

# PARK GAME

## User documentation



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# Park Game

**Park Game** is a mobile multiplayer RTS game where the player becomes a commander on a battlefield with the ability to order units that follow him.

The twist is that the **battlefield is mapped on a real park** and the player's **position is determined by GPS** (the game is in some sense an **augmented reality game**).

Players then will be divided into teams in which the players will **share units and structures**. Teams will then use those units to battle for **outposts** and most importantly **victory points**.

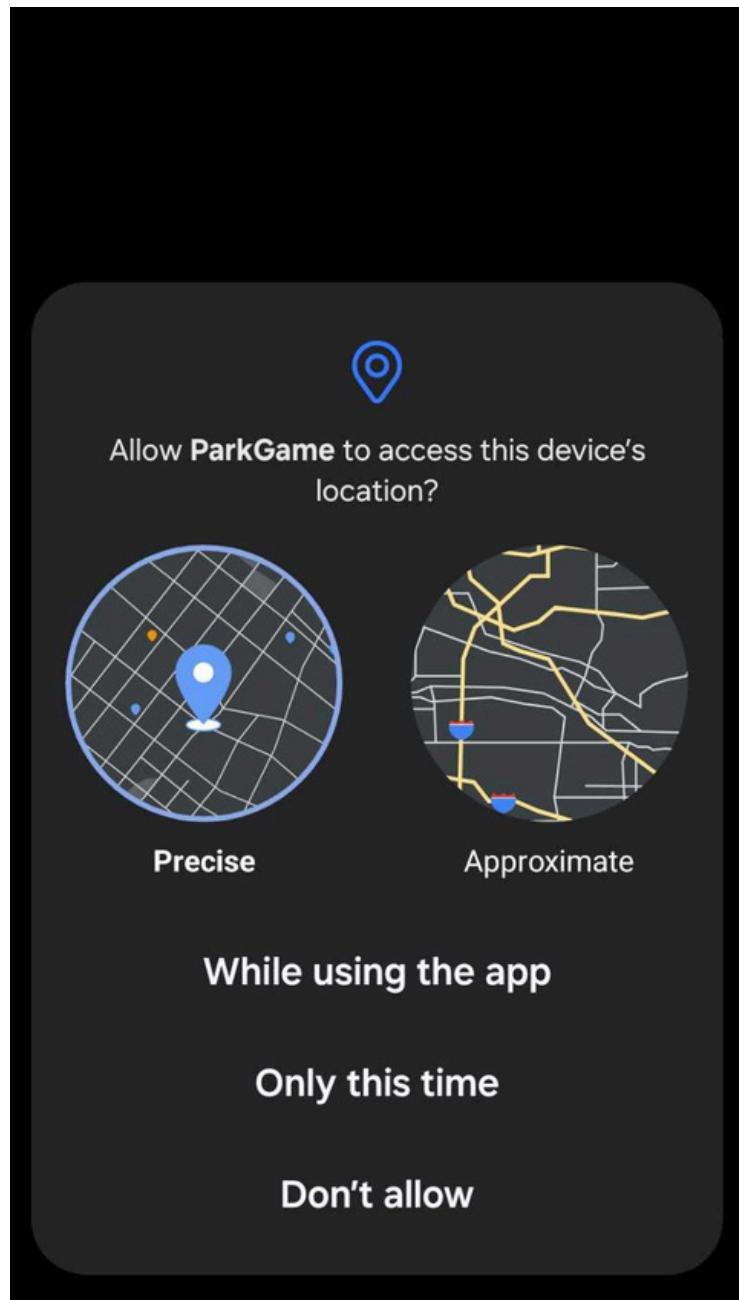
There are **3 types of units** and **2 types of structures**.  
The focus of the game should be on the **novelty of GPS controls** and cooperation within the team.

# First game app launch

Select 'While using the app' to allow GPS permission.

Please allow the GPS before starting a game.

Allowing GPS mid game can disconnect you from the game.



The application needs  
connection to the internet.



Make sure you are  
connected before  
proceeding.

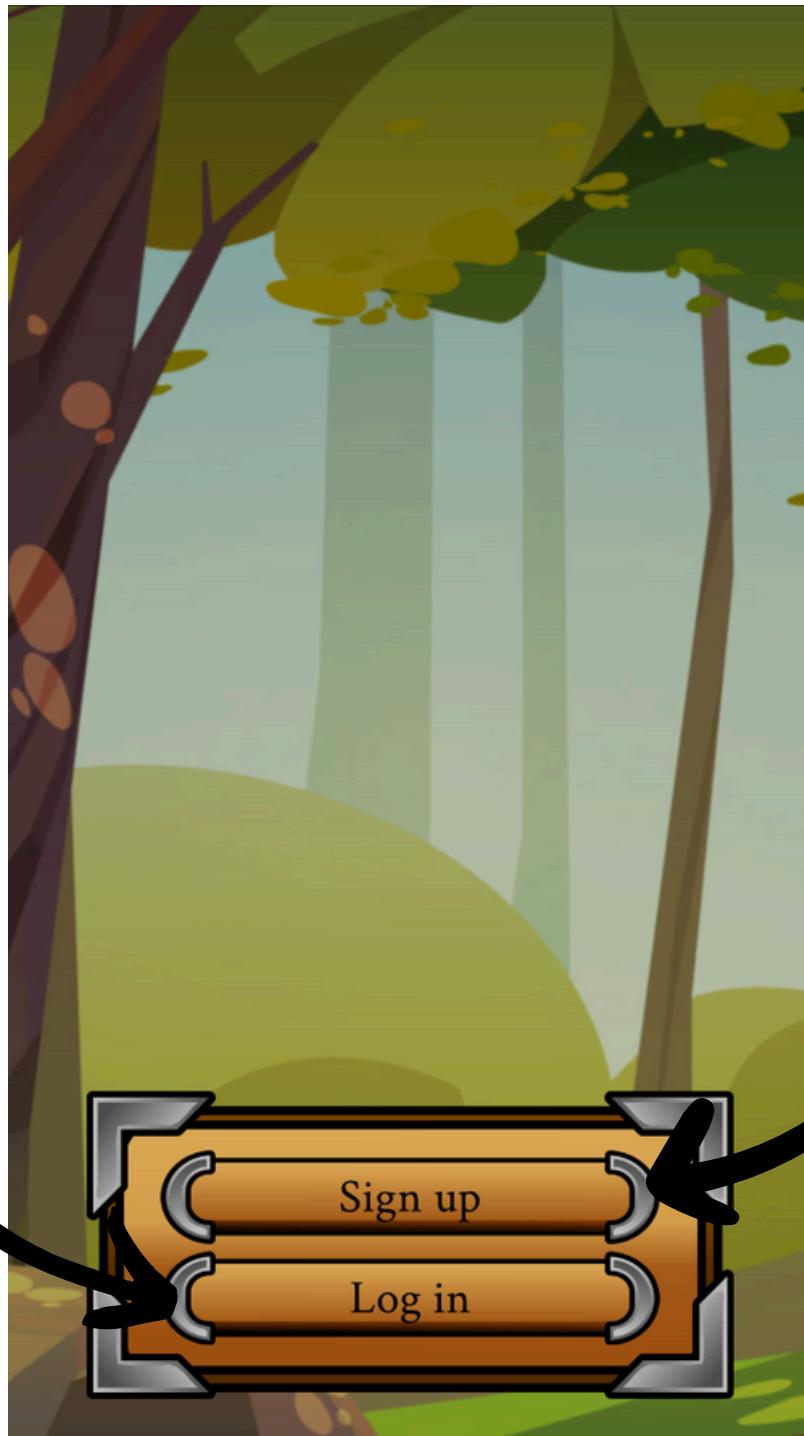


One game lasting 30  
minutes consumes ~50 MB

# Log in / Sign in

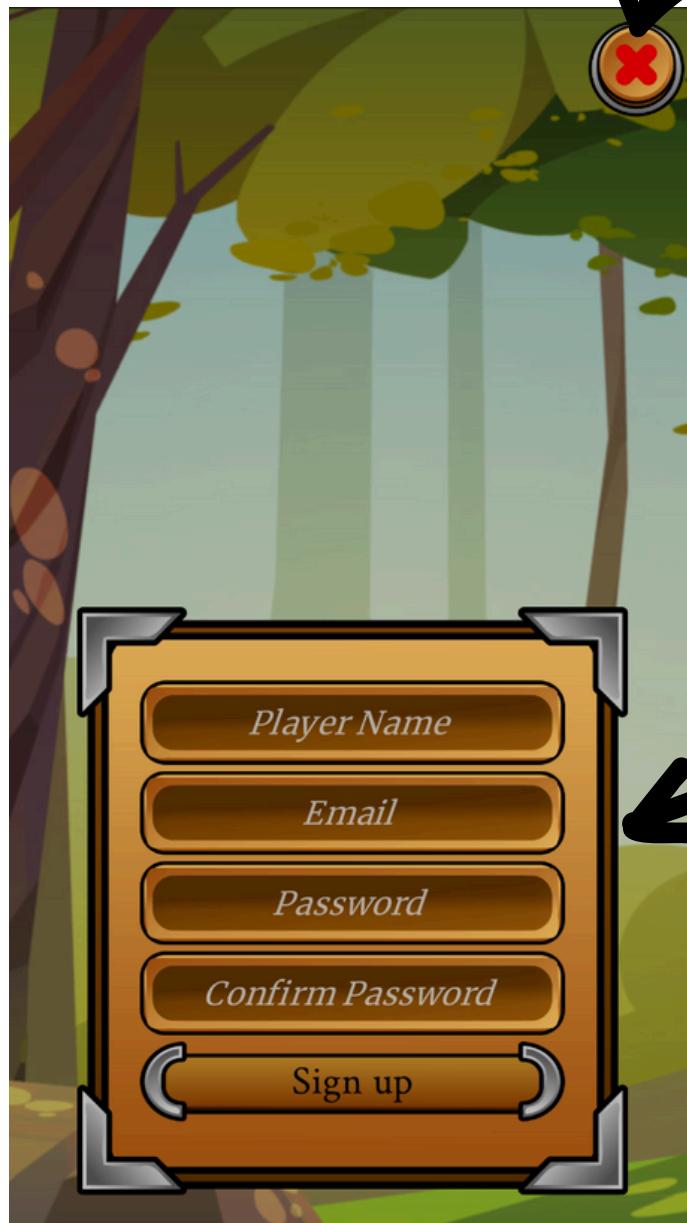


Press  
anywhere to  
enter the  
game



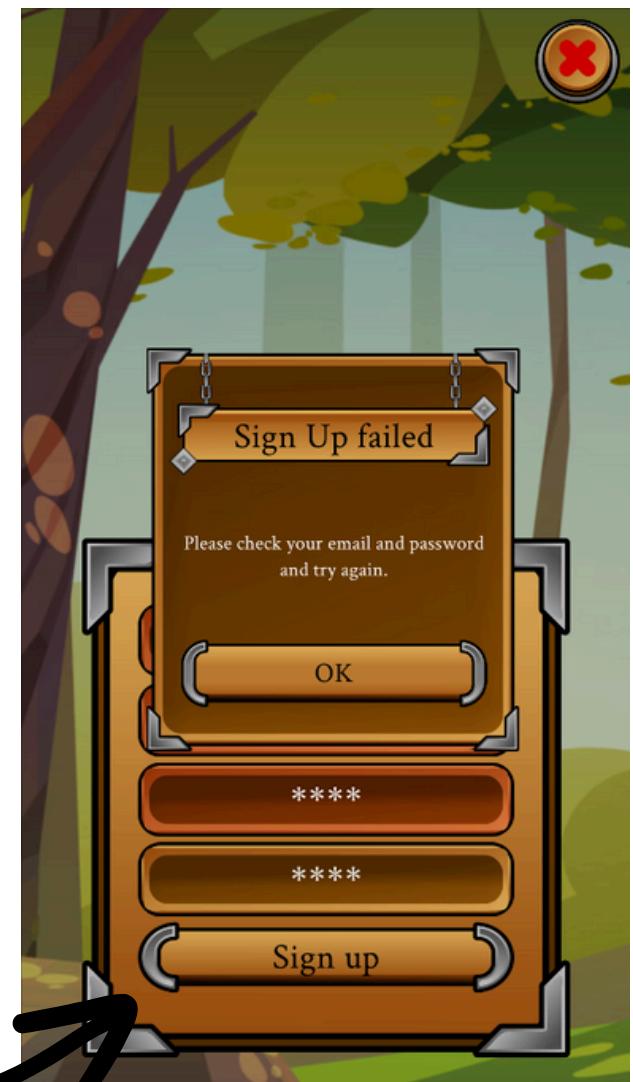
To log in to an existing account select 'Log in'

To create a new account select 'Sign up'

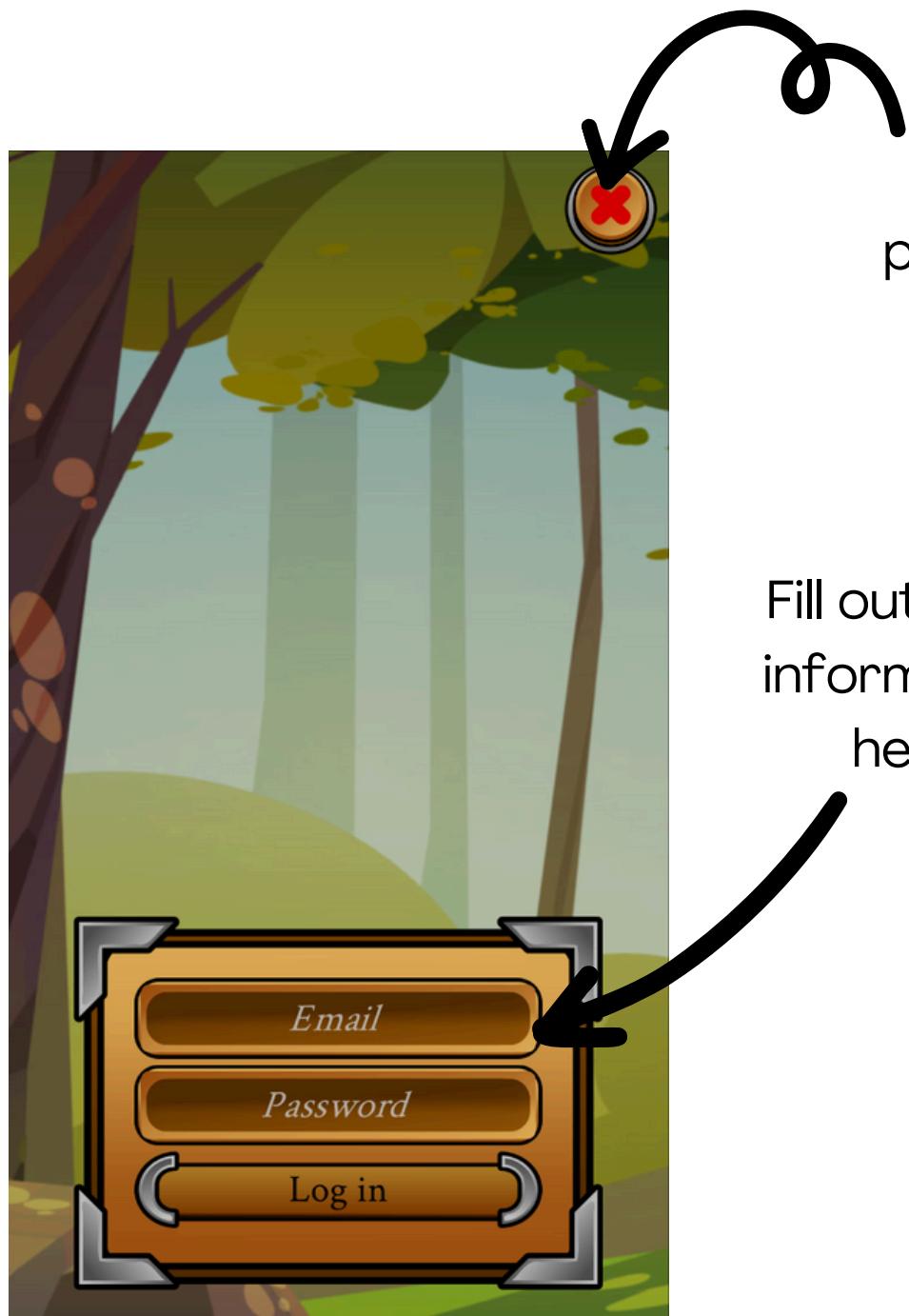


To return back  
press this button

Fill out your  
information here  
(if passwords wouldn't  
match 'Sign up' button  
will be grayed out)

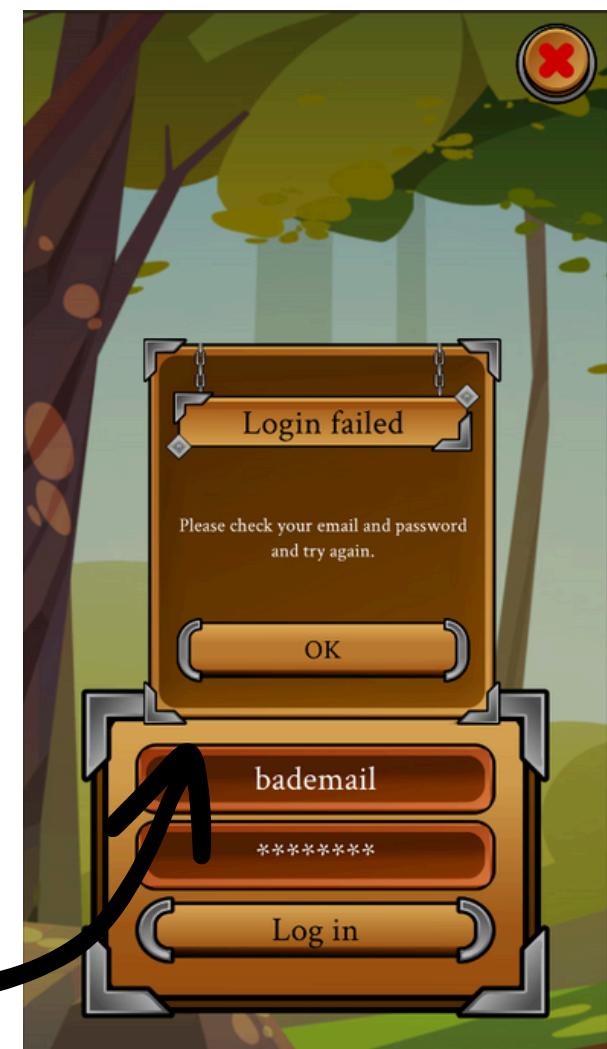


On sign up failure  
(duplicate or invalid  
email, invalid password)  
a pop-message will  
show up



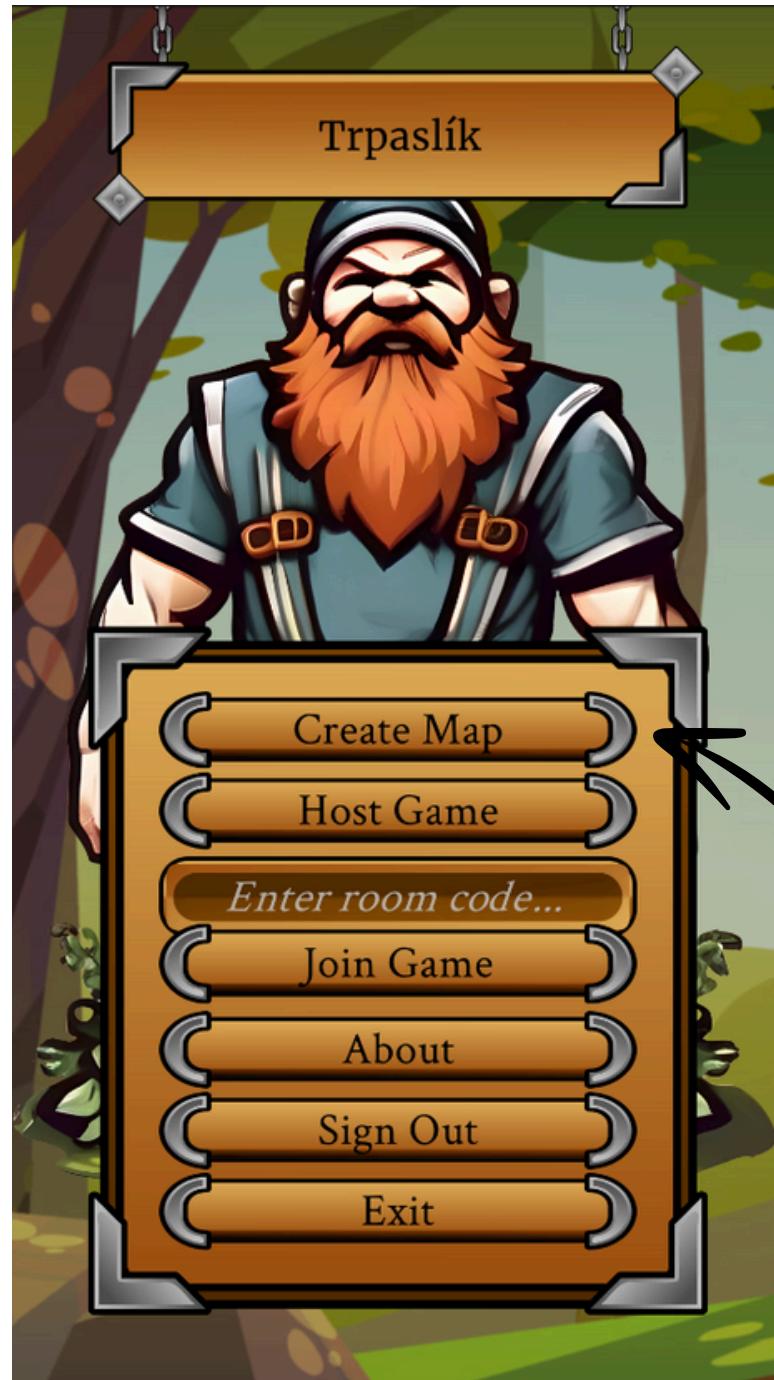
To return back  
press this button

Fill out your  
information  
here

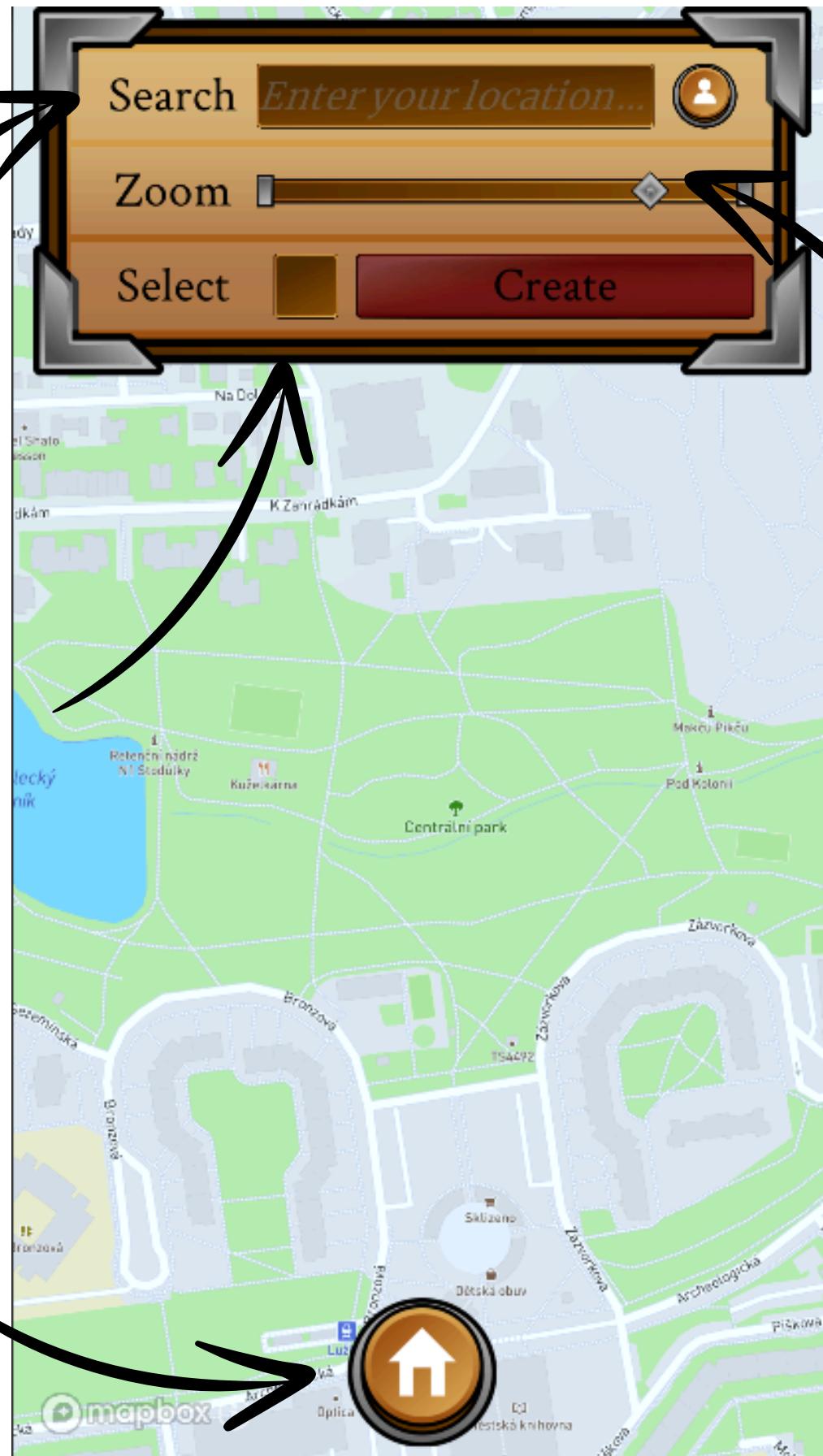


On login failure  
a pop message  
will show up

# Game map creation



Create a new  
map

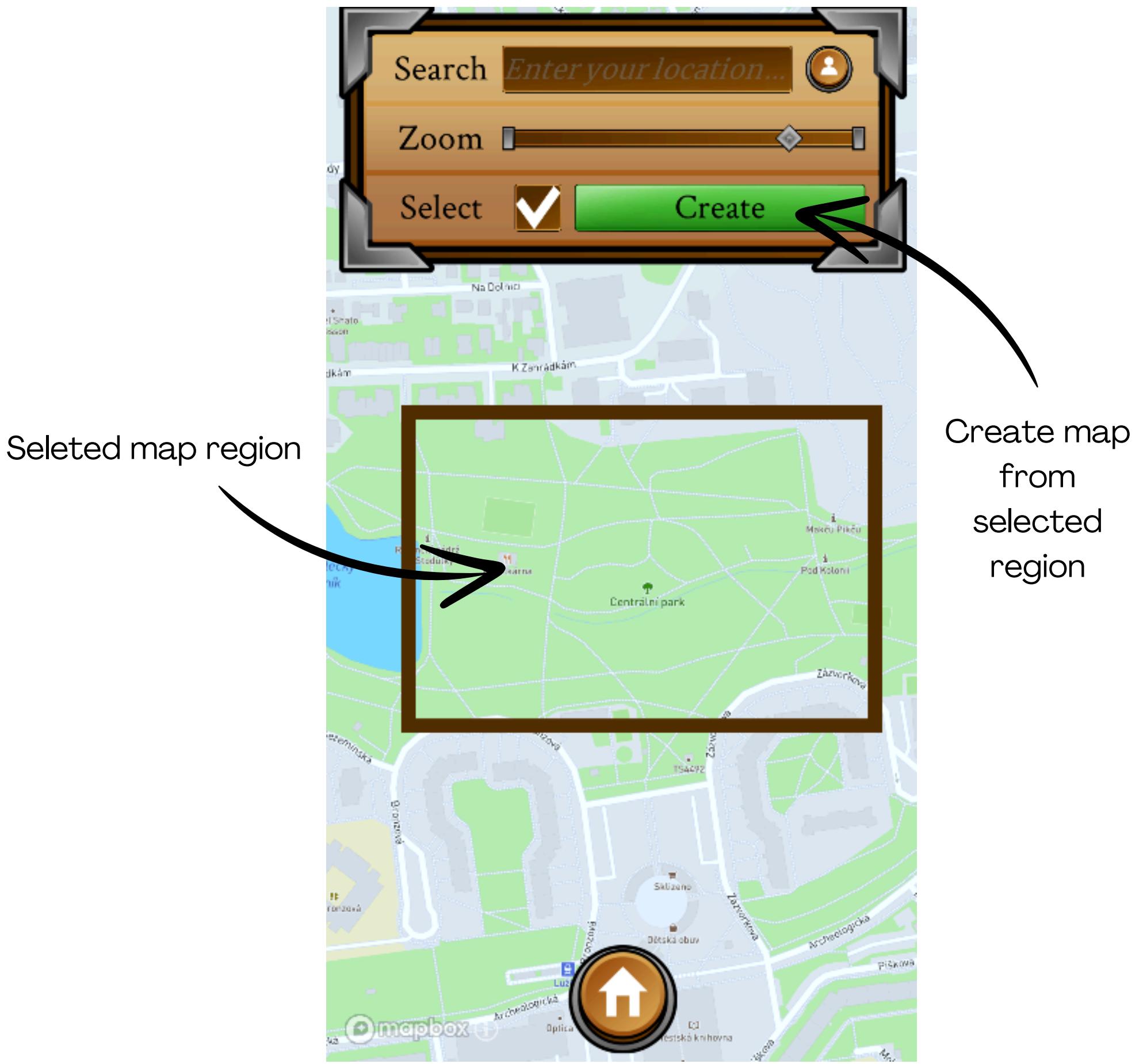


Search by  
location

When you find  
desired location,  
press select  
button to select a  
rectengular area  
of your map

Return to Main  
menu

Adjust zoom or  
use both fingers  
to zoom in and  
out



Detail of selected map



Collapsible menus



Selectes RED brush used for drawing outer bounds of playable map. Must be enclosed shape.

Selects BLUE brush used for creating obstacles within the map. Units cannot pass through those areas.

Selects YELLOW brush to mark paths on the map (They don't have to be placed on real paths). Units move faster along the paths.

Erase brush for removing parts of drawing.

Uncolored areas within red bounds are walkable with no effects



Places CASTLE. Castle is your base which spawns units and cannot be conquered. Each team needs their own castle (2-4 castles).

Places VICTORY POINT (Only 1 per map). Conquering this point grants winning points to conquering team.

Places OUTPOSTS. Outpost does not belong to any team at the start but anyone can conquer them. They are used for spawning units.



Clear the tilemap preview.



Create preview of tilemap once finished with drawing and placing structures.



Toggle between DRAW mode (bounds, walls, paths), PLACE mode (moving with structures) and MOVE mode (panning and zooming on the map),



Clear the whole drawing



Fit map to the screen.



After successfully processing map by Process Tilemap button, you can save and upload the map.



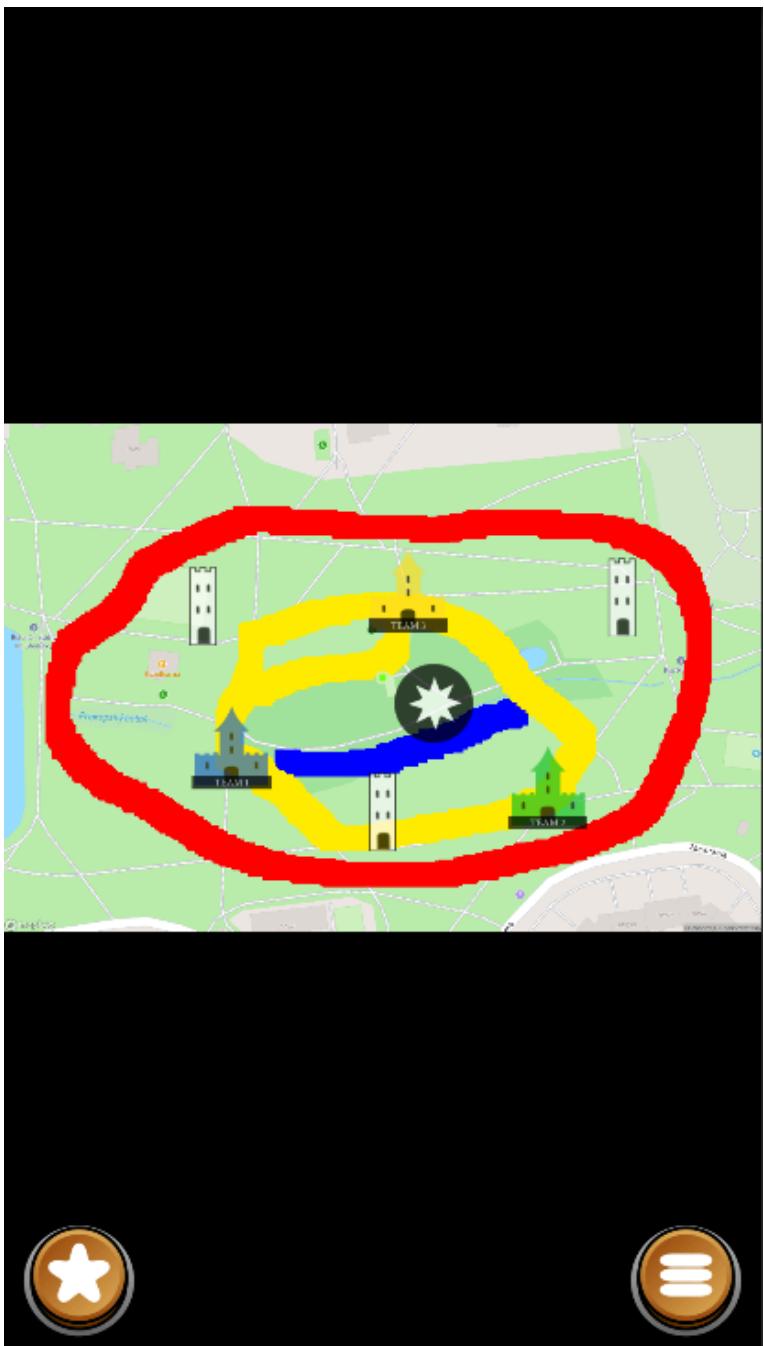
Collapse this panel



Return to main menu



Finished map example



Processed map example



Set a name  
for your map

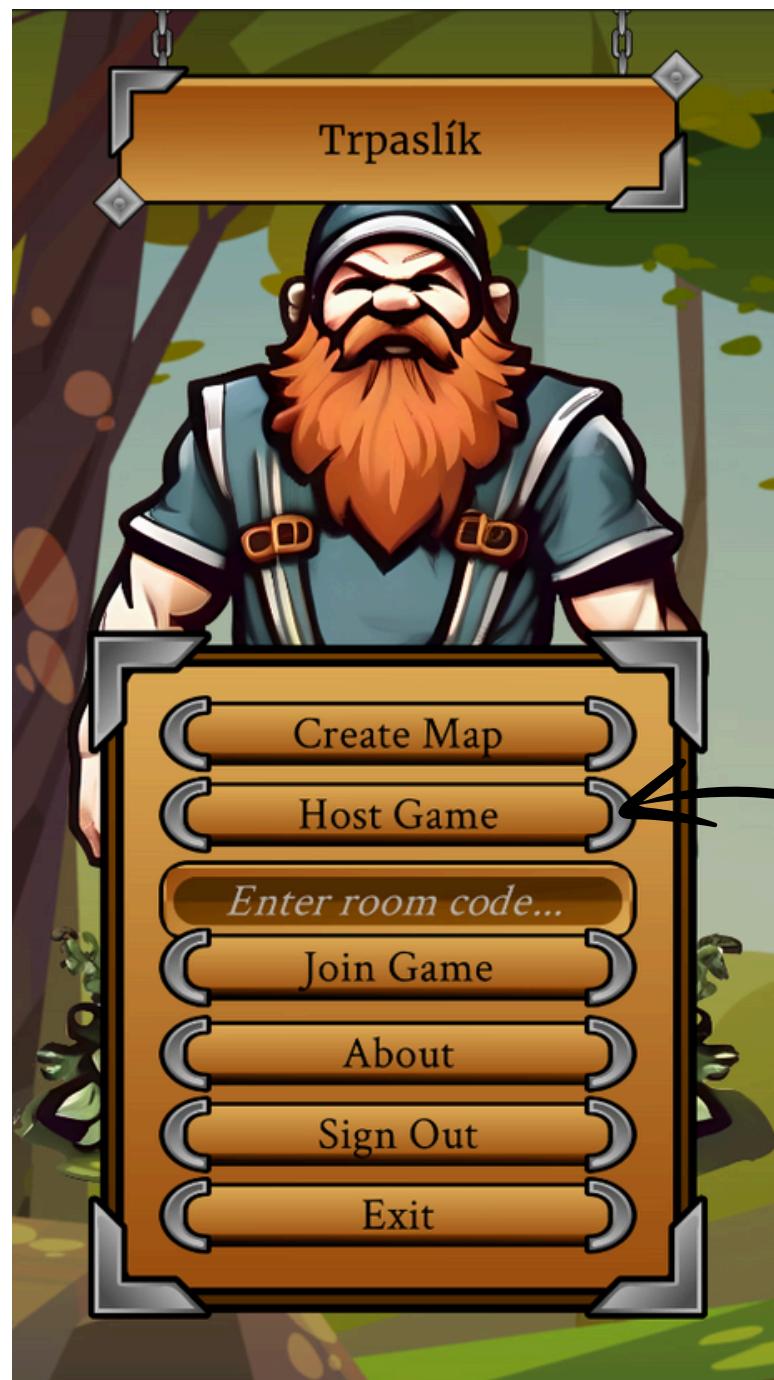
Upload your  
map to the  
server



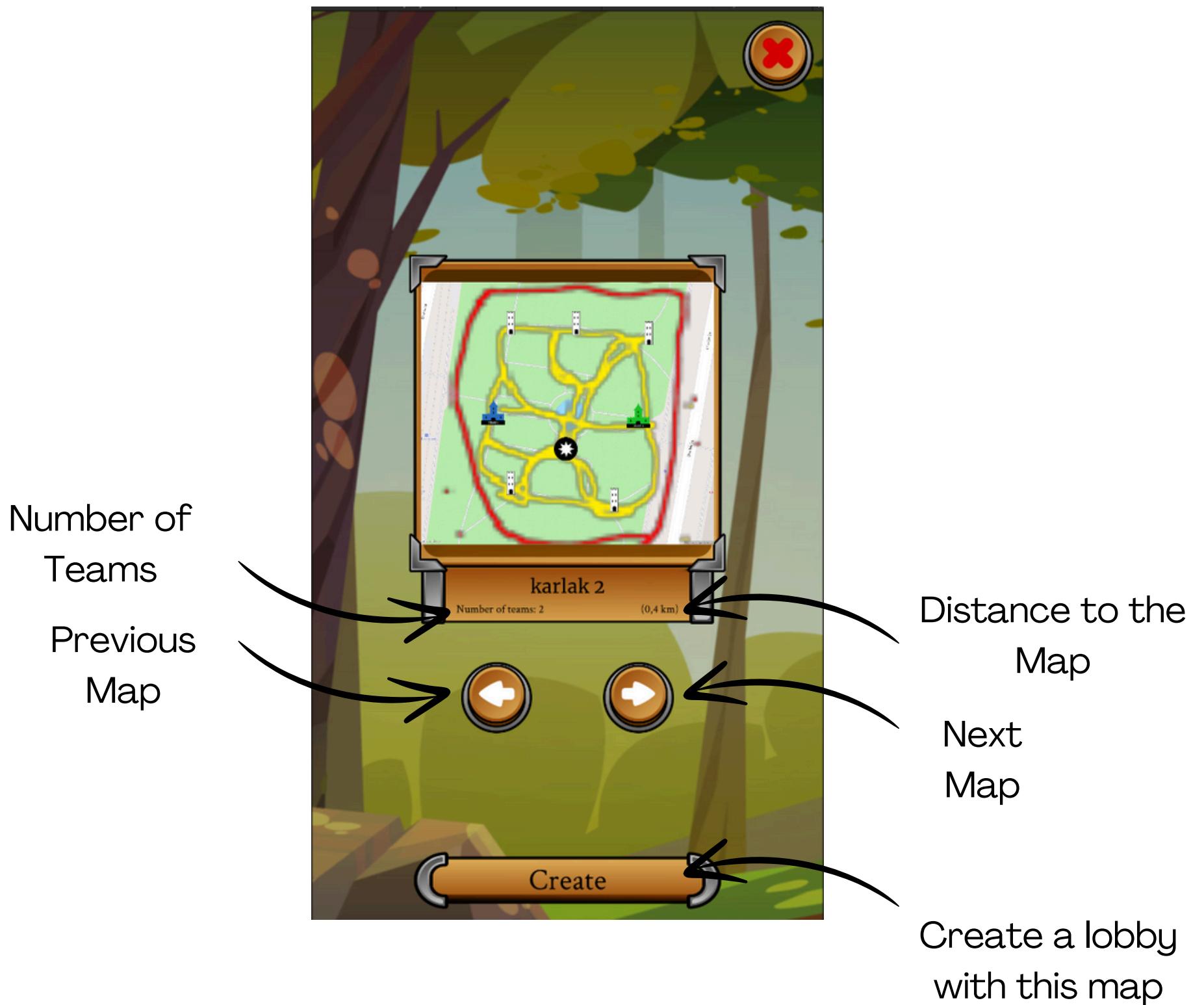
After pressing  
save map  
button, pop up  
appears



# Host new game



Host a new  
game





Give other  
players this code

Join  
team

Wait for  
players  
to start



Game  
can be  
started



Someone  
joined  
Green  
Team



Kick player if  
necessary

# Join game created by host





Join a team and  
wait for host to  
start a new game

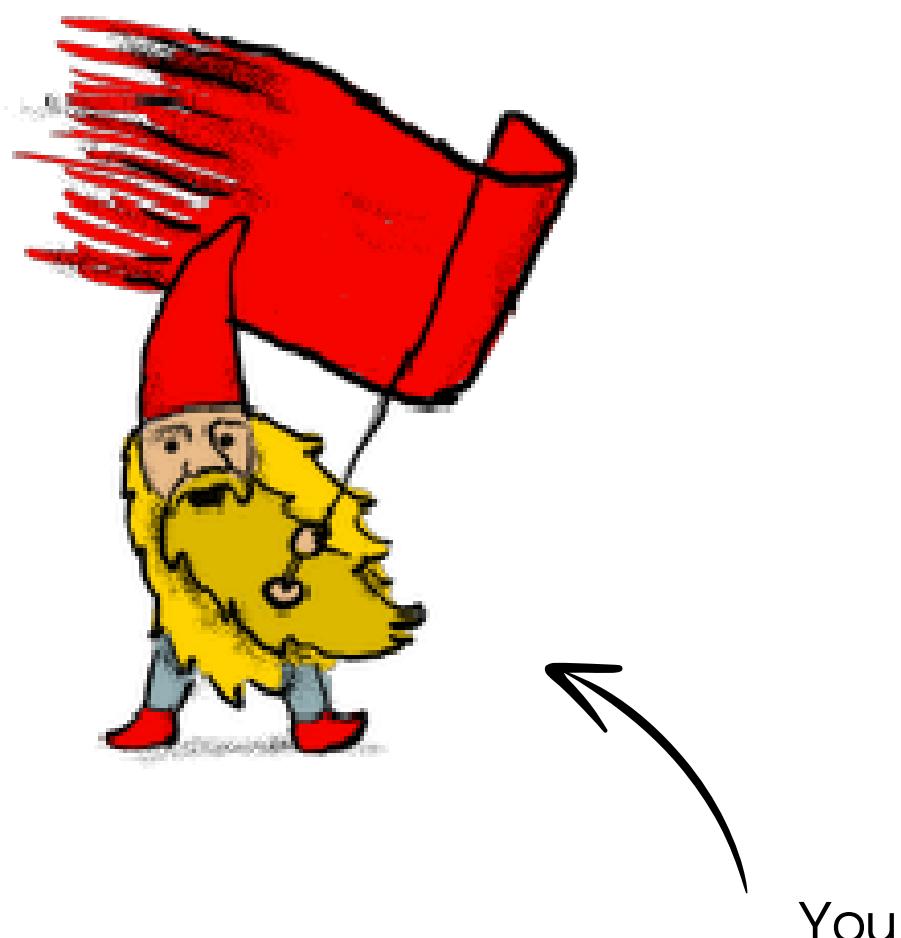
# Gameplay

## Goal of the game

Win 3 victory points !

Victory point opens 60 - 100 s from the start of the game

To capture it, build your own army of dwarves

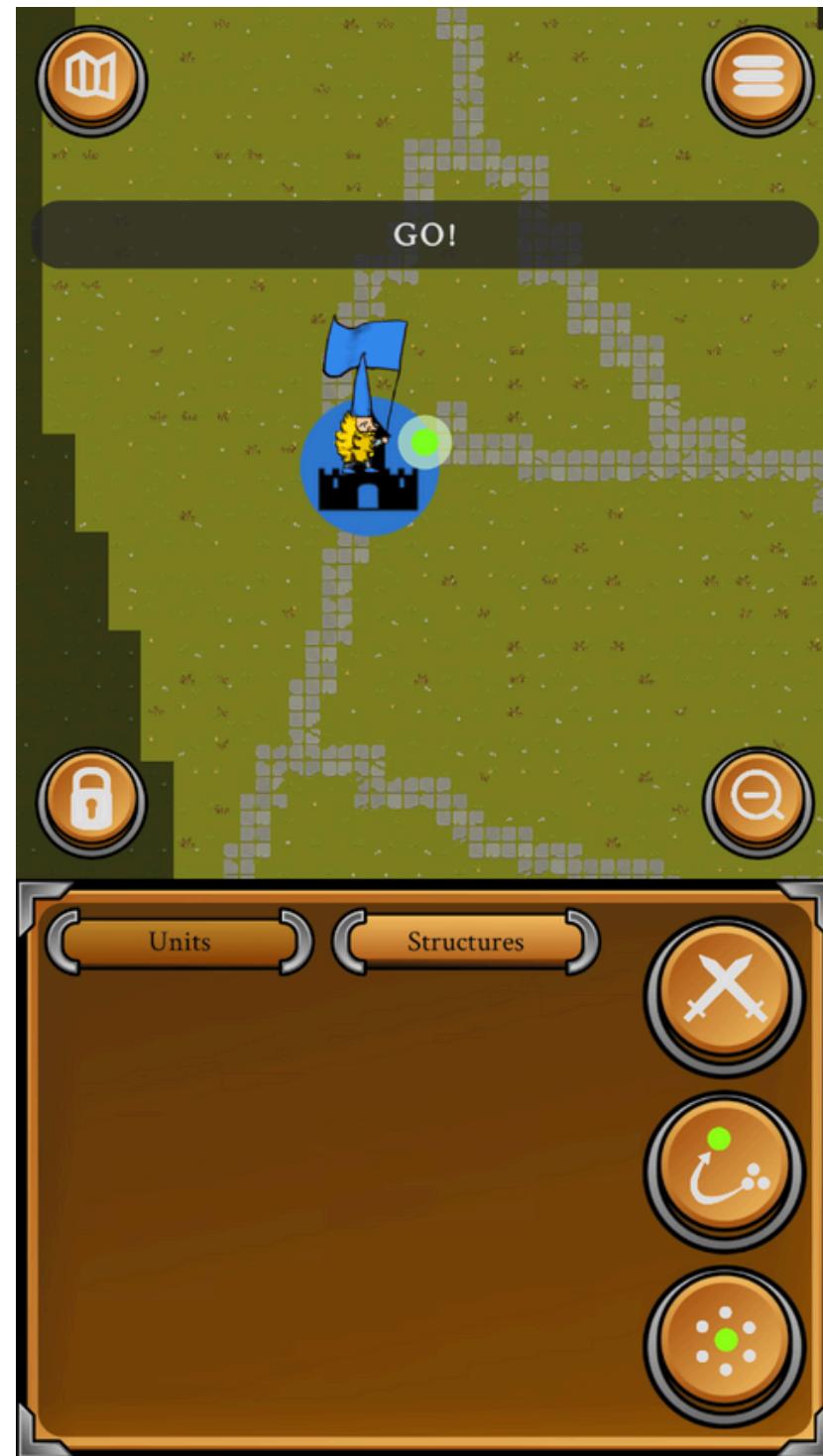


You

# Start of the game



When all players  
are at their castles,  
the game can start



# Soldiers

Soldiers spawn from castles and outposts

Each type has different stats:

## Swordsman



7

1

1 sec

default pawn

health

damage

cooldown

## Archer



4

2

1,2 sec

long-range attack

health

damage

cooldown

## Molerider



8

3

1.5 sec

fast runner, tank

health

damage

cooldown

# Army

You must call soldiers to your army  
so they can follow you



2.

Soundwave effect:  
soldiers in this range  
will start following  
you

1.

This button calls  
the soldiers to  
follow you

Each player starts  
the game with three  
Swordsmen  
in their retinue

The soldiers  
following you  
are listed in the panel  
below the map

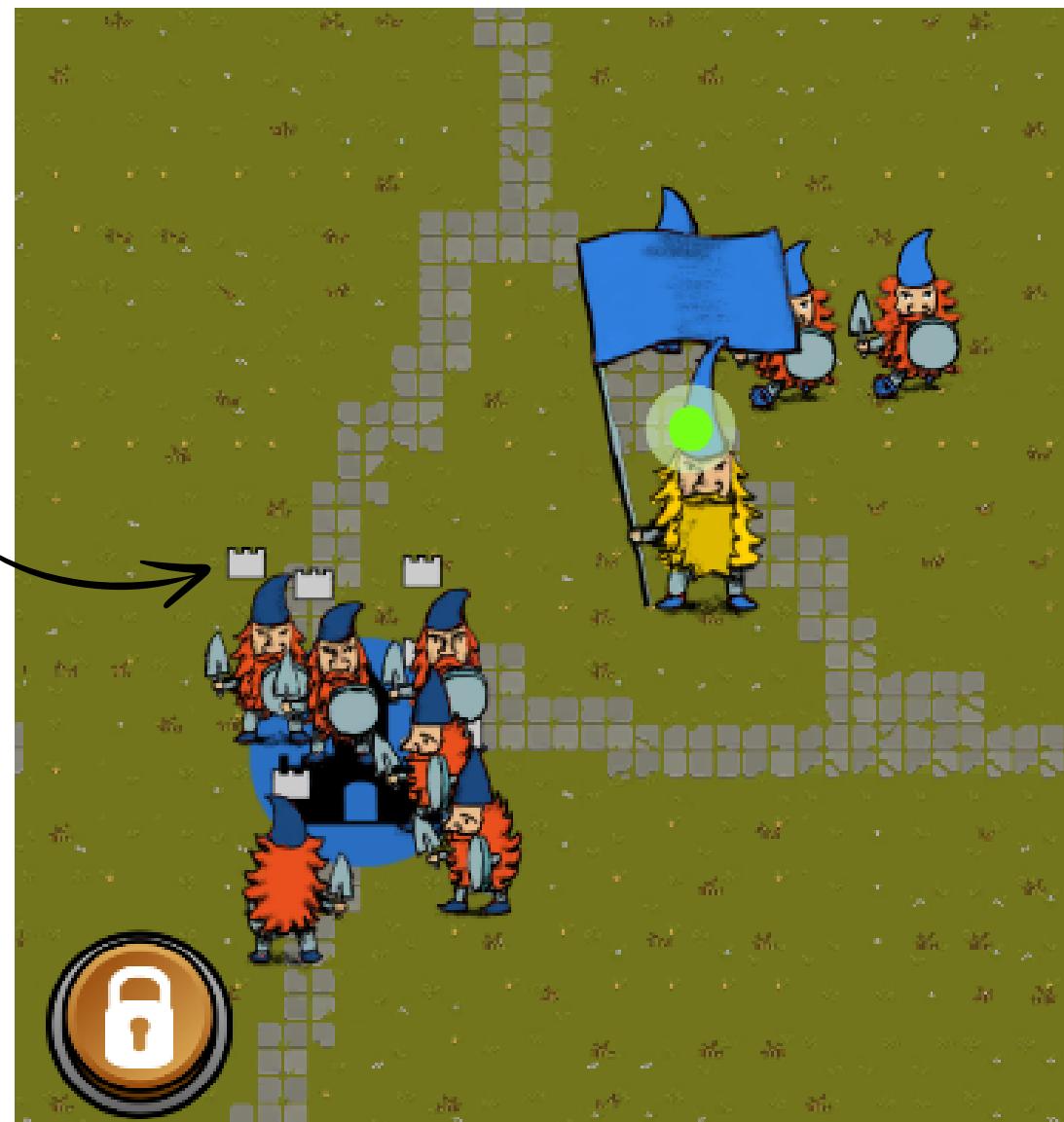
Healthbar  
of the soldier



Soldiers of your army have lighter color than your teammates' and unassigned soldiers

Newly spawned soldiers have castle icon above them

These soldiers can be called to your army if they have your team colors



When 15 soldiers  
are following you,  
no more soldiers  
can be called to your army



The panel  
with your soldiers  
(showing here  
max size of the army)

# Formations

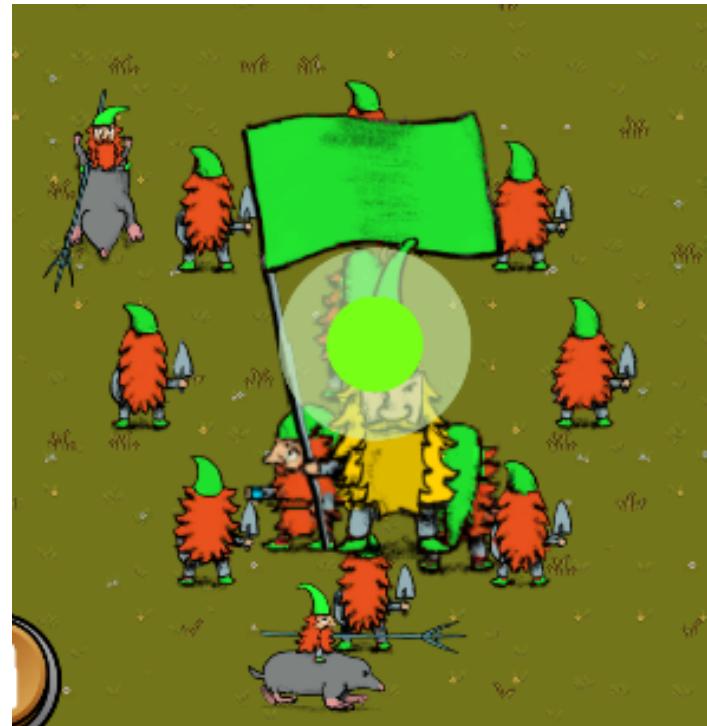
You can organize your soldiers  
for movement

Default formation  
is the Box  
formation



Formation  
toggle button

Command  
soldiers to Circle  
formation



Archers in the inner circle

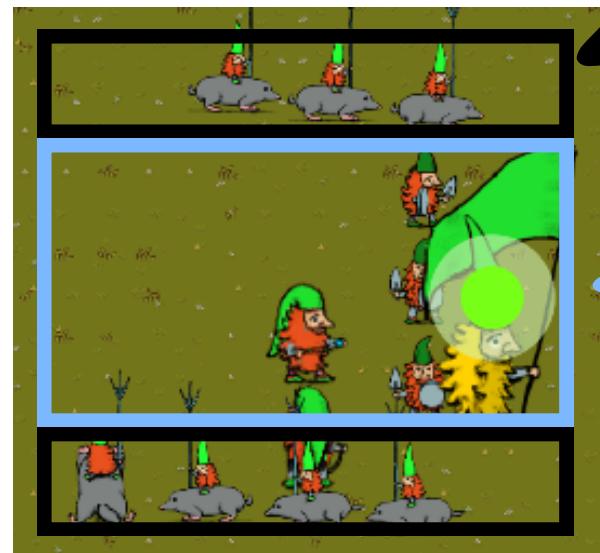
Swordsmen around them

Moleriders are running around  
the whole formation

Free formation



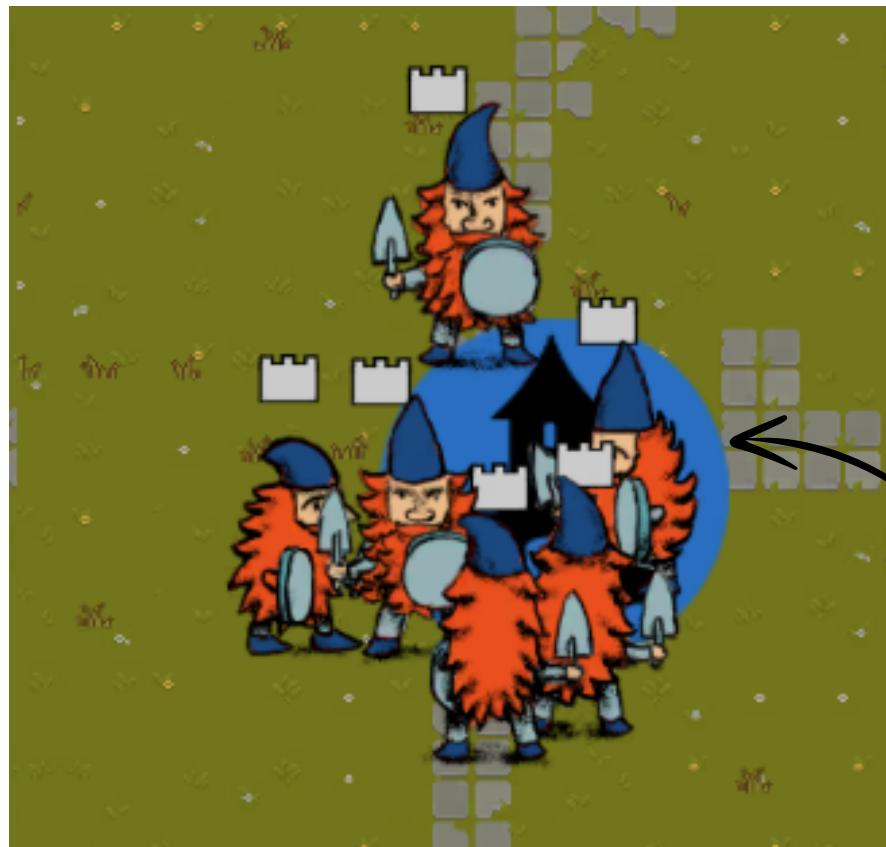
Or back to  
the Box formation



Faster Moleriders  
are running  
alongside  
Swordsmen and  
Archers

One new soldier is spawned each 10 seconds

Soldiers are spawned in Castles and Outposts



In castles,  
only Swordsmen  
are spawned

Limit of stationed  
soldiers is 6

# Capturing

Outposts  
and Victory Point  
can be captured  
with the help  
of your soldiers



Nothing can be  
captured just by  
the player - at  
least one soldier is  
needed !!!

As the Outpost  
is being  
captured,  
its progress bar  
is filling with  
your team's  
colour



Your capturing stops  
when another team  
starts to capture  
the same Outpost  
(or Victory Point)  
~  
battle for it begins

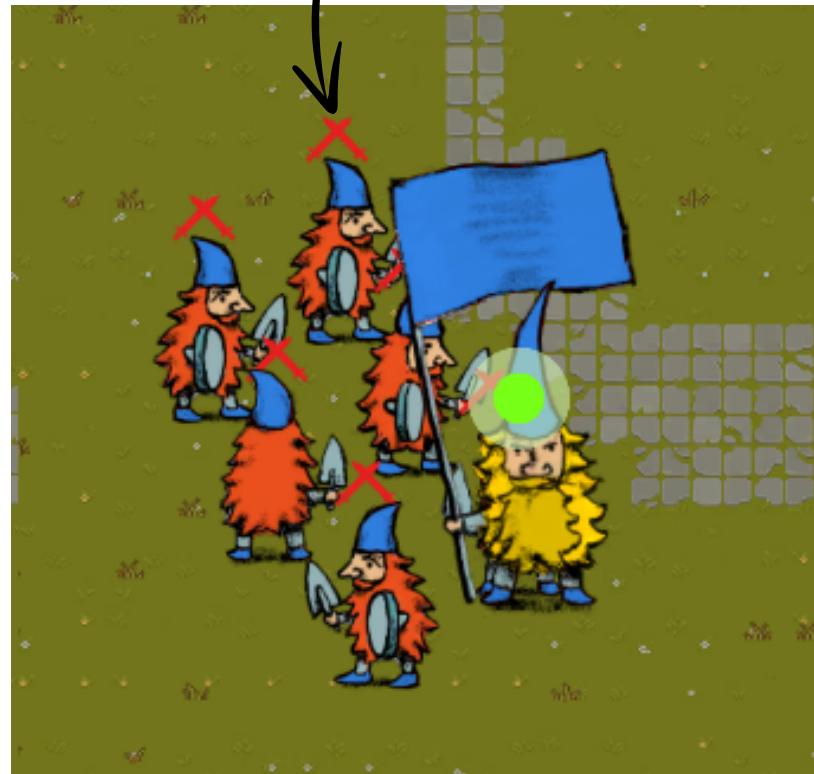
Only after soldiers  
of only one team  
remain,  
the capturing  
starts again

# Commands

Command your soldiers to attack

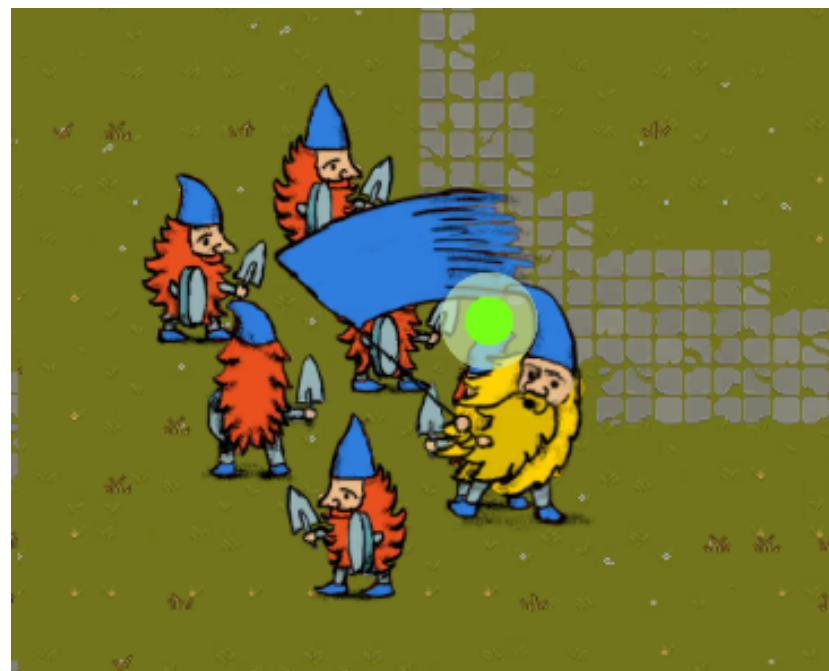


Attack icon visible to all players



Soldiers will be ready  
to run to enemies close-by  
and attack them

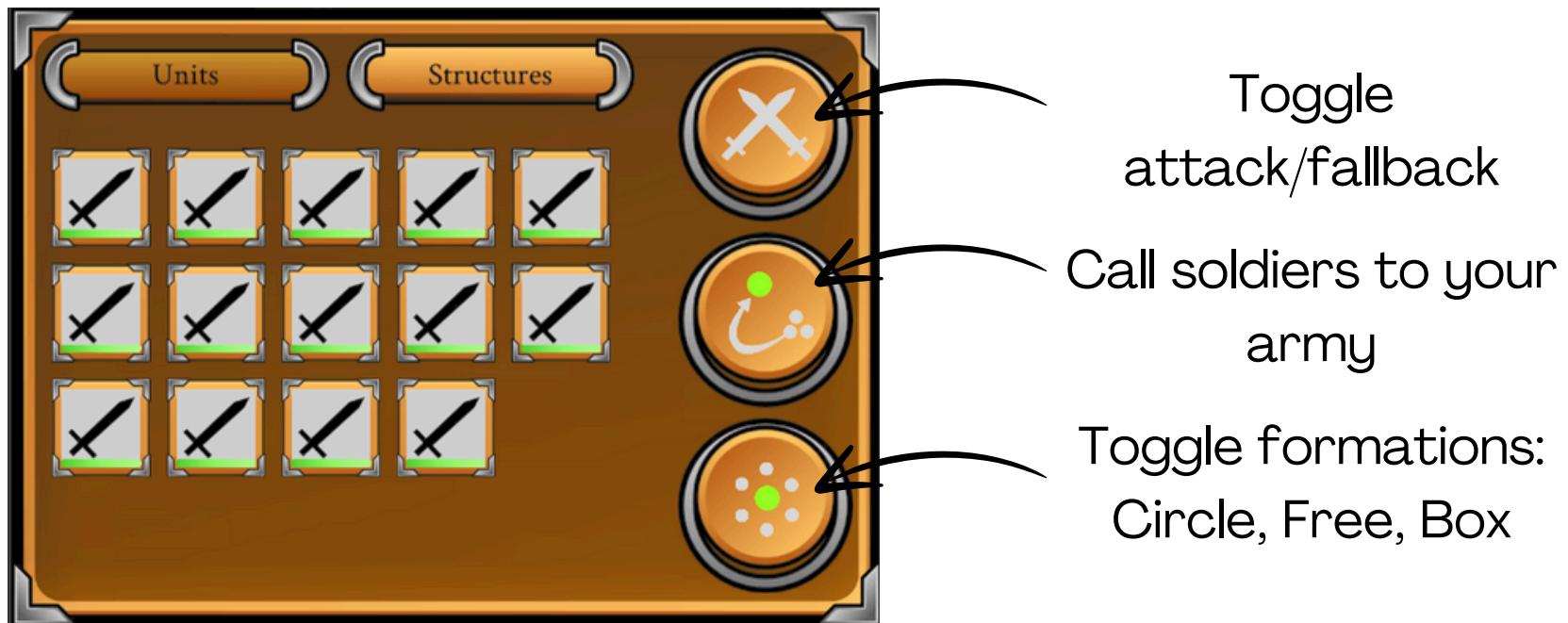
Or command them to fallback



Soldiers will stop attacking  
and get back to the previous  
formation

Changing the formation type  
by the Formation button also calms  
the soldiers

Pay attention if they are ready to attack  
when you want them to!



# Battle

Battle ensures between  
at least armies  
of different teams

You can command  
your army to attack

Soldiers start  
running towards  
or shooting  
at enemy soldiers  
nearby



If no enemies are close by,  
they follow you  
in the formation  
~ but they are ready  
to attack

# Structures – Castle

Don't spawn kill

Castles cannot be captured by  
different team



If enemy soldiers are close to a Castle,  
the Castle sends salvos of arrows  
to the enemies

# Structures - Outpost

Soldiers are spawn from Castles and Outposts

In Outposts,  
the spawner type can be changed to spawning  
Archers, Moleriders, or Swordsmen

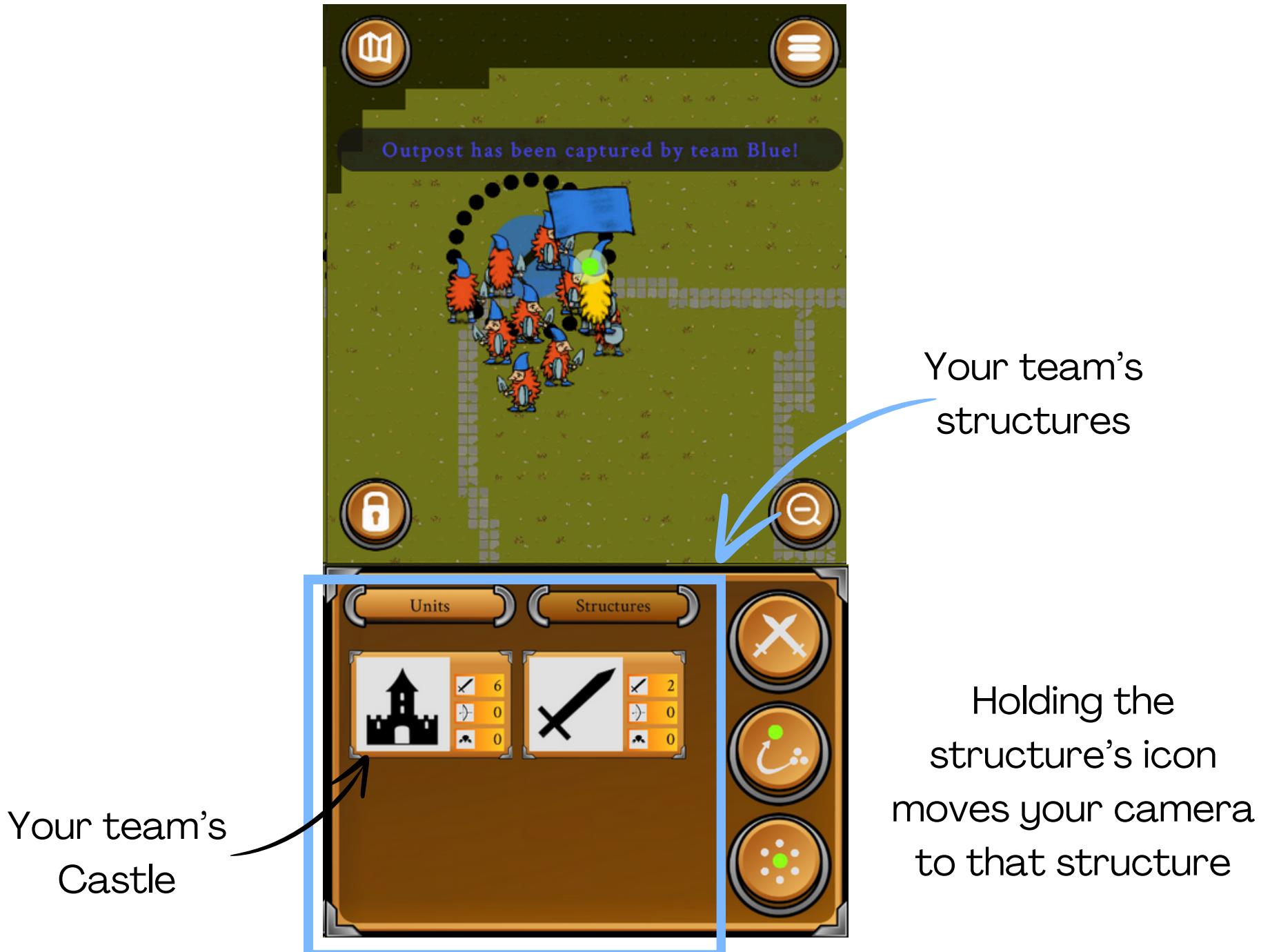
To use an Outpost,  
you must first capture it with your army



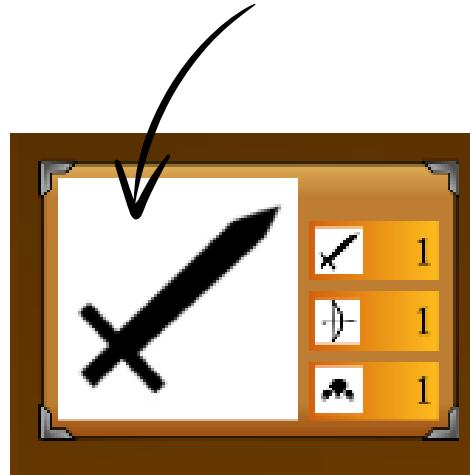
Uncaptured  
Outpost

Limit of stationed  
soldiers is 3  
(after capturing it)

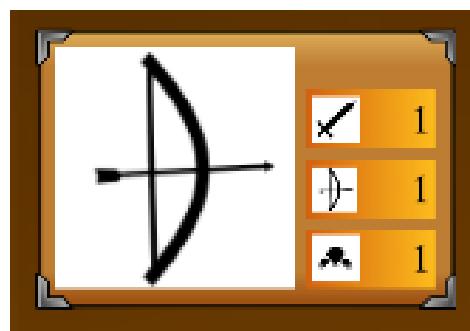
Newly spawned soldiers  
automatically defend  
their Outpost (or Castle)  
from enemies



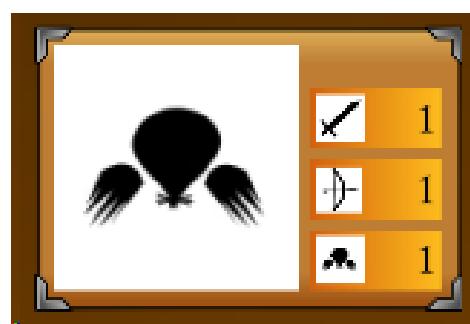
Clicking on the  
outpost icon  
changes the type  
of spawned  
soldiers



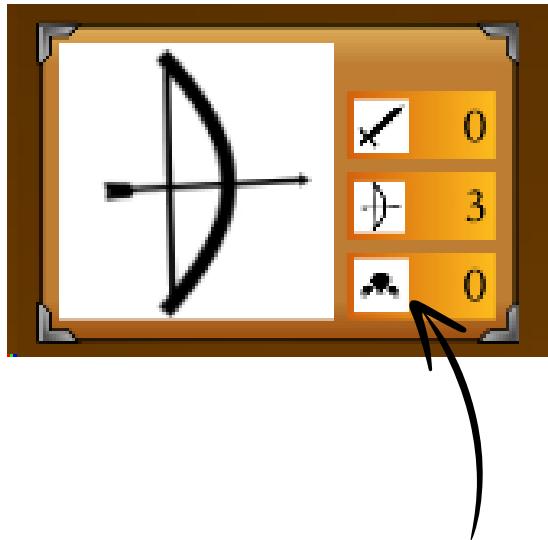
Swordsmen will be  
spawned in this  
outpost



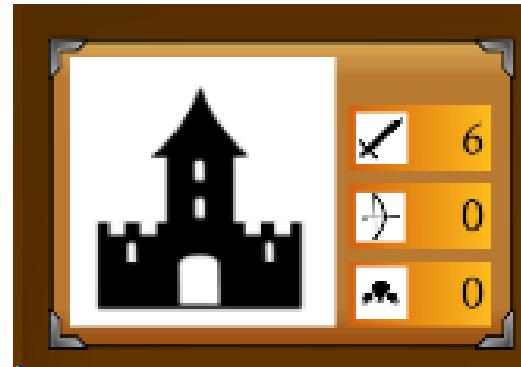
or Archers



or Moleriders



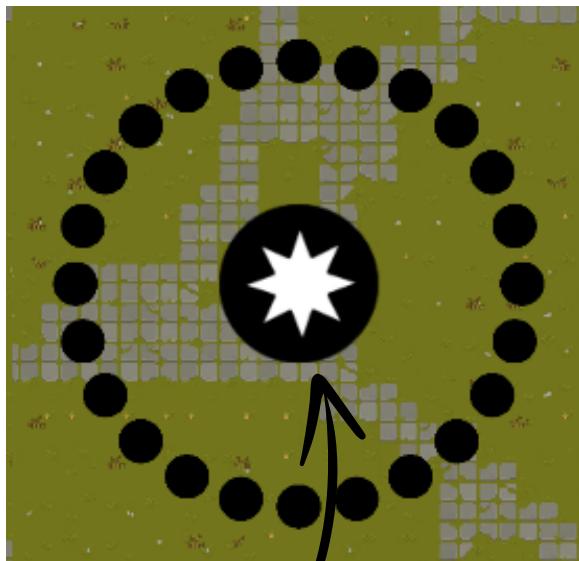
These icons/numbers  
mean how many soldiers  
of these unit types  
are currently stationed  
in this Outpost



The max number  
of stationed soldiers is  
3 in Outpost,  
6 in Castle

No more soldiers will be spawned  
until you make a room for others  
~ call them to your army

# Victory Point



Freshly opened  
Victory Point

Victory Point opens after 60 - 100 seconds after the game starts

After a team conquers it,  
it reopens again after 60 - 100 s

10 seconds before opening,  
players get notified  
that it will open  
and will be possible to capture

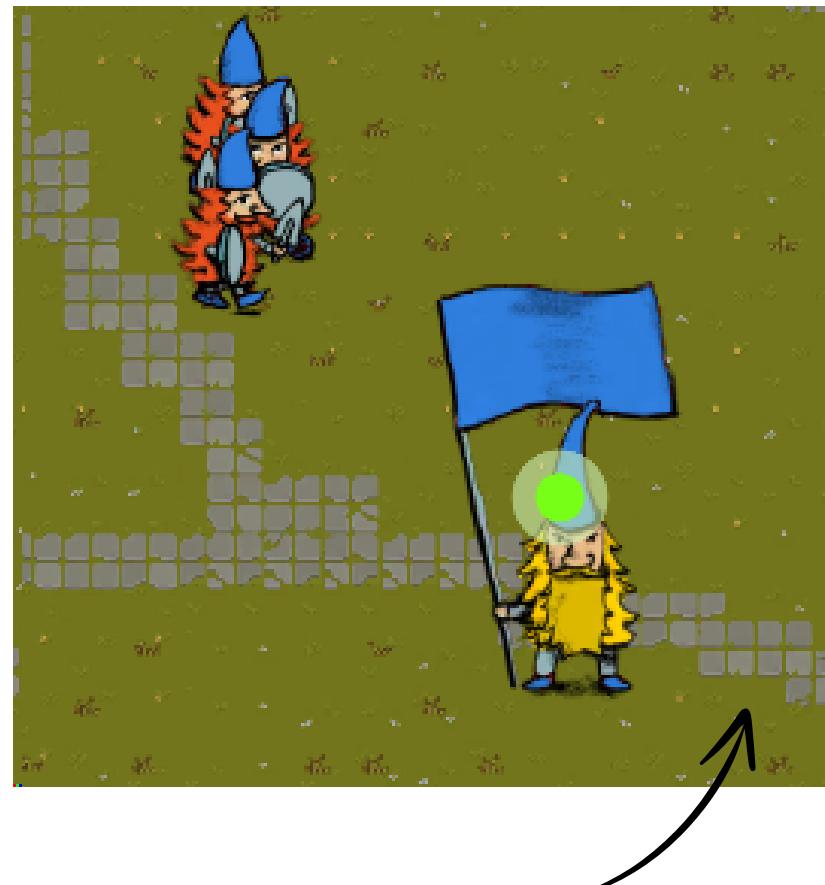
**To win the game,  
your team must get 3 points  
= capture Victory Point three times**

Pay attention to all gained points!

You will see them only once  
the winner is decided

You need at least one soldier  
to capture it  
~ the same rules are for Outpost

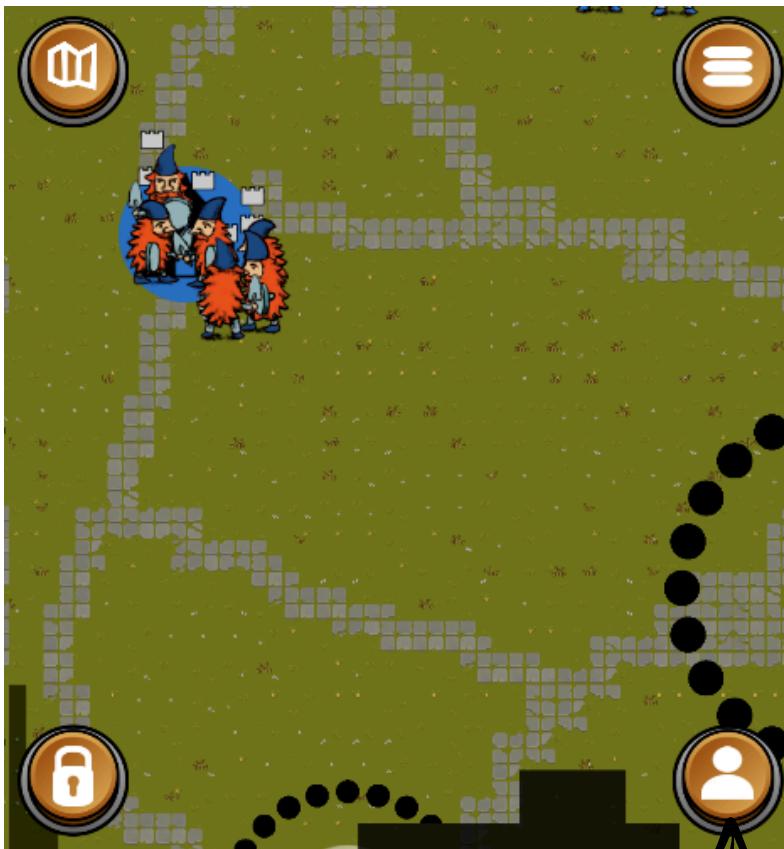
# Paths



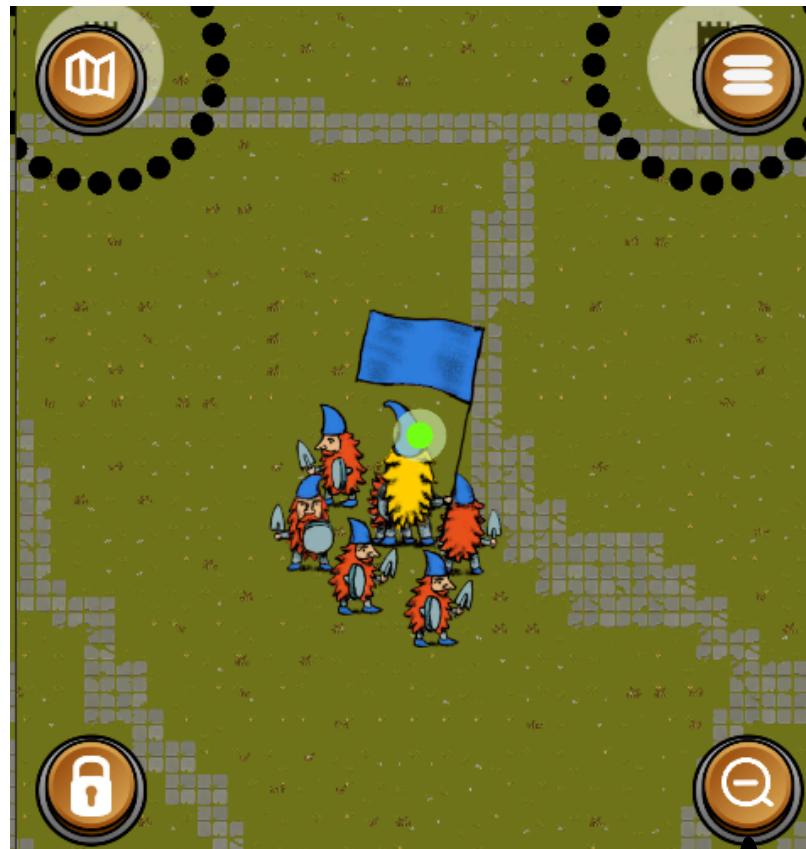
Your soldiers move 1,5 times faster  
when you walk on the path (or nearby)

# Map in the game

You can move the map  
(by swiping your finger)  
to see what is around you

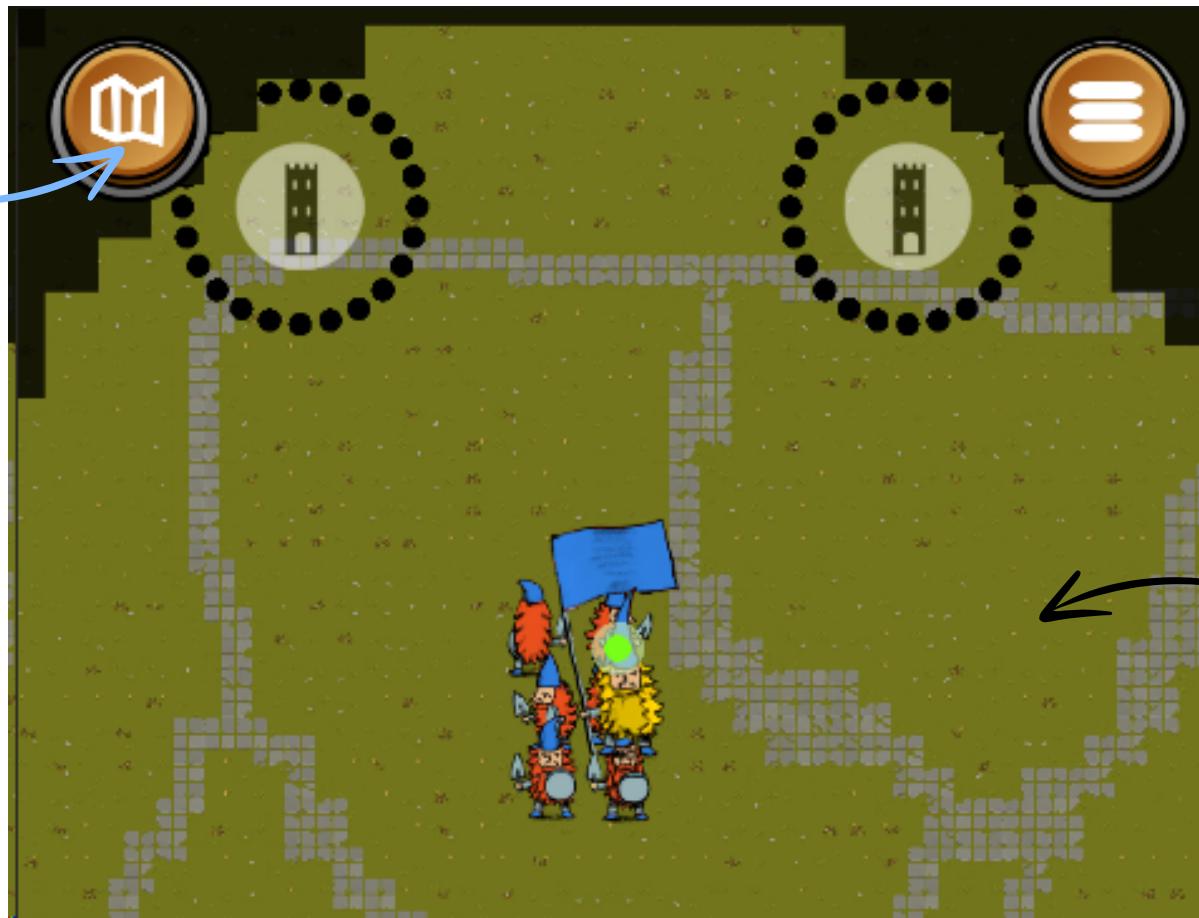


To focus on your commander



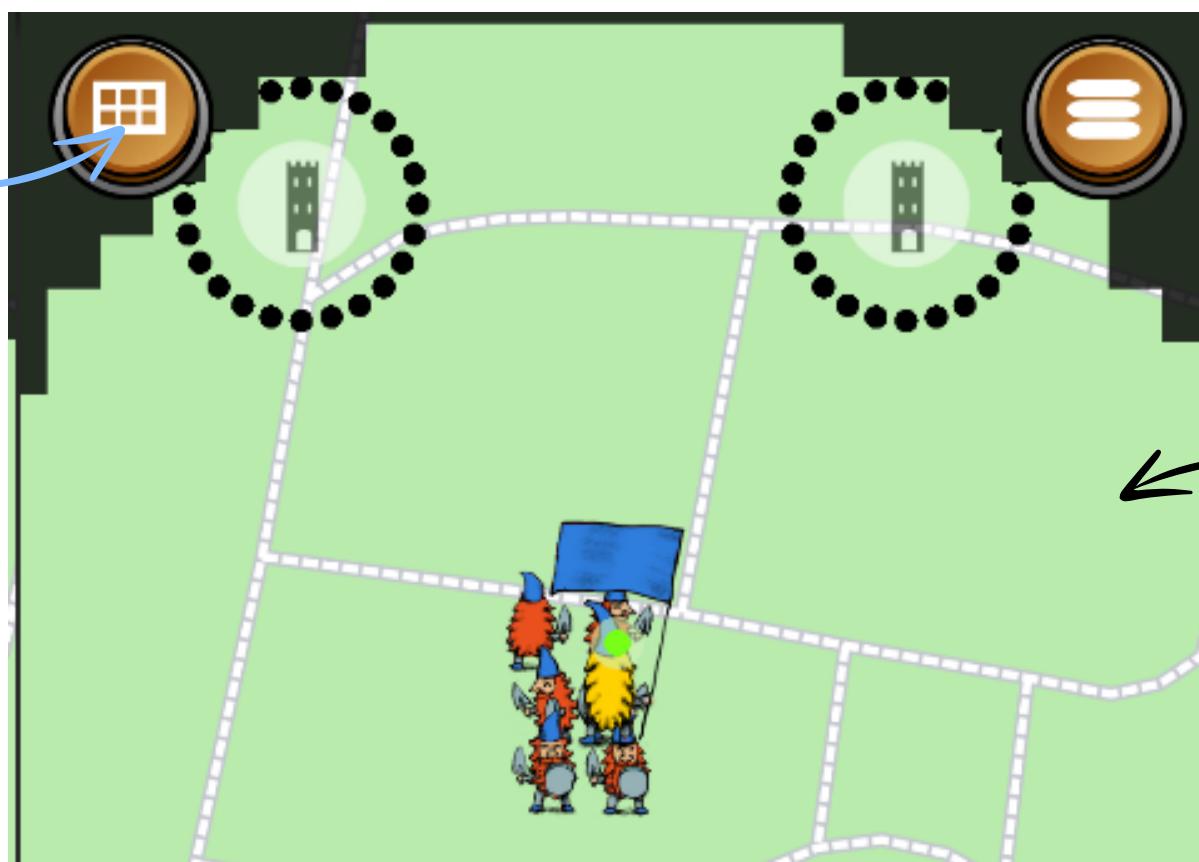
You can zoom in  
and out (also with  
standard gestures  
= pinch)

Toggle to  
default map



Game tile  
map

Or to game tile  
map



Default map

# Options

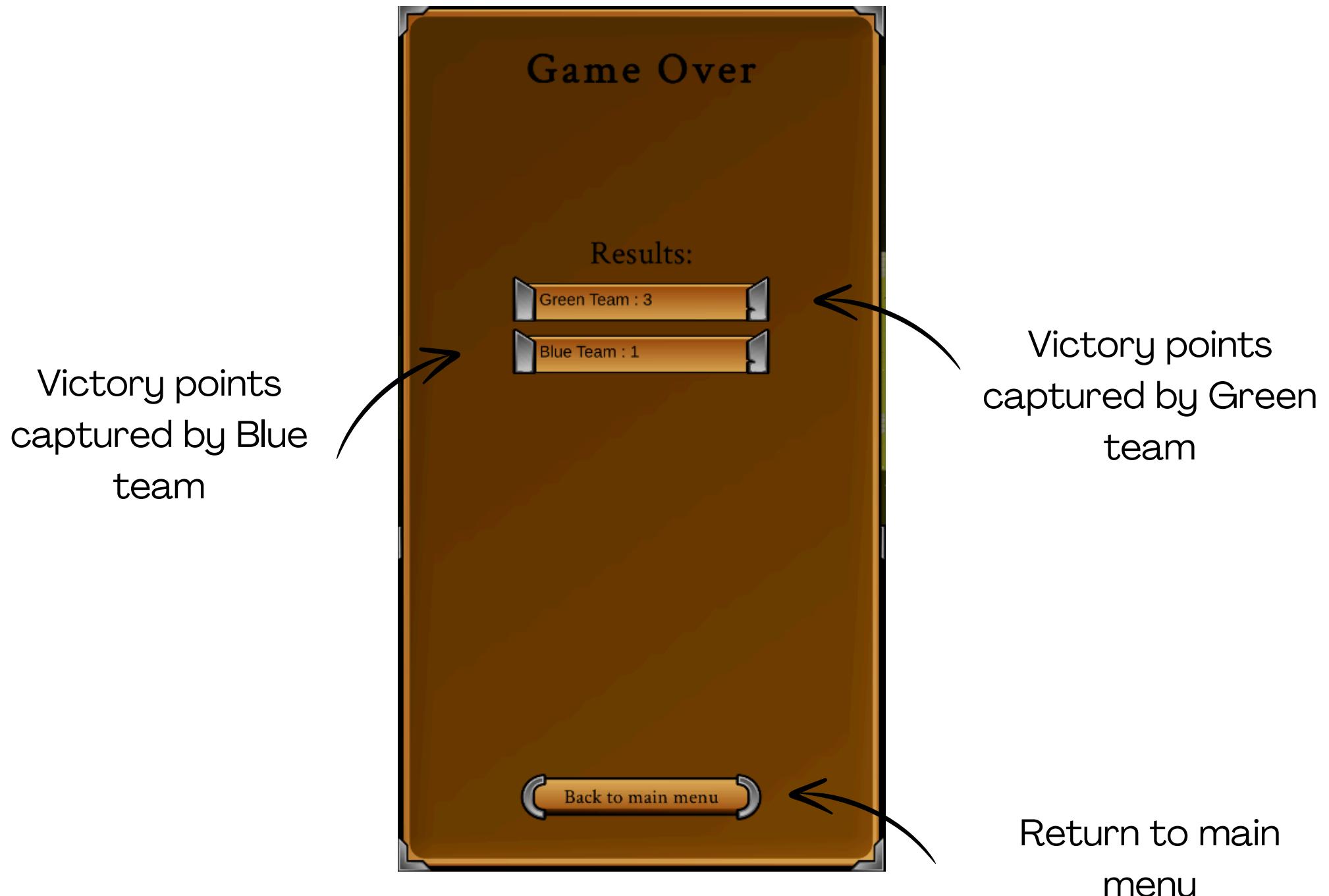
To the options  
menu



Mute/Unmute  
soldiers' sound  
effects  
and button click

Mute/Unmute  
notifications  
and trumpet  
commands

# End of the game



Return to main menu



