Dawn of Time

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If you read this, it means you are going to play our game. So first, we would like to thank you and we hope you will enjoy it as much as we do. The game can be played from 1 up to 4 players, but we recommend 3 or 4 players to enjoy the complex strategy and have more fun.

INSTALLATION & PERFORMANCES

In this archive you will find the setup executable to install "Dawn of Time". Just follow the instructions and it should work. The game has been tested on Windows 64bits with a processor Intel i5 @ 2.8GHz and a graphics card Nvidia Geforce GTX 460. We put a lot of effort into keeping the frame rate as good as possible and we now have an average of 60 FPS with 4 players on a traditional game. It represents a lot of optimization, but also makes your experience more pleasant.

SOME FEATURES OF THE GAME

- Music and sound effects: there are a lot of sounds in the game so make sure you turned on the volume. In particular, we recorded ourselves for the voices of the characters.

- Animated characters: we modeled, textured, rigged and animated the characters of our game. Choose the one you prefer.

- Artificial Intelligence: the Dark Architect adapts its behavior during the game and it should give you some challenges…

- Parallel content loading: enabling you to read the help during the loading of the game.

- Hardware instancing and post-processing effects: the rendering has been optimized to be able to keep a nice frame rate on the Xbox.

- Achievements: try to unlock them during your games.

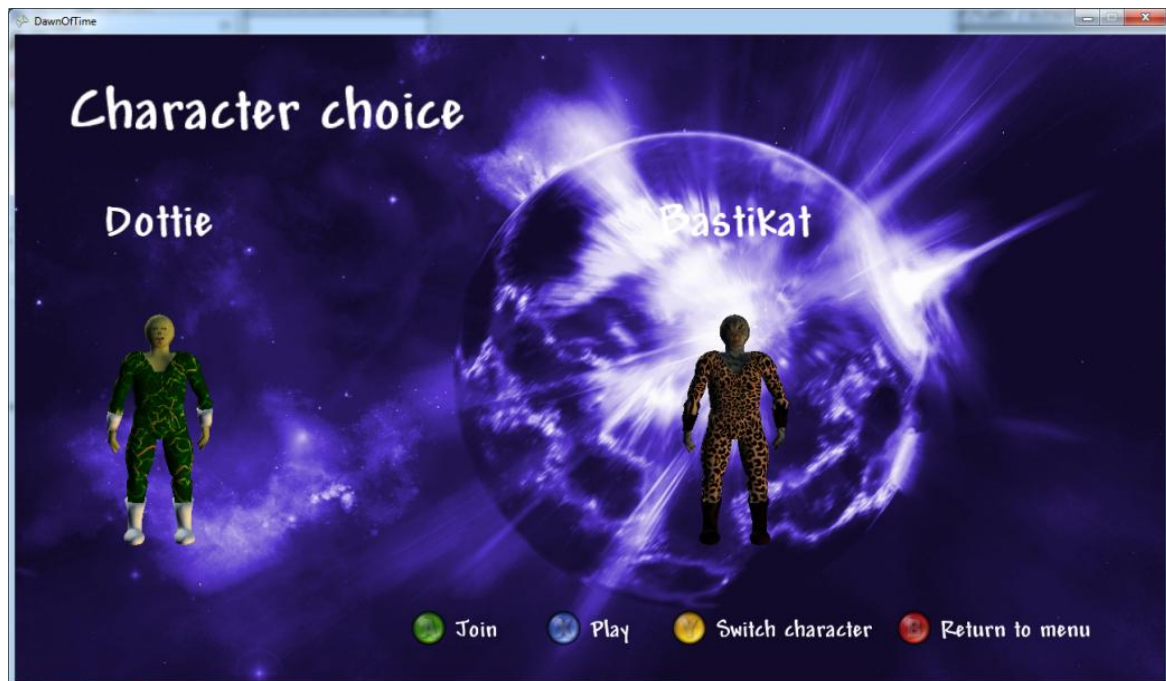This list is not exhaustive, but we don't want to spoil you too much…
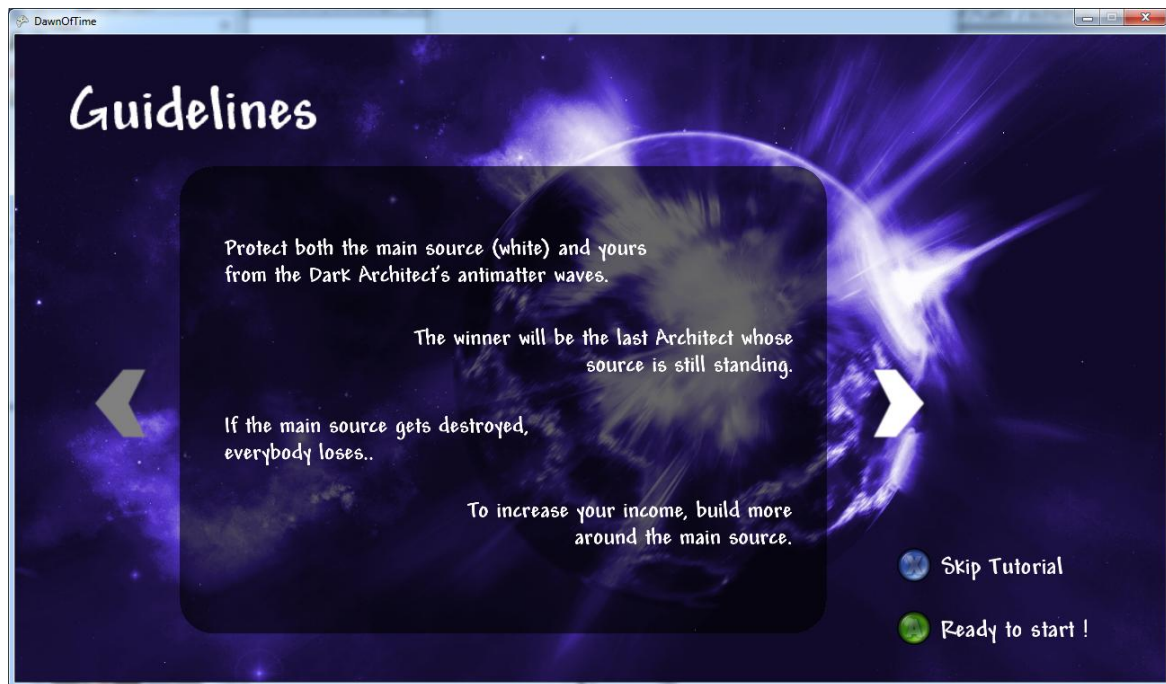
HOW TO START?

After tuning the options at your convenience, select "Play Game".
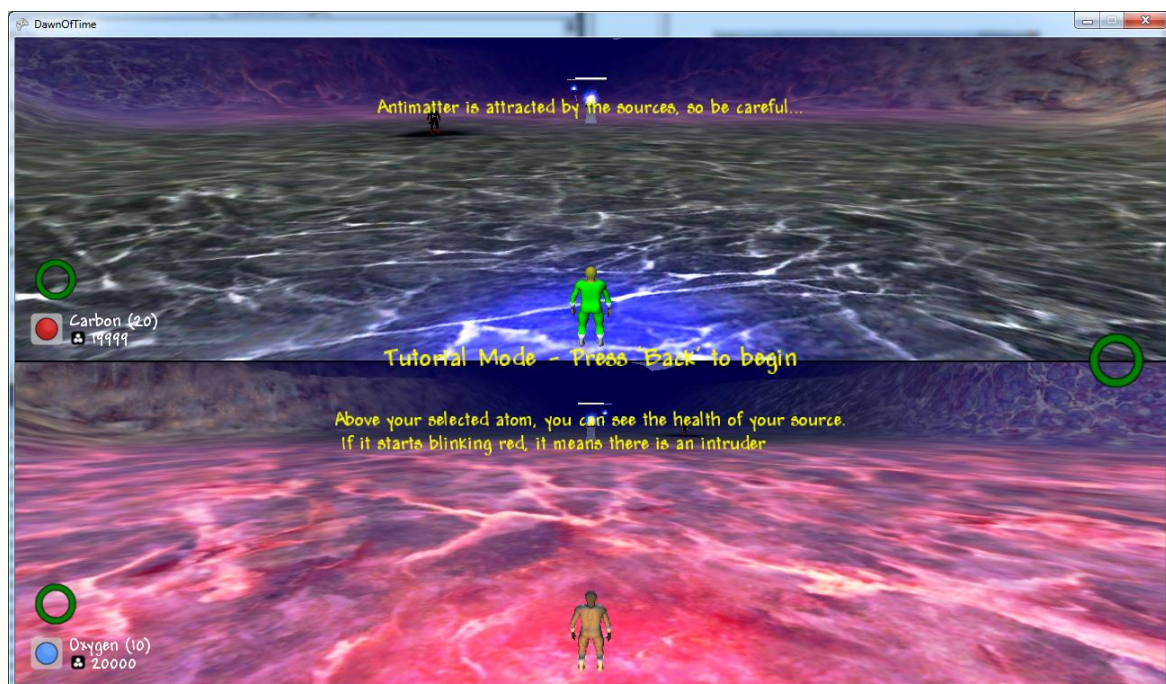

Each player can then choose its player. When you are ready press X.

In the guidelines, you will find the controls and the description of the game elements. If you take the time to read it once, you will become a professional player in a couple of games.
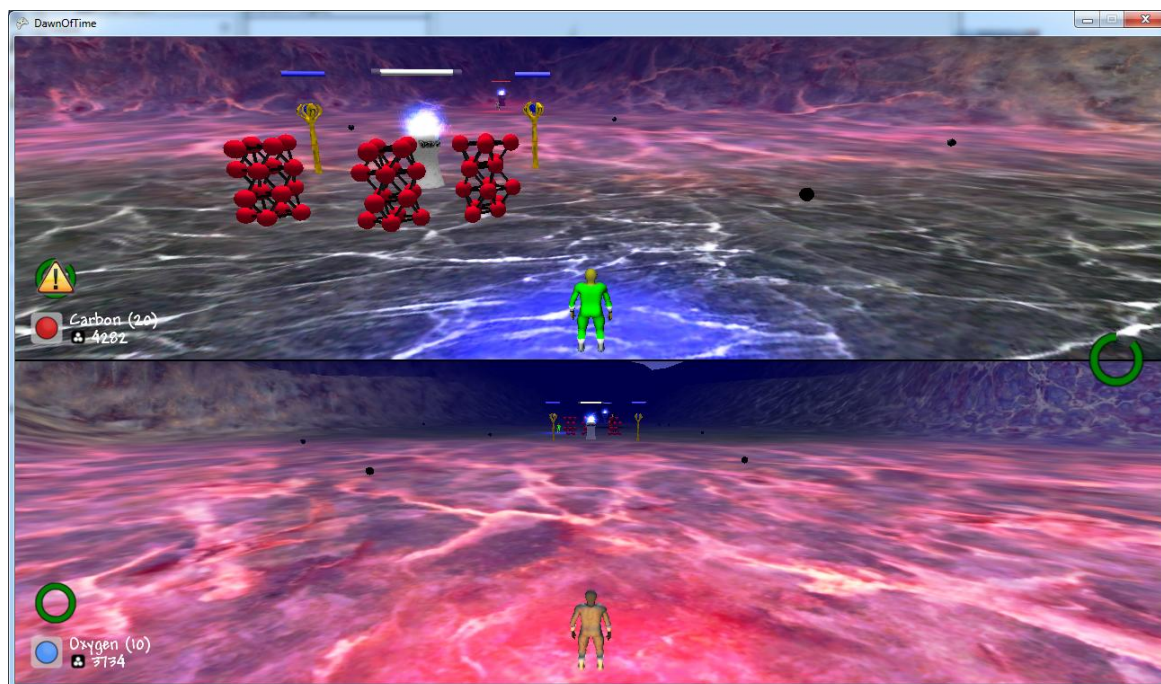

Then you will be in tutorial mode where you can test the features of the game. When you are done just press Back and it will reset everything and launch the real game.
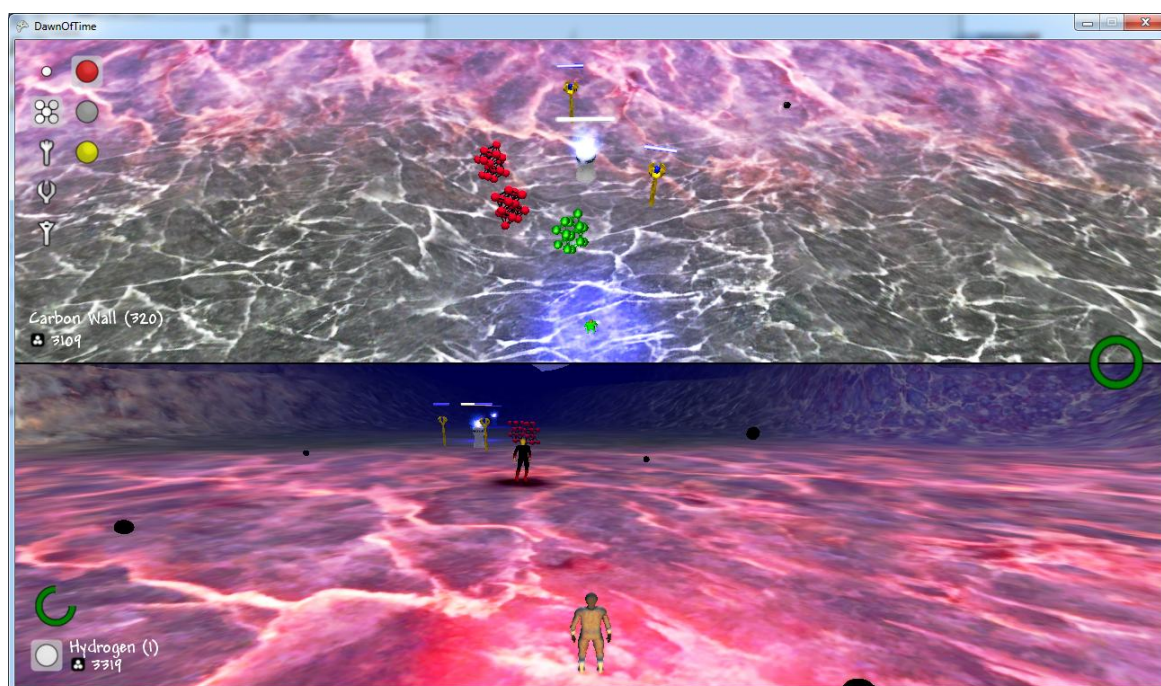
In the game mode, you can interact with the other players by using your atoms. You can also check your remaining life and your resources in your viewport.

In the building mode, you can place your structures to protect the sources. Use the triggers to select the object to build. You can check your resources and the cost of this object in your part of the screen.

REMARKS

Do not hesitate to report any bugs you can find or just give us some feedback at this address: rprevost@student.ethz.ch.

We hope you liked it. Happy gaming!

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THE MRM TEAM

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