

# User Manual

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# Introduction

Welcome to **SquareWars**, an **indie base destroying RTS game**.

In this game we present 6 levels and 4 unique characters.

You are the commander of an army of green cubes which has just arrived at Kepler 452b after a recent attack on your home planet of Greencubery. Your mission is to retaliate against the evil red cubes by destroying their sacred buildings.

The aim of the game is to destroy the enemy core while keeping your troops alive. At the start of each level you are given a squad that can consist of 4 distinct characters. It is up to you to decide how to approach the base with what you are given. As the levels progress, so does the difficulty. Later levels require higher strategic thinking!

## System Requirements

To be able to run our game we expect the player to have these minimum requirements.

Operating system	Windows	macOS
Operating system version	Windows 7 (SP1+), Windows 10 and Windows 11	High Sierra 10.13+
CPU	x86, x64 architecture with SSE2 instruction set support.	x64 architecture with SSE2.
Graphics API	DX10, DX11, DX12 capable.	Metal capable Intel and AMD GPUs
Additional requirements	Hardware vendor officially supported drivers. For development: IL2CPP scripting backend requires Visual Studio 2015 with C++ Tools component or later and Windows 10 SDK.	Apple officially supported drivers. For development: IL2CPP scripting backend requires Xcode. Targeting Apple Silicon with IL2CPP scripting backend requires macOS Catalina 10.15.4 and Xcode 12.2 or newer.
For all operating systems, the Unity Player is supported on workstations, laptop or tablet form factors, running without emulation, container or compatibility layer.		

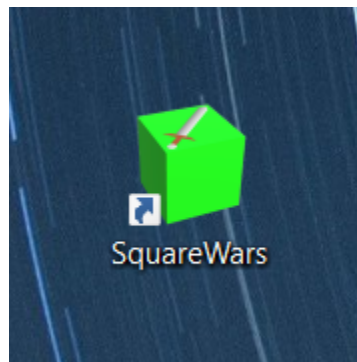
# Installation

## Windows

When installing the game please copy the Windows folder into your location of choice.


Name	Date modified	Type	Size
MonoBleedingEdge	19/12/2021 11:09	File folder	
SquareWars_Data	19/12/2021 11:09	File folder	
SquareWars	19/12/2021 11:09	Application	639 KB
SquareWars	19/12/2021 15:51	Shortcut	2 KB
UnityCrashHandler64	26/10/2021 15:31	Application	1,204 KB
UnityPlayer.dll	26/10/2021 15:31	Application extens...	27,495 KB

Once this has been done, place the SquareWars shortcut wherever you would like to be able to access the game. For instance here, it's been placed on desktop



## MacOS

For MacOS, place the SquareWars.app in a directory of your choosing. As it is a self-contained bundle, no additional files are required for the application to run.

SquareWars			
Name	Date Modified	Size	Kind
 SquareWars	Today at 23:10	221.6 MB	Application

# Menu

Once you have finished the intro cutscene (this cutscene is skippable via the button on the bottom right) you will arrive at the main menu. Here you see the SquareWars logo as well as two interactable buttons. Start takes the player to the level select screen, while exit will close the game. If you would like to continue playing the game please click on the **Start button**.



Once you have clicked the **Start button** you will come across the level select menu. Here, press **Level 1** to enter into the tutorial level.



To go to the previous menu, press **back**.

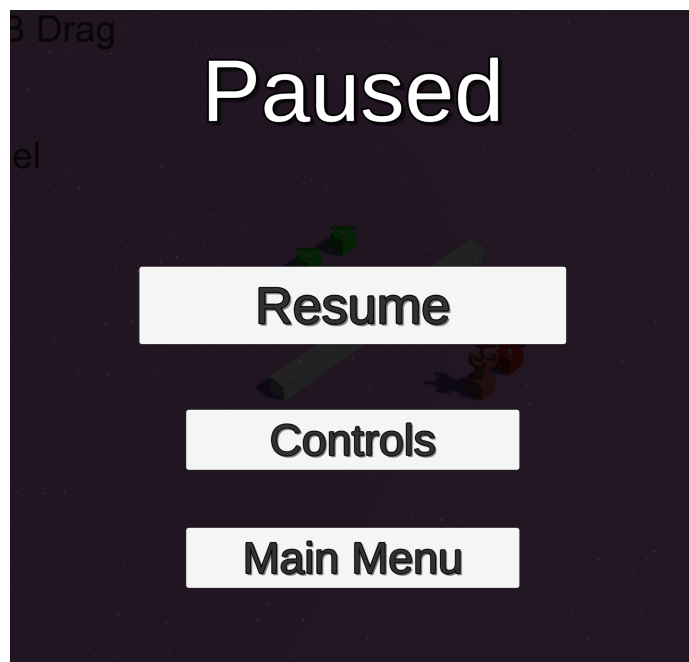


Please note: levels that are greyed out are locked. As a new player, levels 2, 3, 4, 5 and 6 will be locked. Levels become unlocked when the Enemy Core tower on the previous level has been destroyed.



### Pause Menu

Once inside a level the **Escape key (ESC)** can be pressed on the top left of your keyboard to enter the in-game pause menu. When paused, in-game time is frozen and gameplay stops. The pause menu contains three items; Resume, Controls and Main Menu. Resume will unpause the game, Controls gives an in-depth guide of the control scheme including keyboard and mouse commands, and Main Menu will take you back to the level select screen.



# How to Play

Here is a video tutorial on how to play the game: <https://youtu.be/Wa-OnEsZqBA>

**LMB** - Left Mouse Button

**RMB** - Right Mouse Button

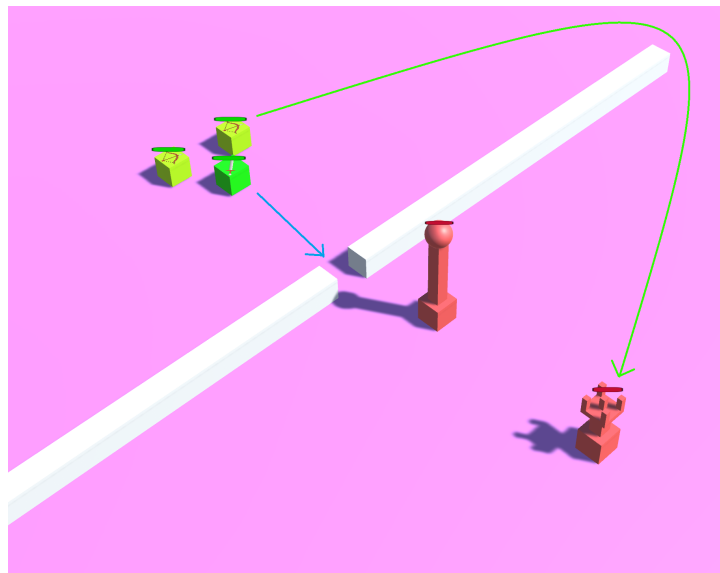
When you load into the game use **W, A, S, D** or **Click and Drag** to move the camera. Use the **R** and **F** keys or the **scroll wheel** to zoom in and out.

Use **left shift** and **LMB** to select your units, or use **LMB**, hold and drag to create a box to select your units. Selected units will be highlighted with a yellow circle.

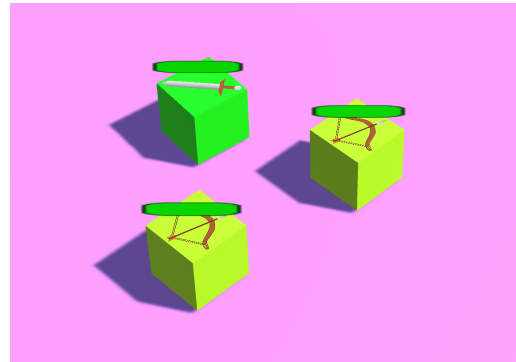
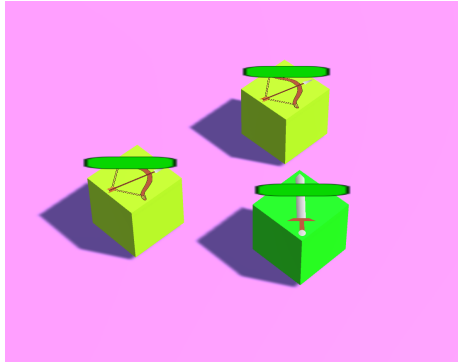
Clicking on the map using **RMB** makes your selected units move to that position.

## Using Strategy

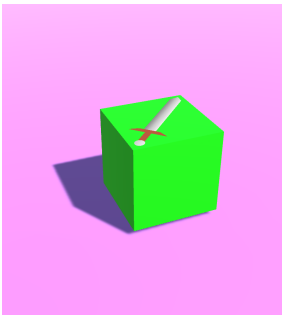

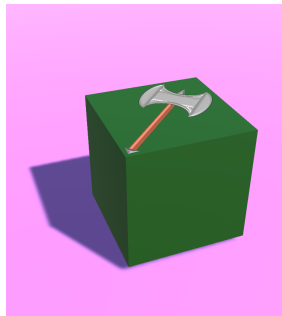
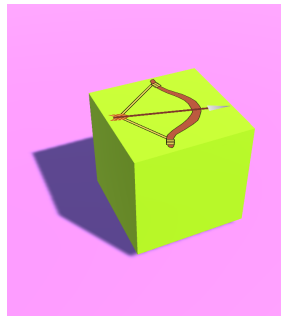
In our game we invite the player to use their strategic mind. Multiple options of approaching the enemy base are given, it's up to the player to decide what's best. In the scenario below, the player faces two walls and an attack tower in between them and the enemy core. The **blue** arrow would be the obvious course of action, however player units may see severe casualties. The **green** arrow bypasses the enemy attack tower and the enemy core can be destroyed without any casualties.

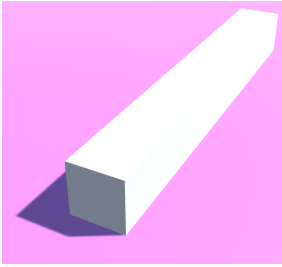
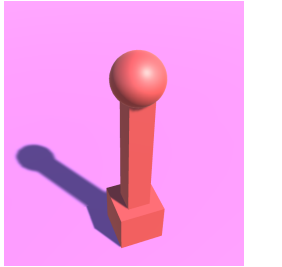
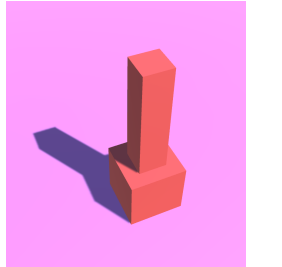
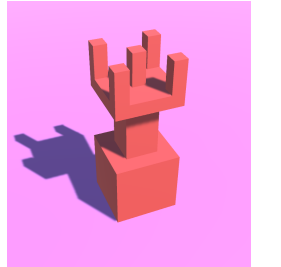


You may also wish to configure your troop **formation** depending on the layout of the level so that in later levels, tougher player units take the heavy hits of enemies, leaving weaker yet useful units to do their job.



## Players and Buildings

Knight	Healer	Warrior	Archer
All rounder	Heals team units	High melee damage	Ranged damage
			

Wall	Attack Tower	Barricade	Enemy Core
Indestructible	Attacks player units	Breakable obstacle	Once destroyed, the player wins
			

# Troubleshooting

- If you experience any problems please contact Team Grey