



User MANUAL

Project 1- Iris

CS 4540

Spring 2019

Revision Sheet

Release No.	Date	Revision Description
Rev. 0	2/17/2019	User's Manual typed and pushed to repository.
Rev. 1	3/3/2019	Updated various sections and added final name of game to place holders
Rev. 2	4/1/2019	Fixed some control directions and fixed a typo.
Rev. 3	4/8/2019	Updated controls and formatting.
Rev. 4	4/15/2019	Updated controls and fixed notes section.
Rev. 5	4/22/2019	Updated game summary and controls.
Rev. 6	4/29/2019	Fixed table of contents, how to install and controls.
Final Rev.	5/8/2019	Finalized Manual.

USER'S MANUAL

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1.0 GENERAL INFORMATION

A. GENERAL INFORMATION



1.1 System Overview

- Created using Unity 3D (<https://unity3d.com/unity>) for educational use only.
- Made in CS 4540 at Bowling Green State University during the Spring semester of 2019.
- All code and models were made for educational use only.

2.0 INTRODUCTION

B. INTRODUCTION

2.1 Summary

This project is a first person/VR game focused on puzzle solving and exploration. Iris puts you in the shoes of a paranormal investigator with a motive to solve the mystery of an abandoned mansion. This game is about solving puzzles within the mansion rooms to discover a way to escape the house. While solving these puzzles an unknown presence is in the house with you trying to stop you from escaping. There is an alternative ending so look out for clues!

2.2 Game Flow

The premise of Iris is to complete a series of puzzles located in each of the rooms to escape the mansion. Look for clues, interact with the environment and avoid the monster at all costs or your character will die. This game is in first person with basic movement mechanics to seek immersion.

3.0 SYSTEM REQUIREMENTS

C. SYSTEM REQUIREMENTS

3.1 Minimum Requirements

- Desktop:
 - OS: Windows 7 SP1+, macOS 10.11+, Ubuntu 12.04+, SteamOS+
 - Graphics card with DX10 (shader model 4.0) capabilities.
 - CPU: SSE2 instruction set support.
- WebGL: Any recent desktop version of Firefox, Chrome, Edge or Safari.
- Universal Windows Platform: Windows 10 and a graphics card with DX10 (shader model 4.0) capabilities

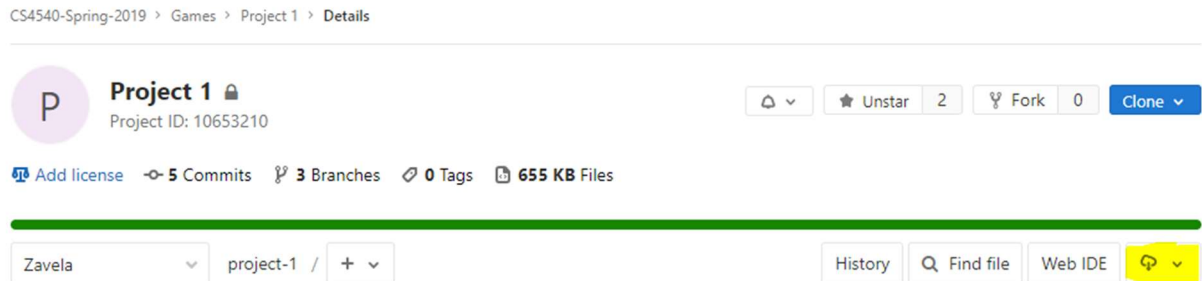


4 INSTALL INSTRUCTIONS

D. INSTALL INSTRUCTIONS

4.1 How to Install

1. Navigate to <https://gitlab.com/cs4540-spring-2019/games/project-1>
2. Clone or download repository. (Download button shown below)



3. After the download, navigate to the unpacked folder and find the application file “Iris.exe”.
4. Double click the file and a prompt to choose user settings will be available.
5. Hit “Play!” and the game will begin.



5.0 HOW TO PLAY

E. HOW TO PLAY

5.1 Mouse & Keyboard Controls

- Keyboard Controls
 - W- Move Forward
 - A- Move Left
 - S- Move Backward
 - D- Move Right

 - Space Bar- Jump

 - Tab- Inventory

 - Shift- Run

 - F- Toggle Flashlight

 - E- Interact with puzzles/Notes/Doors...etc.

 - Esc- Pause Game

- Mouse Controls
 - Mouse- Look around
 - Right Mouse Button- N/A
 - Left Mouse Button- Shoot/Interact

5.2 Main Menu

- Main menu consists of four options:
 - Start - Begin the game from the beginning.
 - Info- Attain info on backstory and controls.
 - Settings- Adjust sound, resolution and full screen.
 - Quit - Exit game and return to desktop.

5.3 Settings

- From the main menu you may access the settings menu. Adjust resolution, game sound, music sound and windowed/full screen options.

6.0 CREDITS

F. CREDITS

6.1 Developer and Design Team

- Programmers:
 - Kyle Knapp
 - Derek Zavela
 - Raunak Baral
- Design:
 - Nate Buswell
 - Cole Fittro

7.0 NOTES

G. NOTES

[illegible]