Spherocide: Instruction Manual and Credits

Spherocide is a fast-paced 3D First Person Shooter which pits the player against a variety of geometric enemies in freeform cuboid-based environments. It is powered by OGRE 1.7.1 (Cthugha) and uses the FMOD Sound System (copyright © Firelight Technologies Pty, Ltd., 1994-2011).

Running Information

No installation required – just copy the folder labelled "Spherocide" into a suitable location and run "Spherocide.exe", using the OGRE rendering setup window to specify your preferred settings before playing!

Controls

In Game Control	
Toggle Menu	**Escape**
Pause Game	**Pause**
Move Forwards	**W**
Move Backwards	**S**
Strafe Left	**A**
Strafe Right	**D**
Sprint/Slow Down	**Shift**
Jump	**Space Bar**
Look Around	**Mouse Movement**
Fire Current Weapon	**Left Click**
Select Weapons	**1 or 2**

Note: Only the mouse and escape keys can be used when the game has been won or lost.

Menus

To interact with the menus, use the mouse.

Main Menu

If accessed in-game, "Next Map" is replaced by "Continue", which merely closes the menu. Likewise, if the map was lost, rather than won, the "Next Map" option is unavailable. A map can be restarted at any time during play or after completion/failure. On the final map, the "Next Map" option quits the game.

Options Menu

"Back" re-opens the main menu. By default "Always Run" (which makes the player always sprint unless the shift key is held) and "Invert Mouse" (y-axis only) are off. Sliders can't be dragged, only clicked at the 11 discrete intervals along their length (multiples of 0.1 from 0-1 inclusive). The "Mouse Sensitivity" slider is relative, and 0 does not represent zero mouse movement.

Gameplay

Spherocide pits the player against three different levels, battling four different types of enemies with two different weapons. Generally speaking, the player must survive the map, whilst completing the objectives and aiming to get the highest score possible. Killing an enemy always transfers its maximum health to the players score and there are other methods of gaining score as well. When all objectives are complete the game ends with a score readout and the option to either move on to the next map or retry the current one. An important note is that damage is randomised (the base damage is scaled by a random whole number multiplier between 1 and 3 (inclusive)). The screen tints red when the player takes damage, and tints gold very briefly when a pickup is collected.
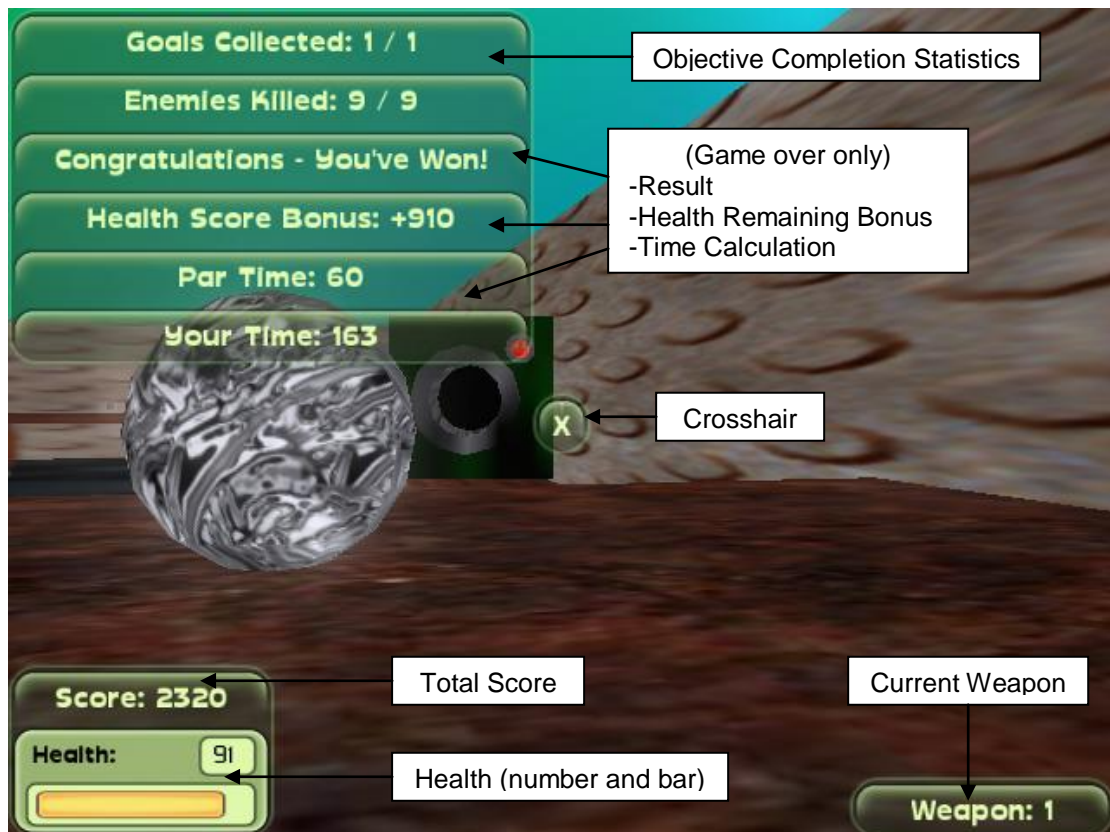
Levels

- Name: Initiation
- Objective: Collect Goal Item
- Objective: Kill all 9 enemies
- Par Time: 60 seconds
- Score Bonus: Health Remaining * 10
- Score Bonus: Time Under Par * 10

- Name: Gauntlet
- Objective: Collect all 3 Goal Items in under 180 seconds
- Score Bonus: Health Remaining * 10
- Score Bonus: Time Remaining * 10

- Name: The Ball Pit
- Objective: Survive as long as possible
- Par Time: 60 seconds
- Score Bonus: Survival Time Over Par * 10
- 1 enemy respawn every 3 seconds
- Randomised enemies

Pickups

There are three types of pickup in *Spherocide.* The most important of these is the golden Ogre Head Goal Items, which give 500 score on collection and are generally objectives on any level they are featured in. Score pickups also

come in the form of golden spheres, which are scaled with respect to their value. Health pickups are also present in the game world, which provide 25 health on pickup. All items bob up and down whilst rotating.

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Weapons

The player starts each level equipped with two weapons. Both have infinite ammo and can be accessed at any time. The weapon on key 1 has a base damage value of 4 and fires a shot every 0.15 seconds. The weapon on key 2 has a base damage value of 8 and fires a shot every 0.4 seconds – however, the shots are also affected by gravity, making it harder to aim. Conversely, weapon 1 projectiles move slower than weapon 2 projectiles, making hitting moving targets at longer ranges just as hard.

Enemies

Enemies come in two types, Spheres and Turrets. The two types can damage each other, but not themselves (so a Flying Sphere can't hurt a Melee Sphere, for example). Spheres patrol the map following circuitous paths, only leaving the path to attack the player when he's in range. Both types make sounds when they have the player in range and explode spectacularly on death, leaving a smoking, immobile corpse.

- Name: Sphere
- Health: 50
- Speed: 3 units/second
- Weapon: Projectile (gravity), shot every 0.6 seconds, base damage 1

- Name: Melee Sphere
- Health: 20
- Speed: 6 units/second
- Weapon: Melee, 1 second cool down, base damage 6
- Knocks back target on hit

- Name: Flying Sphere
- Health: 35
- Speed: 3 units/second
- Weapon: Projectile (gravity), shot every 0.6 seconds, base damage 1
- Flies
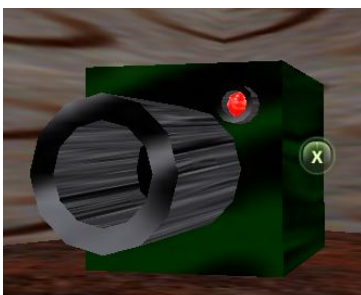
- Name: Turret
- Health: 100
- Weapon: Projectile, shot every 0.4 seconds, base damage 1
- Stationary
- Flies

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Credits

Programming; material and shader writing; game design and modelling - James "Phobus" Cresswell. Website: http://www.phobus.servegame.com/
Timer and random classes – Peter Lager. Website: http://data.bolton.ac.uk/staff/pkl1/UOB2/mainarea/index.php?n=MainSite.HomePage
Bloom - Dark Sylinc

Music

- "mus_l1.mid" – "*StarWing*/*StarFox* – Fortuna" – Sivac Drac / Argonaut Software
- "mus_l2.mid" – "*GoldenEye 64* – James Bond Theme" – Jonathon Barney / Rare
- "mus_setmeonfire.mid" – "Set Me On Fire" – James "Jimmy" Paddock / Pendulum

Sound

(Credited to sources, which in turn credit original sources where known)
- "Xaser, "The Conqueror""
  - *Zen Dynamics* - http://www.doomworld.com/idgames/index.php?id=14669
  - *Zharkov Goes to the Store* - http://www.doomworld.com/idgames/index.php?id=15194
- "WildWeasel" – *The Stranger* - http://www.doomworld.com/idgames/index.php?id=14106
- The ZDoom Community – *Weapons Resource Wad* - http://www.doomworld.com/idgames/index.php?id=13852

OGRE

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OIS

Original Authors: Phillip Castaneda
Website: http://www.wreckedgames.com/wiki/index.php/WreckedLibs:OIS
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NVidia Cg

Original Authors: NVidia
Website: http://developer.nvidia.com
Licensed Under: Custom free license (binary only)
Needed By: Plugin_CgProgramManager

FMOD Sound System

Original Authors: Firelight Technologies Pty, Ltd.
Website: http://www.fmod.org
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