Installation/Access

Windows:
You can access Project Amygdala by clicking on the link below:

Project Amygdala

When the user accesses the link, download the Amygdala.zip file. When that has been done, move the downloaded folder to your Desktop, right-click and click Extract all to unzip the folder. Once that has been done, open the folder, double-click on the Amygdala folder inside to open, and move the file "cs 370 copy" to your Desktop. Double-click on that to open the game and you may now start playing!

Controls and Functionality

The user is introduced to a home screen with a play button, which will start a new game and the user will be taken to the first scene that introduces the user to the game. The game's entire perspective is in first person view. There is also an Option Button which will take the user to a screen where they can control the volume by dragging a slider and click a load button to load the last scene the player was in if they had played the game before. There is also a Quit Button that will quit the application and take the user to a blank page. But the user may still be able to access the game.

The controls for movement are standard for modern desktop games. The W key is used to move forward, S to move backwards, A to move left, and D to move right. The user can jump by pressing the SpaceBar on the keyboard. This game was not designed to be used with a console controller, so there is no guarantee that using one will function properly, although this may be edited with computer settings.

A user may pause the game when pressing the Escape key on their keyboard. The Pause Menu will freeze everything in the game, and unfreeze when the player leaves the Pause Menu. Inside the Pause Menu, there are 3 main buttons: Resume, Options, and Quit. Resume will also unfreeze the game and take the user back to the point of the game they are currently in. Options will lead you to an options screen to control the volume but also contain a button to go back to the main menu. And Quit does the same as before.

The way saving functions in our game is that when the user hits an invisible transition box at the end of a scene, they will be taken to the next scene and that current scene is saved. So when the player goes to Options in the Main Menu, they will be able to load that scene they were last on.

Compatibility

Project Amygdala is compatible to play on Windows