Project Helena (alpha) help file

This help file has been created for version 130820-1, but it will do well for later versions.

Background

CRYSTAL is an optical supercomputer, however its logic and physical principles are different from that of modern computers. Instead of using one silicon processor core for a single calculation thread CRYSTAL uses a photon crystal for logical calculations with billions of simultaneous threads at a relatively low frequency. It is used at WMD laboratory for physical modeling of weapons and armor.

HELENA is a CRYSTAL generation and thread synchronization algorithm. It also handles GUI and most of other routines.

However, there is no use for this information in the game... yet.

The game

Project Helena is a turn-based RPG/Strategy game.

The goal of the game is to destroy all computer bots on a random generated map.

Main menu

Main menu offers most of the game setup. Here you can choose map type, size. Number of bots and their characteristics. The map difficulty is automatically estimated.

Game controls

Game is completely controlled by mouse.

Left click will select your bot or move it to a free space. You can also select your bot by clicking in the top-right list

Right click will select and attack enemy. You can also select enemy bot by clicking in the middle-right list

Middle click will center the map around the tile clicked; You can also move the map by clicking on the minimap in the ritght-top of the GUI.

Confirm checkbox enables you to decide whether your bots take action (shot or move) immediately after click (quicker gameplay) or after second click (confirmation).

Bot properties

Each bot (your and computer's) has:

HP	Hit points.	When HPs reduce to 0 the bot is destroyed.
TU	Time units	TUs are spent for all actions. Each bot has equal amount of TUs (255). You cannot execute action if required amount of TUs is greater than remaining amount. The TUs reset back to max at the next turn.
	Speed	At this time each bot's speed is equal to 30. This is the amount of TUs used for a horizontal or vertical step, diagonal steps will cost 1.41 times more. It will be possible to change this value by upgrades in later versions.
	Primary weapon	The primary weapon is the weapon used for attacking enemy if the weapon has the ammo the bot has enough TUs to aim&shot.
	Items	At this time only weapons and ammo items are implemented.
	Backpack	Each bot can carry 12 items (including primary weapon).

Left-click to select items in the backpack. The next left-click will equip the selected weapon, shift-left click at empty space in the backpack will remove ammo clip from primary weapon.

Shift-left-click at backpack item will drop the item. Left-click at on-the-floor item will pick it up.

Weapons & ammo

Weapons are used to shot ammo at enemy. The weapons have the following characteristics:

DAM	Damage	Damage is the amount of damage caused by the weapon in close-range shot. The stat block shows sum of weapon and ammo DAM.
ACC	Accuracy	The damage reduces with distance to target. Higher the accuracy enables less damage reduction with distance. You cannot attack enemy too far away (further than current bot visible range; this is a bug) The stat block shows sum of weapon and ammo ACC.
	State	Weapons are lightly damaged by shooting and primary weaponry gets severely damaged by taking damage. If the bot is destroyed the primary weapon is additionally damaged and its ammo amount is reduced. If weapon state is less than 33% then damage made will be reduced until weapon jammed and unable to shoot.
	Maxstate	
	TU	Shooting requires time to aim and to recharge (Tu=10+40 means 10TU to aim and 40 to recharge). Weapon is automatically recharged if ammo clip is not empty. Attacking enemy will force weapon to recharge (if it's not ready) and then aim. You can move while recharging.
	Usable ammo	

As far as there is no weapon description in-game yet, the information may be found in this help file.

Wasp weapon class:

Lt. Wasp is a basic and average accurate weapon. Wasp is a modified version of light armor piercing cannon.

DAM	+0
ACC	+20
Aim time	10 TUs
Recharge time	40 TUs
Change clip	50 TUs

Hv. Wasp is a heavy modification of Lt. wasp. Less accurate but more powerful. Slower to recharge. It's the most powerful weapon in low-to-mid range

DAM	+5
ACC	+0
Aim time	10 TUs
Recharge time	50 TUs
Change clip	100 TUs

Sniper Wasp is a very accurate modification of Lt. wasp. It's best for long-range shots.

DAM	+0
ACC	+100
Aim time	15 TUs
Recharge time	40 TUs
Change clip	100 TUs

Wasps can use the following ammo types:

Lt. wasp clip is a basic ammo type with it's modification as extended wasp clip with 30 instead of 20 ammo.

Hv. wasp clip is more heavy wasp ammo with lower clip capacity.

Acc. wasp clip is an accurate version of Lt. wasp clip. Dealing more damage than Lt. wasp clip it has much higher accuracy bonus.

	Lt. wasp clip	Ext. wasp clip	Hv. wasp clip	Acc. wasp clip
DAM	+15	+15	+20	+16
ACC	+0	+0	+0	+80
Clip size	20	30	10	12

Falcon weapon class:

St.Falcon is a standard heavy cannon. Slow recharge rate enables only one shot per turn, but it deals a lot of damage.

DAM	+0
ACC	+10
Aim time	60 TUs
Recharge time	150 TUs
Change clip	200 TUs

Falcons can use the following ammo types:

	St. Falcon clip
DAM	+130
ACC	+0
Clip size	7