The

Little Drop

Forest Spirits of Hope

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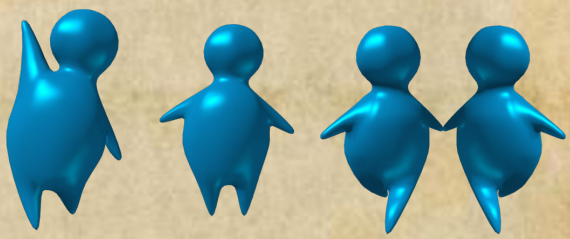
{GrimFang}
open source game studio

Story

Deep inside the rainforest, where no humans have ever set foot into, lived a little fire spirit under the earth with all his friends and family. One day, all of a sudden, the earth broke up and trow him and all of his fellow fire spirits out into the forest. They jumped and played around but soon they noticed, the forest wasn't as fireproof as the earth and stones down where they lived before.
So the forest begun to burn and the firespirits grew and spread in it. Most of the animals already fleed from the fire, but the plants living there had no chance and had to see themself burning down.
The forest spirit who had noticed all that didn't want to let the fire spirits go to far and called the clouds to send them rain, saving the forest from the fire.

To Be continued...



System Requirements

Minimum

Operating system	Linux, Windows (XP or newer), Mac
CPU	1,66 GHz dual core
Memory	512 MB free RAM
Hard drive	160 MB free disk space
Screen size	800x600 px
Graphics hardware	OpenGL 1.4 capable graphic card
Sound hardware	OpenAL capable audio
Peripherials	Mouse, Keyboard

Recommended

Operating system	Linux, Windows (XP or newer), Mac
CPU	2.4 GHz dual core
Memory	512 MB free RAM
Hard drive	160 MB free disk space
Screen size	1920x1080 px
Graphics hardware	OpenGL 3.0 capable graphic card
Sound hardware	OpenAL capable audio
Peripherials	Mouse, Keyboard

Installation

Linux

Double click on the LittleDrop.deb file and use your favourite software manager to install or deinstal the application

Windows

Double click on the LittleDrop.exe file and follow the instructions from the installer.

Mac

Double click on the LittleDrop.dmg file and follow the instructions from the installer.

Note

This product is NOT copy protected
by technical measures. :P
Copy and share it as you like!

The Droplings

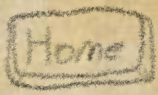
The Droplings are little water spirits that arise from rain, rivers and other water sources.

They mostly come up after big fires to help the plants regrow. But if they come in really big groups, they can also be a deadly threat.

If they come in milions, they can create a big zunamy like wave and destroy anyting in their path. Though, most of the time they are friendly beings.

Controls

W	Move forward
A	Move left
S	Move backward
D	Move right
Space	Plant seed
Home	Center Camera
Escape	Open menu / skip chat message



Use the mouse to navigate through the various screens and rotate the camera around Fox.

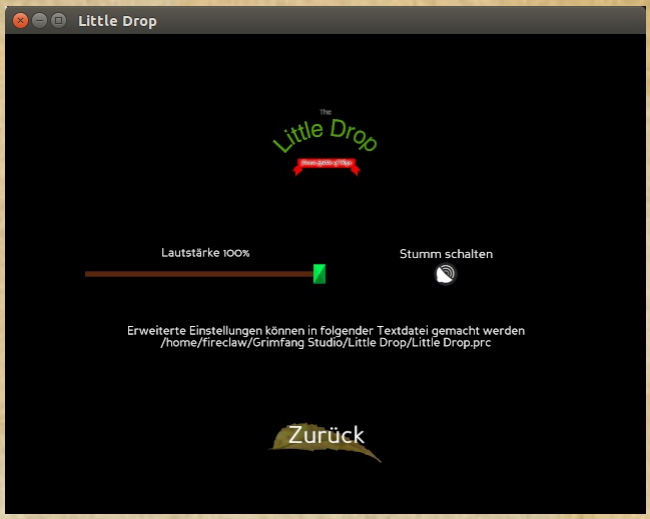
Menu

This is the first menu you will encounter in the game. From here on you have a few options to proceed.

Start: This will bring you right into the game.

Options: Will lead you to the optiosn menu where you can change settings to fit your needs.

Quit: Closes the application



The following options are available in the game

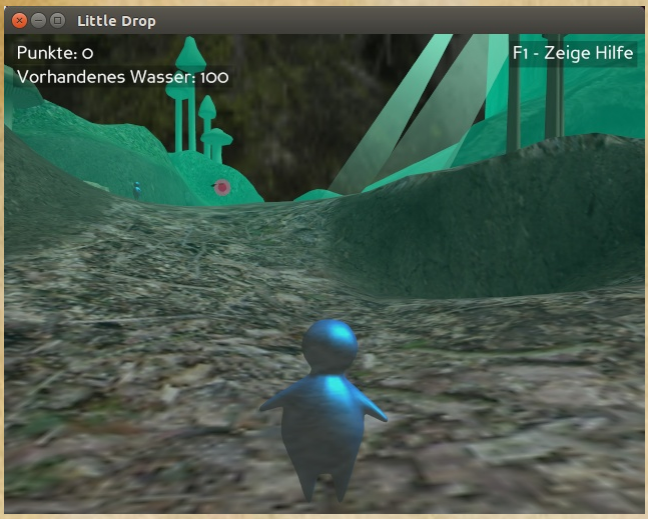
Volume: The audio volume of music and soundeffects.

Mute Audio: Mutes all music and soundeffects

For a list of options for the .prc file take a look at: http://www.panda3d.org/manual/index.php/List_of_All_Config_Variables

The Back button will lead you back to the main menu and save the changes you made in it.

In Game



Here we see an in game scene. On the top left, you can see the players stats. The upper one will show, how many soul points you have collected in the level by planting seeds. The lower shows you how much water your body has left for planting and watering the seeds.

In the top right you can see a hint to the help sequence for planting seeds if you want to see it again. Simply press the F1 key on your keyboard.

In this screen, you can see how to plant a seed. As soon as you collected and carying a seed, you can plant them in those preparated earth places. Some of the plants will grow into bridges, leading you to new areas of the forest. But keep an eye on your body as it will shrink with every planted seed. On the other hand, each planted seed will give you soul points.

You can plant seeds by pressing spacebar.

Credits

:Idea, Story, Development and Asset creation:
Fireclaw the Fox
MJ-meo-dmt

:Assets:
bart
Clint Bellanger
cptx032
cron
Emil Persson "Humus"
Ghoulsblade
hintringer
Jeff Ottinger
Lamoot

:Music:
A. Torres Ruiz
Vladimir Sterzer

:Testers:
MJ-meo-dmt
Fireclaw the Fox

:Translations:
Fireclaw the Fox

:Software:
The following free software was used to create this game

Panda3d
http://www.panda3d.org/

Blender
https://www.blender.org/

The Gimp
http://www.gimp.org/

MyPaint
http://mypaint.org/

Audacity
http://www.audacityteam.org/

LibreOffice
http://www.libreoffice.org/

Scribus
http://www.scribus.net/

Inkscape
https://inkscape.org/en/

Ubuntu
http://www.ubuntu.com/

Poedit
http://poedit.net/

:Special thanks to:
The open source Community
especially the Developers of all the free and open source software which was used in this game.
Whithout their active engagement,
this game couldn't have been made.

Contact

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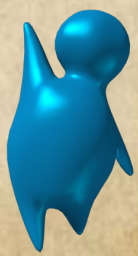

Notes

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version 16.03