

# Blast : User Manual

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# 1 Setting up











## 1.1 Installation

To install the game, use the given install media or download directly on the Downloads page from our website. Launch the installer by either double clicking the *Project Blast 64bits Windows.msi* file or by clicking Install when plugging the install media. Follow the instructions given by the installer. To make a classic install, simply click Next on each page until the end of the installation. You will be prompted for administrative rights during install, simply click "Yes" when asked. After installation, you will be asked if you want to launch the game. To launch the game later, a shortcut has been created on your desktop. Simply double click this shortcut to start playing.

## 1.2 Multiplayer

Firstly, when joining the multiplayer, you will need to enter a username. Then you will access to the multiplayer menu. You can either host or join, but either way it is done by entering a room name. For example, if you host with the room name "blast1", your friend will have to join with the room name "blast1". Simple right ?

## 2 Controls

- Use     to accelerate, decelerate, and to strafe left and right (yes your ship can strafe).
- Use  and  to roll left and right.  
(Do a barrel roll !)
- Use  to accelerate. (Warning : don't be too quick ! Your ship cannot handle lots of collision with asteroids.) The acceleration is progressive.
- Use the mouse to control the ship. The left and right buttons control the left and right cannon. Maintain a button pressed for 2 seconds to fire a powerful shot.
  - While in map mode, use the mouse to look around you.
  - Use the mouse scroll to zoom in and out.
- Press  to have a top view.
- If you are lost and you do not know where the mission is, press  to have the indicator.
- By pressing  you will be able to pause the game and access the Upgrade and Mission menu (on top right of the screen).

### 3 Gameplay

Now that you are on board, you will need to execute different missions. There are two types:

- Delivery : One of our soldier has a package you will need to deliver to another one. Just go to the red zone you will see and he will give it to you. Then go to the blue zone and you will have your reward.
- Destruction : Get ready for a shot ! You will need to destroy one of our enemy base. Be careful, there is a turret on top of it and you do not want to be in its range.

With those rewards you will be able to buy some upgrades for your ship that will be accessible in the menu. Do not be afraid of losing money, you will need those

Notes : This game was made under *Unity 2018.3.5f1* and *Unity 2018.3.6f1*. The 3 developers are students from Epita, and this project was made for the end of a semester. For more information, you can consult our website at <https://g00pix.github.io/ProjetBlast> or you can contact us on the Blast discord server (link is on our website).