

Buddler Joe Game Manual

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1 Video Tutorial

Are you more of a visual learner? We've got you covered. Open your web browser and head over to <http://buddlerjoe.ch/tutorial> to watch a video tutorial on how to play! *Note: The video tutorial will be available for milestone 4 or 5.*

2 The Goal of the Game

Buddler Joe is a multiplayer game that supports up to 7 players. Your goal is to be the first player to collect a certain amount of raw gold nuggets. The amount of gold you need to win is different for each game mode. Gold is collected by digging at gold veins with your shovel. The deeper down you venture, the more valuable the gold veins will become. *Note: Currently there is only one game mode with the gold limit at 750.*



Figure 1: A gold vein

However, on your way to golden glory the other players will try everything in their power to stop you. Cooperate or do your own thing. Use items to freeze and delay your competition. Watch for dynamite explosions and falling rocks! Each player starts with two lives. Lives can be lost due to environmental hazards and they can be replenished by finding red hearts in item blocks. Should you reach zero lives, you will be eliminated from the current game and enter the spectator mode.

3 The Game Map

The world of Buddler Joe is made up of square blocks that are just a bit higher than Joe himself. There are five different types of blocks and all of them except for obsidian can be destroyed by digging at them with your shovel. To dig at a block, simply keep moving into that block and watch it crumble to pieces! You can dig blocks left or right from you or below you, but you can't dig upwards.

3.1 Dirt Block

Most of the world in Buddler Joe is made up of dirt. Dirt is easy and quick to dig away and is your fastest path to delve deeper into the ground.

3.2 Stone Block

Stone Blocks are the second most common material. They are sturdy and take a long time to dig away. Usually you are better off finding a way that doesn't lead you through a stone block, but if you get trapped you can break them apart with some effort. Stone blocks are also the only type of terrain that can collapse and crush you! If the block below a stone block is removed by any means, the stone block will start to vibrate, and after a short delay it will plummet down until it rests on firm ground again. Should you be unfortunate enough to be between the falling stone and the floor at this point, you will lose a life and be moved to a safe closeby space.

3.3 Gold Block

Your objective is to collect as much gold as possible from these gold blocks. This is done by digging at them with your shovel; the gold is picked up and stored automatically. The value of a gold block increases the deeper down the block is located in the world.

3.4 Item Block

These blocks, marked by a large question mark ?, hold one of currently four items. Destroying the block will randomly spawn one of these items, but it is not possible to see which item is in the block before you destroy it. Items can

be beneficial or detrimental to you, however the chance to get a beneficial item is significantly higher! All items are described in detail in section 4.

3.5 Obsidian Block

These blocks are impenetrable and can't be destroyed by any means. They can be found at the edges of the map and their function is to restrict the playing area. If you reach an obsidian block, your best bet is to turn around and find a different path. *Note: Currently not implemented yet.*

4 Items

Items can be acquired by destroying an item block (see 3.4). Currently there are four different items in the game that can spawn from an item block and one item that can be created by the player. *Note: Most of the numbers on these items are still subject to balancing, and new items may be added later.*

4.1 Heart

Found in an item block with 25% chance. This will replenish one life to your character after a short delay. However, this item can't increase your lives above two.

4.2 Dynamite

Found in an item block with 25% chance. Dynamite will be spawned with a three second fuse that is already lit. When the fuse reaches the dynamite, it will explode and damage all blocks around it, dealing more damage the closer the blocks are. **If you are closer than four blocks when it explodes, you will lose one life**, so be careful and plan for an exit route!

4.3 Star

Found in an item block with 25% chance. When you find this item, all your competing players will be frozen in place for 10 seconds, giving you a chance to catch up or run away with your lead.

4.4 Ice

Found in an item block with 25% chance. When you find this item, you will be frozen solid for 10 seconds and not be able to move or dig. Not cool!

4.5 Torch

The deeper you delve, the darker it gets. And sometimes your mining lamp just isn't enough. A torch can be created by pressing "E" on your keyboard. While holding the torch with your mouse you can move it around and find a spot for it to be placed. Use your left mouse button to place the torch or press "E" again to dismiss the torch. While placing the torch, Joe can't dig! The use for torches is to illuminate the surrounding area and make it easier for you to see item- and gold blocks. You can use one torch every 15 seconds. *Note: We will be trying out different systems for creating torches, such as needing to buy them with gold.*

5 Controls

Buddler Joe can be played with a mouse and keyboard. It currently doesn't support any other input methods.

5.1 Player Controls

| Key 1 | Key 2 | Action |
|-------|-------|---------------------|
| A | - | Move and Turn Left |
| D | - | Move and Turn Right |
| W | SPACE | Jump |
| S | - | Move Down |
| E | - | Place Torch |

5.2 Camera and Game Controls

| Key 1 | Key 2 | Action |
|--------------|------------|---------------------------------|
| Mouse 1 | - | Pitch Camera (look up/down) |
| Mouse 2 | - | Yaw Camera (look left/right) |
| Mouse 3 | Arrow Keys | Pan Camera (move camera) |
| Scroll Wheel | - | Zoom Camera |
| R | - | Reset Camera |
| ESC | - | Game Menu |
| ENTER | - | Open/Close chat or send message |

The camera controls can be pressed at the same time. For example Mouse 1 and Mouse 2 at the same time will let you pitch and yaw at the same time.

5.3 Console interface

To access functionalities of the game, that have not yet been implemented in the gui, one can access these through the console. Just type the command `help` in the console to get a list of all accessible commands.

6 Multiplayer

6.1 Lobbies

Buddler Joe's Multiplayer works in lobbies of up to four players. A player has to create a lobby and then the others can join in. In the lobby screen they then can all set themselves as ready for a game to start their game. *Note: Currently the lobby creation has to be done over the command line. Also, only the creator of the lobby can start the game. The other features mentioned will be available at Milestone 4.*

6.2 Interaction

While playing the game, the players can either interact indirectly through budding blocks away or by using items. The other way to interact is to text each other through the chat which can be accessed by pressing enter. Players can either text in the lobby alone by just typing, they can whisper to another player by typing @Name of the player + message or a player can broadcast a message to all players by typing @all + message. *Note: Currently the chat is available in the game but will be available in the lobbyscreen too in the future.*

6.3 Server Information

To access more multiplayer information, the player can use the different menu actions in the menu screen. A player can access a game list consisting of all open and finished games. A player can also access a list of all players currently online. *Note: The lists are currently available through the command line and will be accessible through the gui at milestone 4. To get a list of all accessible commands, type help in the command line.*

6.4 Highscore

The players can also access the global highscore which is saved on the server. The highscore consists of the ten fastest players to have reached the amount of gold needed to win. There are different highscores for the different game modes. *Note: The highscore is currently accessible through the command line but will be accessible through the GUI at milestone 4.*

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