download it may be the project's page on GitHub. The repository for the project can be found on GitHub here: https://github.com/Timson99/SeniorProject. Copy and paste or type this link into the address bar (where the URL of the current webpage is displayed) of whatever internet browser you are using, e.g. Google Chrome, Firefox, etc. Other stable, more accessible websites may be added to this user's manual (depending on where users may download the game) as development progresses and ultimately is completed.

After getting to one of the websites for distributing *Cosmonarium*, a user must download the game's files to her or his device. On the project's GitHub page, click on both of the file names that say *Cosmonarium.exe* and *Cosmonarium.pck*. On the page(s) for each file, a user should click the visible "Download" button to download copies of both files to his or her device.

The image below shows what it might look like on a Windows computer if all the game files necessary for execution were downloaded. Both *Cosmonarium.exe* and *Cosmonarium.pck* are essential for running the game.


Execution

After downloading the *Cosmonarium* files specified in the Installation step above, starting up the game is quite simple. A user simply needs to double click on the downloaded *Cosmonarium.exe* file to launch the game. Upon launch, two windows will open up on the user's computer. The first displays command line information about the running software, and should not be affected or tampered with by the user. The command line window may safely be minimized, though, by left clicking the button containing the minus sign ("-") in the upper righthand corner. The second window displays the actual game, and this is where the user will view the game environment and play. A sample screenshot including both windows is shown below, with the command line window hidden partially behind the gameplay window.
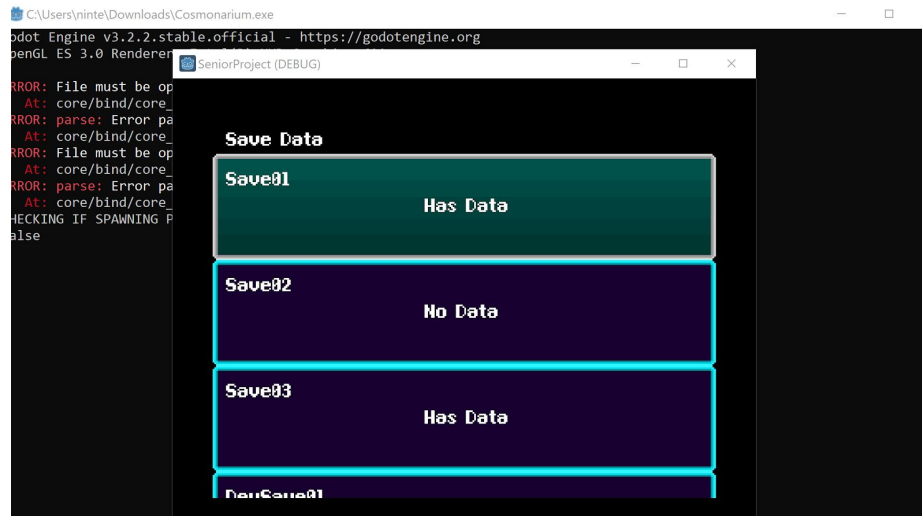
Once the game has started up, users may no longer use the mouse or trackpad associated with their computers to make selections, except for stopping the software's execution, as described in the section below. Instead, the game is controlled by using either a keyboard or an approved gaming controller. Please refer to the Accepted Controllers section of the Gameplay Guide for more information.

Stopping Execution

If a user wants to quit playing *Cosmonarium*, he or she can click the red box displaying "X" in the upper right-hand corner of the window. A visual aid is provided below to add clarity. By clicking on this red box, the game window and application will shut down. Either window of the executing program - the command line window or the gameplay window - can be closed to halt the software's execution.
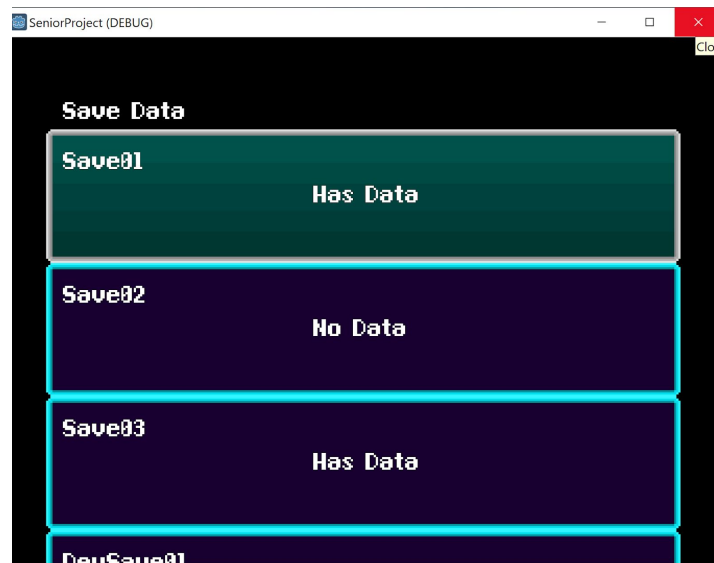
Note that <u>it is recommended for users to save their progress</u> before closing out the game's window. By saving their in-game progress, users can return to where they last left off whenever they reload the game. Further information about in-game saving can be found in the Saving subsection under the Gameplay Guide section below.

Uninstallation

If a user wants to uninstall *Cosmonarium* from his or her system, he or she only needs to navigate to the area in his or her computer's file system where the game's files were downloaded. By default, the game files are downloaded to a user's downloads folder for her or his given operating system (Windows, macOS, or Linux). After locating the game files, a user should left click on the game file he or she wants to uninstall, and then right click after selecting the file. After right clicking, a little dropdown menu should appear, with one of its options being "delete." A user should left click on the "delete" option to erase the selected game file. Alternatively, a user may left click to select a file and then hit the delete key on his or her keyboard to do the same thing.

After both *Cosmarium.exe* and *Cosmonarium.pck* have been deleted, the game has effectively been uninstalled from the user's computer. If a user wishes to play the game again, she or he must redownload the game files as specified above in the Installation section.

Gameplay Guide

Accepted Controllers

Users may use one of two controller types to play *Cosmonarium*: a computer keyboard or a gaming controller. The keys/buttons used on each are described in the following two subsections of this manual.

Computer Keyboard

Likely the most accessible controller type, a computer keyboard can be used by a user to manipulate the player character in-game and to make menu selections.
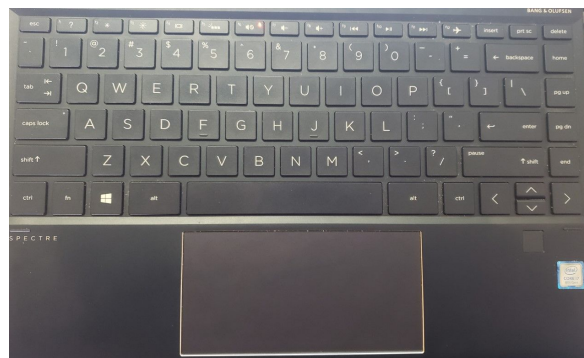
Mapped keyboard keys:
- Accept: X/Enter
  - These keys allow the user to select menu options, progress through dialogue, and interact with NPCs and interactable objects in the game environment.
- Cancel: Z
  - This key lets the user cancel a previous choice made in a menu selection.
- Menu: C
  - This key opens up the player party's menu in exploration mode, which consists of several submenus.
- Map: V
  - This key opens up the map of the current area, helping the player navigate in the in-game environment.
- Up: Up Arrow/W
  - These keys either move the player character up in the overworld or let the user traverse the menus in an upward direction, depending on the game context.
- Down: Down Arrow/S
  - These keys either move the player character down in the overworld or let the user traverse the menus in a downward direction, depending on the game context.
- Left: Left Arrow/A
  - These keys either move the player character left in the overworld or let the user traverse the menus in a leftward direction where applicable, depending on the game context.
- Right: Right Arrow/D
  - These keys either move the player character right in the overworld or let the user traverse the menus in a rightward direction where applicable, depending on the game context.
- Right Trigger: Period
  - This key helps the user scroll to the right through some menu functions in submenus.
- Left Trigger: Comma
  - This key helps the user scroll to the left through some menu functions in submenus.

Gaming Controller

Cosmonarium supports the use of external gaming controllers, for players wanting some retro gaming nostalgia.

Mapped controller buttons:

- Accept: A
  - This button allows the user to select menu options, progress through dialogue, and interact with NPCs and interactable objects in the game environment.
- Cancel: B
  - This button lets the user cancel a previous choice made in a menu selection.
- Menu: X
  - This button opens up the player party's menu in exploration mode, which consists of several submenus.
- Map: Y
  - This button opens up the map of the current area, helping the player navigate in the in-game environment.
- Up: D-Pad Up
  - This button either moves the player character up in the overworld or lets the user traverse the menus in an upward direction, depending on the game context.
- Down: D-Pad Down
  - This button either moves the player character down in the overworld or lets the user traverse the menus in a downward direction, depending on the game context.
- Left: D-Pad Left
  - This button either moves the player character left in the overworld or lets the user traverse the menus in a leftward direction where applicable, depending on the game context.
- Right: D-Pad Right
  - This button either moves the player character right in the overworld or lets the user traverse the menus in a rightward direction where applicable, depending on the game context.
- Right Trigger: R-Button
  - This button helps the user scroll to the right through some menu functions in submenus.
- Left Trigger: L-Button

○ This button helps the user scroll to the left through some menu functions in submenus.

Title Screen & Loading a Game File

When the game is first run, the title screen will show. Any button may be pressed to go from the title screen to the save file screen. Here, the user can pick from a list of previously saved files, or choose an empty save slot to begin a new game. By pressing accept, the player will load this data and pick up where they left off.

Exploration Mode

When a player loads a game file or starts a new game, they will be taken to the Exploration play mode. Within this mode, a player will have control of a character sprite which they can control with the directional buttons (Up, Down, Left, Right or a combination of these). The gameplay will fall within the line of a traditional RPG where the sprite will be a medium by which a character can explore the world by opening doors, finding and using items, as well as having interactions with other characters in the game. In this mode, a player will be able to use the Menu Button to instantiate the game's Main Menu, and will be explained under the Main Menu Section.

Battle Mode

As a player explores the world of Cosmonarium, he or she will encounter antagonistic characters which will start a battle if certain conditions are met in the encounter (generally distance between the character and antagonist sprites). Battle Mode will be engaged when these encounters occur. Each character involved in the scuffle will have a health points (HP) bar and a Skill Points (SP) bar. As the player utilizes skills and items, activating their various effects, these bars will gain or lose points within their maximum threshold. The goal of a battle is to defeat the antagonist party by dropping their health to 0 before they do so to the protagonist's party. The battle will happen as the enemy characters and protagonists take actions in alternating turns. To do this a player must choose from a variety of actions which are listed as buttons in the mode.

- Attack will allow a player to deal damage to the enemies.
- Skills will allow a player to pick a skill to use from a predefined list.
- Items will instantiate a menu similar to the Main Menu.

- Defend allows a friendly character to block damage to another character.
- Bye, returns the player to Exploration Mode without terminating the confrontation.

Main Menu:

The player will be allowed to interact with game data using the Main Menu as per RPG convention. These interactions range from managing an inventory of in game items, to changing the game environment's configuration. The following are the Submenus accessible through the Main Menu:

- Items: Shows a list of in-game items that may be used by different characters in the party or discarded from the player's possession. These items will have effects on a character's status, the game environment and the in-game world.
- Equip: Prompts a choice of a character in the protagonist party, then lists slots which items of the player's choice can be allotted to have an effect on the character's status.
- Skills: Prompts a choice of a character in the protagonist party, then shows a list of the chosen character's skills. These skills may be activated according to game conditions and the player will be prompted to choose a target for the skill among available options.
- Status: Prompts a choice of a character in the protagonist party, then shows a list of the chosen character's status parameters. These numerical parameters disclose numerical information about the character's state and provide context for a player's progress in the game.
- Config: As of yet unimplemented, this submenu will allow a player to alter game environment settings.
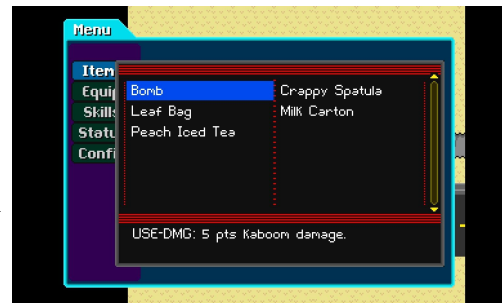
Note: The Menu options may be navigated using the directional buttons and the selection buttons. Also,using the trigger buttons (Right Trigger, Left Trigger) allows a player to rapidly change the selected character within the Equip, Skills, and Status submenus.

Saving

Throughout explorable areas, modules will be available to allow a user to save his or her progress. The player needs to walk to these modules, press the accept button, and simply select the save file he or she would like to overwrite. When completed, the player should press the back button to return to exploration mode. (Note: When saving, the save screen will select the file that was last loaded or the last saved to file by default).

Troubleshooting & FAQ

This section provides users with help or suggestions on commonly asked questions and encountered problems with running and playing *Cosmonarium*. As more operational and gameplay issues are reported to our development team, this section will expand further.

Q: Can I play *Cosmonarium* on a mobile device, e.g. a phone or tablet?
A: No, *Cosmonarium* is only available for desktop and laptop computers. The game is intended to bring back retro nostalgia from the 1990s gaming era, and as such tries to emulate console gameplay as much as possible. *Cosmonarium* is available for Windows, macOS, and Linux operating systems.

Q: I downloaded the game files, but ran into some errors when trying to run the main executable file. What should I do?
A: First, delete the old files and attempt to redownload them from a reputable source. If issues with the downloaded files persist, please contact our development team so that we may try to replicate and understand the issues experienced in your particular set of circumstances.

Q: I connected my external gaming controller to my computer to play *Cosmonarium*, but my button inputs are not working. How should I handle this?
A: Ensure that your gaming controller is a standard variety, i.e. has four face buttons (typically A, B, X and Y) and a directional pad. Some unconventional controllers interface poorly with the Godot Engine's button mapping system.

Q: I accidentally quit my playthrough without saving. Is there any way I can recover my past game data?
A: Unfortunately all unsaved progress is lost forever. It is recommended that users save their game data early and often to avoid losing their progress due to in-game events, such as game overs, or due to machine issues, e.g. computer restarts or shutdowns.

Q: I deleted *Cosmonarium* from my computer for a time, but redownloaded it and now want to continue playing from where I left off last time. Is that possible?

A: Actually, yes! Even if you delete the game application from your computer, past playthrough data should be saved to your device if the save files have not been tampered with or edited at all. The save system in *Cosmonarium* attempts to make saved data as persistent as possible.

Q: Is there a multiplayer mode in *Cosmonarium*? I would love to play online with my friends!
A: By its nature, *Cosmonarium* is meant to be an individual, story-driven game, drawing players into a world unfamiliar to them. As such, synchronous multiplayer is not supported. However, we would love it if you talked with your friends about your separate playthroughs of our game!

Q: My game glitched out, broke, failed to work correctly, etc. None of the information in the troubleshooting guide helped me. What should I do?
A: Please contact our development team immediately if you run into any game bugs or glitches not immediately fixable as specified above.

Contact the Development Team
If you happen to run into a game-breaking bug, or just have issues with any of the above described procedures and cannot find a recommended fix or procedure in the troubleshooting section, please contact the *Cosmonarium* development team. Send us an email at one of the following addresses:

Tim Herrmann: therrman@lion.lmu.edu
Luis Garcia: lgarci81@lion.lmu.edu
Joe Maiocco: jmaiocco@lion.lmu.edu

One of our team's members will respond and try to walk you through whatever problem you are encountering. If the issue stems from the game's code itself, we will work to get a patch out as soon as possible (and be very grateful for your assistance in finding it).

At the current moment, users will have to redownload *Cosmonarium* from an approved source as specified in the Installation step of this manual in order for any patches to be applied to the software. The Godot Engine, in which *Cosmonarium* was developed, does not have any better methods for patching previously downloaded game software. We apologize for any inconvenience this may cause, but ensuring that the game runs smoothly and easily for *all* users is our top priority.