# Video Wars: 2084 README

Video Wars: 2084 is a 2D arcade-style arena shooter by PBJ2.

## Playing the game

Open game.exe in /stage/

Movement:

* W Jump.
* A Move left.
* S Slow down/Drop vertically.
* D Move right.

Use the left mouse button to fire bullets in the direction of the mouse cursor.

## Using the editor

From a command prompt in the stage folder run editor.exe using the following arguments:

“editor.exe <sandwich id> <map id>”

|  |  |
| --- | --- |
| <sandwich id> | The name of the database with the levels (not necessarily a file name)  The ID for levels.sw is “levels” and the ID for joshlevels.sw is “josh\_levels” |
| <map id> | The name of the map to edit  The IDs in levels.sw are test1 and test2 and in joshlevels.sw are in the form level0, level1, level2… etc. |

Use the tilde (‘~’) key to toggle the menu (holding the space bar works as well).

Select a tool from the left-hand side to perform its associated operation.

To change the material, choose one from the grid.

To use a tool with spawn points, choose “Spawn Points” instead of a material.

Click away from the menu and then press tilde to close the menu.

To create a new database in which you can store levels, run the sw.exe program with the following arguments:

“sw.exe <sandwich id> create”

<sandwich id> This is the Id used to access the sandwich in the editor command line.

## Looking through the source

* assets
  + Contains any art or sound assets that are loaded into the databases.
  + Unused during gameplay.
* deps
  + Header and source files for uncompiled libraries that the game is dependent on.
* doc
  + Any and all documentation resides here.
* include
  + All of the include files written by PBJ2 for the game. The folders are organized by namespace.
* src
  + The source files for the above mentioned headers. Again these are organized by namespace.
* stage
  + The location for all compiled binaries and databases.
* tests
  + Source files for testing purposes
* tools
  + Binaries for tools that are usable outside of the context of this game.
* vc11
  + Contains the main solution and project files for Visual Studio 2012. Also contains pre-compiled libraries containing classes and methods used in the game