University of New Brunswick

CS 2053: Introduction to Game Development

Winter 2014

Instructor: Dr. Weichang Du

Final Project

Name of the project: “Nuklear”

Team Members

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USER GUIDE:

Story of the game:

The game takes place in the near future. Fossil fuels have polluted the world for a long time and mankind was in need of an alternative. A new solution came from the nuclear power facilities around the world. A system for capturing atomic particles from each atom was created.

It was known that atoms could be split for producing energy. But new technology allows to recombine atoms on a process called fusion and bring back the atom to its original state. Giving an endless cycle of fusion and fission with practically no limit.

Particles are captured via a special device which you now control. The device requires visual coordination to capture the particles produced. Electrons and protons will appear on screen. Electrons are shown on the right side of your console. Protons are shown on the left side.

You are given grab bars that will capture the particles on each side of the screen. Red grab bar for protons (blue) and Blue grab bar for electrons (red).

Move the grab bars by using your keyboard. “A” and “D” control the left Grab bar left and right movement respectively and “S” captures the proton when it’s within range the bar.

“J” and “L” control the right Grab bar left and right movement respectively and “K” captures the electron when it’s within range the bar. Capture as many electrons and protons as you can to fill in the energy requirements for the day, shown on top. When both energy requirement bars are on the same level, you can finish your labor for the day and go home (Win the game).

But be careful. Missing around 15 particles will generate problems for the power plant and the generator will need to be shut down for maintenance. (Game Over)

I know that you can handle the plant with great care and will do your labor as required. The city trusts in you.

Good luck,

Andrew Zimmerman

Nuklear Generation Tech. CEO