

# PROTOPLAY

QUICK USER GUIDE

# Pick-A-Path

## **Working ::**

Utility : This toggles between the play testing and the creating game loops . When the loop is in the play testing mode the controls are disabled

Simulate starts or stops the simulation

Mode : This is responsible for creating and linking the nodes and edges

Create/Delete node is checked on by default . Select at a place to create a node at that place . If a selection of a existing node is done then the node is deleted

Link/Unlink edges, This works the same way as the creation and deletion of nodes. Click on the two nodes where the edges are needs to be created to form a link. Alternatively you can click on a existing link to de link it

Character. The character can be initialized by the palyer by either right clicking the node or by using the dialog provided

Backgrounds that are loaded into the simulation are for reference purposes only and has no effect on the simulation.

Read data reads a pre-saved data from the edat ndat and cdat files and loads a new map.

Write data will write the current map to file.

We can choose to switch off painting of nodes node numbers or edges using the debug tool bar.

# L-Sys Viz

## Working ::

L-Sys Viz is a tool for creating and visualizing dynamic L-Systems.

For detailed report on how L-Systems work please look through the report and the references.

L-System is re baked every time the re-bake geo is clicked

Save current setting stores the L-System as a file.

## Constants

- [ - start a new branch
- ] - End a new branch
- + - Rotate clockwise by angle
- - Rotate Anticlockwise by angle
- r - Sets colour to red
- g - Sets colour to green
- b - Sets colour to blue
- | - Sets a random colour

Axiom - Defines the start rule

Angle - This defines the angle of rotation of the branches when + or - is encountered

Generations number of iterations of the l-systems

Rule - Delimiters are space colon tab and () .

Displacement defines and determines how much the L-System gets moved in the X and Y direction . And orientation defines the orientation of the L-System in the XY Plane

# Golli

## **Game play:**

There are two types of balls. The green ball is called the golli while the blue balls are holes.

The game rules are

In every move one golli has to be moved

Every golli needs to be moved over another golli into a hole

The golli which was bypassed is deleted.

The game ends when u have no possible moves left

The aim of the game is to reduce it to 1 golli

## **CONTROL:**

Click on one ball to select it

click the hole where you want to move it to

S to start the game

R to restart the game

# Cutey Cute

Cutey Cute particle system editor is used to create sprites and small 2d particle systems that can be used in games. The working has been briefly explained below.

## Controls:

Emitter Dimension : Controls the dimensions of the emitter

Size : Controls the length and width of the emitter

Pos : Controls the emitter placement

Colour :

The start RGBA and the end RGBA colour of the particles

Burst:

Count : Number of particles added to the system per update

Rate : number of times Count number of particles will be added to the system

Particle

Min Age / Max Age : The life span of the particle

Speed : The speed range of the particle

Scale : the start and end scale of the particle

Render:

We can choose to render the particle as points , quads , wire frame or textured quads.

Emitter : Determines emission

MaxAge : Set to -1 stands for infinite time else it is the age the emitter lives

MaxCount : The emitter will not emit that once the maximum count is reached

Direction : The direction in which the particle will be emitted by the emitter

Simulate On / Off

needs to be pushed and toggled every time you can simulate the system

Render :

Render output:

The start of the file name where the renders are stored

Number of frames. Number of frames to be rendered

Pos X/Y : The start point of the render

Width / height : The size of the render

Also we can choose to not render emitter.

Cache whole frame will render out the whole frame (0,0) too ( screen width , screen height ) size

Cache portion will cache the frame with the xy dimensions step

Stop caching will pass the caching

## BOX DROP

### **Game play:**

Build the tower as high as possible by placing the blocks one on top of each other. The higher the tower gets the more wobbly the tower becomes and begins to shake. You lose a life when you miss landing the block on the top most block.

Landing it exactly on the top most box will start to exponentially increase your score.

### **CONTROL:**

Wait till the box is on the right position.

Use The Mouse click the release the block.

# Fire

## GamePlay :

Fire is a game written to test the particle systems in the game

There are two types of objects. The yellow ones are the objects which are active and can be burnt. Red ones are inactive ones but will turn yellow. Every player control a flamer the character emitting out particles. Aim of the game is to fill in the objects with particles before the time runs out .

There are enemies which seek the player . If a enemy reaches the player the player is frozen for 0.5 seconds

Controls :

Use the arrow keys to control the character .

# Chicken Crossing

## Game play:

Avoid all the vehicles moving on the screen to reach the other end of the screen .

A real basic prototype containing only 1 working level

## CONTROL:

The character initially is set to the upper middle position of the screen.

Movements are controlled by the four arrow keys

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//DISCLAIMER::

//THE TEXTURES USED IN THIS GAME ARE A REPRODUCTION

//OF textures found in

//www.gamesinaflash.com/play.php?id=25

//and used for strictly academic purposes only

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