

Project Daemonia

User's Manual

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Installing the Game:

If you are using the pre-compiled .exe:

Extract the 7-zip file to a destination of your choice. If you do not have a program compatible with 7-zip file extraction, we recommend using 7-Zip, a free, open source program. To extract the file with 7-zip, right-click on the 7-zip file and select “Extract Here” from the 7-zip drop-down menu. The game requires no installation beyond that.

If you are using the source code:

You will need to have version 2.6.4 of Python installed as well as version 1.9.1 of PyGame designed for version 2.6 of Python. The links for both of these programs are directly below.

<http://www.python.org/download/>

<http://www.pygame.org/download.shtml>

Note: As of this guide, you should download [Python 2.6.4 Windows installer](#) and [pygame-1.9.1.win32-py2.6.msi](#).

Running the Game:

If you are using the pre-compiled .exe:

Double-click on [Project Daemonia RC.exe](#). The game should open up in a new window.

If you are using the source code:

Double-click on the latest revision number. The game should open up in a new window.

Basic Controls:

Player Movement:

W – Moves the character upwards.

A – Moves the character to the left.

S – Moves the character downwards.

D – Moves the character to the right.

Basic Controls (cont.):

Shooting:

Shooting works in much the same way as player movement. Your ship can shoot in any of the four main cardinal directions, provided your ship's ammo capacity isn't at its limit. It is also possible to shoot in more than one direction at any given time. The controls are as follows:

I – Shoots upwards.

J– Shoots to the left.

K – Shoots downwards.

L – Shoots to the right.

Navigating the Main Menu:

To navigate through the main menu, you can either press the letter displayed as a short-cut key in the main menu, or you can press RETURN to navigate to the next page.

RETURN – Instantly takes you to the next menu by using the default menu selection.

ESC – Returns you to the previous menu if possible. Some menus, like player name entry, cannot be returned to.

Closing the Game:

When you are finished with your gaming session, simply press ALT-F4 to close the game.

ALT-F4 – Closes the game.

Game Menus:

Start Menu:

When the game first opens up, you'll be presented with a one-option screen to start a new game. An option to load your game from saved data will be present in later revisions of this game.

Game Menus (cont.):

Name Entry:

After selecting New Game, you will be presented with a name entry menu. Simply enter the name you wish to use and press “RETURN” to go to the next menu.

Main Menu:

From here, you can select which game mode you would like to play as well as options and a save menu. For now, only adventure mode can be selected.

Adventure Mode:

In Adventure Mode, you have two options: You can start the next level by pressing “N” or “RETURN”. Your other option is to visit the shop, where you can purchase upgrades for your ship by using your score.

Adventure Mode Shop:

In the shop, you can check your ship’s current stats in the top-left corner. You can also purchase the following upgrades by using your score:

Upgrade Max Ammo – Increases the maximum number of shots you can fire at any given time by 1.

Upgrade Ammo Fire Rate – Reduces the time required between each shot by 1 frame.

Upgrade Ammo Velocity – Increases the speed at which your shots travel by 1 pixel per frame.

Upgrade Damage Modifier – Increases damage dealt by all weapons by 10% of base damage.

Upgrade Maximum Health – Increases the ship’s maximum health by 5.

Upgrade Maximum Shield – Increases the ship’s maximum shield by 2.

Game Modes:

Adventure Mode:

The objective of adventure mode is to complete the current level's objective before your ship's health reaches 0. Some levels have more than one way to complete them, and some might have multiple objectives that must be reached before the level is completed successfully. Some of the more common methods of completing a level are as follows:

Time:

Most, if not all, levels can be completed by waiting for the time to expire.

Boss Kill:

Some levels can be completed before time expires simply by defeating the boss of that level.

Death:

In Adventure Mode, if your ship reaches 0 HP at any time, you will die and return to the Adventure Mode menu. There is no limit to the number of times you can die in Adventure Mode, but for each death, your current score is reduced by 5%. Dying will not take you to the next level. Instead, you will have to try the same level again.

During a level, you will accumulate "score" based on the number, and type, of enemy you kill. You can use this score in the Shop to purchase upgrades for your ship.

User Interface:

Score:

Score indicates your current amount of accumulated points. You gain score by defeating enemies, and you can spend it on upgrades in the shop.

Enemies Remaining:

Enemies Remaining keeps track of the number of enemies currently on the screen. This number does not include enemies that have yet to appear on the screen.

FPS:

FPS returns the current Frames Per Second that the game is running at. If this number frequently drops below 60, you might be below the minimum requirements to play the game without lag.

HP:

HP keeps track of your current and maximum HP. Your current HP is the value on the left, and your max HP is the value on the right. If your HP reaches 0, you will die and return to the previous menu.

Shield:

When you first start the game, you won't have a shield. However, you can purchase a shield through upgrades. By upgrading your shield, your shield will absorb more damage, thus offering more protection. The shield regenerates over time if you can manage to avoid getting hit for approximately four seconds.

Frequently Asked Questions:

Q: The game is too hard! Is there any way to make it easier?

A: Yes! In Adventure Mode, you can purchase upgrades through the shop, which will make the levels easier to beat.

Q: Your collisions are messed up! Why don't I get hit when I see the enemy's bullets travel through my ship's wings/outer parts?

A: The collisions aren't messed up. Your ship's collision box is 1 pixel in size. The reason for such a small hit box is to reduce the difficulty of dodging bullets, and allows for a game in which much more of the screen is covered with bullets.

Q: I don't like the name I picked. Is there any way to change it?

A: Unfortunately, no. As of now, once you choose a name, you're stuck with it until you restart the game.

Q: Why aren't there more menu options? It feels like the game isn't even half-way finished!

A: You're right! As of now, the game is more of a demo. Later on, you can expect to find multiple game modes, an options menu, achievements, different types of player ammo, and the ability to save and load your game.

Q: I don't like the keyboard controls. Is there any way to play the game with a controller?

A: Yes! I recommend using Xpadder, a program that maps your controller to the keyboard. I recommend getting version 5.3, which is the latest freeware version. In-game controller support will be added at a later date.