Horse Game Manual

This project is currently in Alpha testing phase. As such, everything subject to change, and there WILL be bugs/glitches.

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Default Controls:

Function	Keyboard/Mouse	XBox Controller
Move	WASD	Left Stick
Look	Mouse	Right Stick
Melee	E	X
Cast Spell	Left Click	B / Right Trigger
Select Next Spell	Scroll Up	Right Bumper
Select Previous spell	Scroll Down	Left Bumper
Select Spell	0-9	
Jump	Space	A

Spell Building:

- Create spells by combining elements. The order matters!
- Each element has a type assassinated with it. For example, the “Wonderbolt” element is of the type “Projectile,” and the “Celestial” element is if type “Flamethrower.”
- When you combine more than one element, the resulting spell will work in a stacked way. For example, if you combine “Wonderbolt” and “Celestial,” a projectile will be cast, and then a flamethrower will be created where the projectile explodes.
- There are currently no restrictions on how you combine elements (except for a maximum of three per spell). Some combinations may lead to low framerates, crashes, or unbalanced gameplay.

Single Element Spells:

- Wonderbolt
  Shoots a "Wonder"bolt – single shot projectile

- Cockatrice
  IMA FIRIN MAH LAZAR!!! – continuous beam spell

- Celestial
  Feel the wrath of a million suns! – continuous flamethrower spell (Does not damage enemies yet)

- Shining Armour
  Watch the AI bump into it – single shot shield (does not take damage, instead lasts x seconds)

- Party Cannon
  Rip your enemies to pieces with explosive friendship – charging mortar spell

- Ursal
  A Basic melee element that has not been removed yet (was replaced by the melee system and will either be removed soon, or re purposed for something else)

Bug Reporting:

When you find one of the game's many bugs, please send an email to ben.cracknell.96@gmail.com with the following information:

- System specifications (CPU, CPU, OS, etc.)
- Exactly what happens when the bug occurs
- What you expected to occur
- Clear instructions on how to reproduce the bug
- The log file, found in the data folder
- Enemies don't chase far from spawn

Known Bugs:

- Flamethrower (Celestial Element) does not damage enemies (Unity bug with no workaround yet)
- Bugs when the player dies
- AI Gets stuck on some corners
- Jitter when walking up slopes
- The framerate suddenly drops for no apparent reason – This usually means that many errors are being logged at once. Report it!
- Burn marks don't appear (Unity bug with no workaround yet)

FAQ:

- Will there be co-op multiplayer?
  We currently do not have the resources to implement this, but it is a distant goal.

- Will there be a story?
  We currently do not have the resources to implement this, but it is a distant goal.

- How can I contribute to the project?
  Take a look at the “Help Wanted” section, or donate.

- What engine does the game use?
  The game runs on the Unity3D engine.

- Is copyright or trademark infringement an issue?
  See this post.

- The game doesn't run. What do I do?
  Try downloading the other version (64 / 32 bit). If you still cant get it working, see the bug reporting section.

- Why is it called “Horse Game”?
  Nobody remembers. It may change in the future though.

- What are your plans for the future of this game?
  After more public releases, we will release a major version with a single playable level. If we can gain enough attention, work will begin on a full story.

- Will you add other equine races?
  Possibly, but it will be difficult to balance a new race with the spell building system.

Help Wanted:

- Programmers (you must be familiar with OOP design patterns and know how to use Git)
- 3D Artists and Animators (preferably blender)
- Sound Effect Creators
- Concept Artists
- Game Designers (you must show a previous project you have worked on)
- Musicians who are willing to create custom music

Change Log:

Version	Changes

Public Build 2	• Damage system
	• Map:
	  ◦ Practice targets
	  ◦ Platforming objects
	• Melee system:
	  ◦ Still very basic, often doesn't work as intended
	  ◦ Attack is based on camera direction
	• Spell crafting improvements
	• Jumping:
	  ◦ High Jump can be triggered by:
	  ▪ Pressing 'Jump' when not moving
	  ▪ Jumping towards a wall
	  ◦ Better mid-air control
	  ◦ Visual effects
	• Camera shake
	• Controller support – tested with Xbox 360 and PS3 controller
	• Enemy AI:
	  ◦ Pathfinding
	  ◦ Spell casting
	  ◦ Situational spell selection
	• Lots of development tools
	• Options menu:
	  ◦ X and Y sensitivity
	  ◦ FOV
	  ◦ Target framerate (ignored with VSync on)
	  ◦ VSync
	• Slightly improved toon shader – outline width now changes based on camera distance
	• More music
	• Score counter
	• Invisible level bounds
	• Capped elements per spell to 3
	• Basic horn visual effects – indicates when the spell has “reloaded”
	• Change to player save system
	• Optimizations

	• Bug fixes and tweaks • OSX and Linux versions • Lots of other minor things
Public Build 1	• First release