

Instructions for Barricade:

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Game Summary:

Barricade is a survival game. The zombie apocalypse has descended and you (the player) must keep yourself and your fellow citizens safe from the hordes of zombies, gremlins, door-to-door salesmen, and other savages. You have taken refuge inside a shopping mall and must survive long enough for help to arrive. You do this by gathering materials from objects scattered around the mall and using these to construct barricades to block the advance of approaching enemies. You win by surviving long enough for the timer to run out, and lose if an enemy reaches one of the innocent citizens.

To play, in the game folder should be:

- An executable named "C4".
- A .dll file named Barricade.dll
- A folder entitled Plugins (with its respective contents)
- A folder entitled "Data" that stores all of the material assets for the game.

To start: double click the C4 executable. When the screen pops up it should have a title screen with the Barricade image on it. The top says something along the lines of: "Press Esc and then the Space Bar to Begin". To begin the game, press the escape key on your keyboard and then the space bar on your keyboard. Don't do this until you finish reading these instructions though!

Controls:

Move mouse – look around and turn

W - move forward

S - move back

A - move to the left

D - move to the right

R - create barricade in front of yourself

E - pick up object

I – view inventory

J/K/L - create a trap (in inventory screen)

Goals: Survive until help arrives.

- Time: When the game begins, there is a timer in the top left corner of the screen. This displays the number of seconds that you have to survive in order to win the game. The timer ticks down each second. When it falls below 0, you win.
- Keep Citizens Safe: You must keep enemies from reaching the group of innocent citizens in the mall. In this prototype, the citizens are located on the floor directly above your starting point. They include a man, woman, young boy, and an emo teenager. You will have to climb one of the flights of stairs in order to get to them. Enemies will try to reach them. If an enemy touches one of them, you will lose the game.

- Enemies: There are five kinds of enemies that will appear: zombies, gremlins, door-to-door salesmen, religious krishnas, and girl scouts. These enemies will try to reach the citizens. Most will appear near the end of the mall farthest from your starting position, but some may enter the game closer to the citizens than that. Watch out carefully. You can halt the progress of enemies by building barricades in their path to slow them down. Keep them occupied long enough to let the timer run out. Enemies will never hurt or chase you directly, but you must keep them away from the citizens.
- Gathering Materials and Your Inventory: Scatter around the mall are a number of items including trash cans, cardboard boxes, benches, and information kiosks. You can gather building materials by harvesting these items. Walk up to and look at one and you should get a message in the lower right of the screen saying you can pick it up (Part of the items should also change color when you look at it). Kiosks are worth the most materials, benches are worth the 2nd most, trashcans 3rd, and boxes are worth the least. Press the “E” key on your keyboard to pick up the item for materials (You need to be within a few feet of distance to the object. You cannot pick it up from across the mall!) Press the “I” key on the keyboard to see your inventory. A list of number and pictures are shown here. Only the first number at the top of the list matters for this demo. The rest are unimplemented features. That top number represents the amount of building materials you have. So as you pick up items it will increase, and it will decrease as you make barricades. You can press “J”, “K,” or “L” to combine the other items on the left to make items on the right, but those are not used in this prototype.
- Building Barricades: Keep the enemies at bay by constructing barricades. Press the “R” key to create a barricade in front of yourself. This requires 10 units of building material, so if you don’t have 10, you need to gather materials from items first. (Remember, building materials are that top number in you inventory!) You should place barricades in locations that look like where the enemies will try to walk. When an enemy touches a barricade, it must stop and start attacking it. This will eventually destroy the barricade, allowing the enemies to keep moving along their path. Enemies damage barricades as they attack them. The more enemies attacking a barricade, the faster it will be destroyed. You will receive an audio warning that sounds like a fire or explosion when a barricade is destroyed, as well as a message in the bottom left of the screen saying a barricade had been destroyed. Use barricades to halt the progress of enemies long enough for the timer to run out.

Demo Instructions: I will now give you a quick guide on what to do in this demo. Once the game begins, you will find yourself at one end of the mall. Above you are the citizens. Zombies will appear at the far end of the mall right away, so turn around and start walking towards the other end of the mall. On the way pick up some of the items, such as the benches or trash cans. You will soon see the zombies very soon. They will walk straight down the mall on the right side. Build a barricade right in front of their path and block them off. With them delayed, look around and gather more materials nearby. There are more things on the ground floor, and some trash cans on the upper floor. You can go up the stairs to reach them. Most important are the two information kiosks near your starting point. They look like large light brown shelves on both either side of the Marcies store entrance on the ground floor. These are worth a lot of materials. The zombies may have destroyed your first barricade by now, so go put another in their path. More enemies other than the zombies will enter the mall periodically, each once about time 1/5 of the total time

has elapsed. Gremlins should start coming out of the mall entrance on the left side, near the fountain. Next, salesmen will come out of the entrance near your starting point. Make sure to block them because they start very close to your citizens! Krishnas will come out of the entrance across from the gremlins, and girls scouts will come from the same door as the zombies. Keep enemies blocked off by building barricades. Be careful about where you build, because you cannot pass through or destroy your own barricades. When the mall gets crowded, you can retreat to the second floor and build barricades at the top of the stairs. These are good choke points because every enemy will try to come up the stairs near the citizens. Hold them off long enough and you will win.

Quitting Early: You can quit before the game officially ends by pressing the ~ key on your keyboard, typing in "quit", and pressing Enter.

Bug Warning: A strange bug was introduced late the development of this prototype. Whenever the game ends, regardless of whether you win, lose, or voluntarily quit, the game will crash. This does not affect the gameplay. It only means that when the game ends, if you want to play again, you will have to close the program and start it up again. You will not have missed anything special except a congratulatory message (if you won), or a failure message (if you lost).