5-Year Mission How-to

Welcome to a Colony Simulator type game -- 5YearMission for my MSc Dissertation!

You are an overlord and your colony has crashed into a distant asteroid on the way back to their home planet! The objective is to collect enough resources to be able to send your colony on a final 5-YEAR MISSION back to their home planet.

Controls:

- Q || Opens the Task menu
- ESC || Opens the Pause menu
- SPACE || Turns on the Building menu
- M || Turns on the Mining mode
- W || Pan the camera UP
- A || Pan the camera LEFT
- S || Pan the camera DOWN
- D || Pan the camera RIGHT

Resources:

- Resources are gained by mining the area around & by sending your colonists on missions.
- Resources are displayed on the top left.
- If there are insufficient resources for a task, the task will not be completed.
- The resources are color-coded and correspond with tooltips indicating required resources.
- Mining mode (**M**) allows you to mine the environment for resources.

Building Menu: (**SPACE**)

- There are 5 different building blocks (from left to right):
    1. Basic wall
    2. Research station
    3. Shipyard station
    4. Farming station
    5. HUB
- Resources required to build are displayed to the left of the UI

Task Menu: (**Q**)

► Colonist Tab

Here you are able to see your colonists' stats & are able to rename/recolor a chosen colonist.

Colonists' traits influence how long tasks take:

- Mining → Time to mine & resource gain from missions
- Crafting→Time to craft ships
- Intelligence→Time to reach missions
- Farming→Time to produce food
- Combat→Chance to win a fight
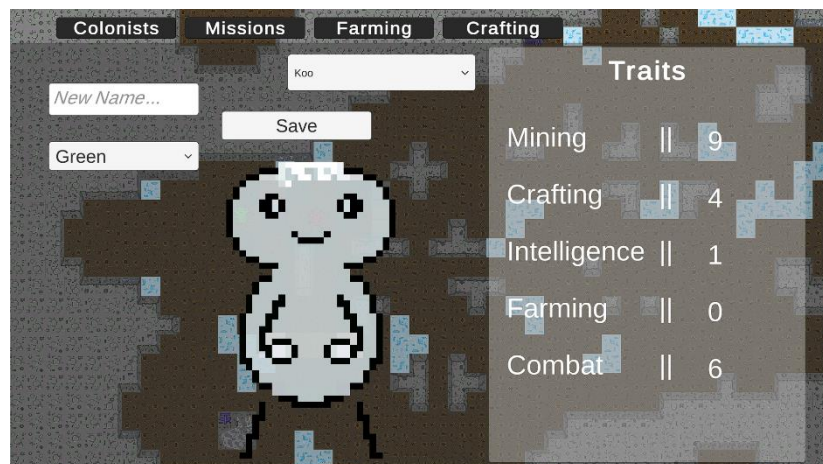
► Mission Tab

Here you are able to see the various missions to send your colonists on.

You will need to work through each mission location to get the right parts to build the ship for the final mission!
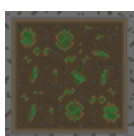
To be able to embark on missions, you will need your HUB built.

► Farming Tab

Here you can set chosen colonists to farm, producing food for missions!
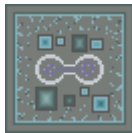
You will need a Farming Station built before you can farm!

► Crafting Tab

Here you can build ships for your colonists to go on missions!

 You will need the Research station built to be able to craft the ships.

 You will also need a Shipyard to house your ships.

Colonist Control:

- Colonists can be taken control of by *Left Mouse Click* and become a *white* color to indicate they are **selected**.
- Colonists which are **busy** doing a task become a *grey* color.
- Tasks can be interrupted by **selecting** a colonist who is currently **busy**.

- *Selecting any colonist who seems stuck will reset them allowing any issues to be bypassed with this.*

These game records decisions you make throughout the game.

After the game's completion please find your save folder in the game's location:

/5YearMission_Data/Saves

Please forward the folder back to ds18635@essex.ac.uk

Thank you for your time Alpha Testers!