UVic Breakout User Manual

Ability Software

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Introduction

The UVic Breakout game is an GPS based RPG based on the UVic campus with characters based on UVic locals. The game will be played within the bounds of the UVic ring road area.

Starting the Game

Starting a new game will delete any previous save files.

Loading a Previous Game

Since only one save file can exist at one time, loading a previously saved game will automatically occur on start.

Exiting the Game

To exit a game, ensure you have saved the data you need but interacting with an autosave point in the game. Once that is complete, exit the application.

Zones and Movement

The game is divided into multiple zones, each associated with a building or area at UVic. Moving around UVic with your smartphone will have the game change your location. At any time, you can access the map (which shows your current location) by pressing the map button at the top right of the screen. In the example, "Zombie Bunker" is the UVic area you are in, and "Entrance" is which room of the building you are in. Moving between rooms is done by actions shown in the lower part of the screen.
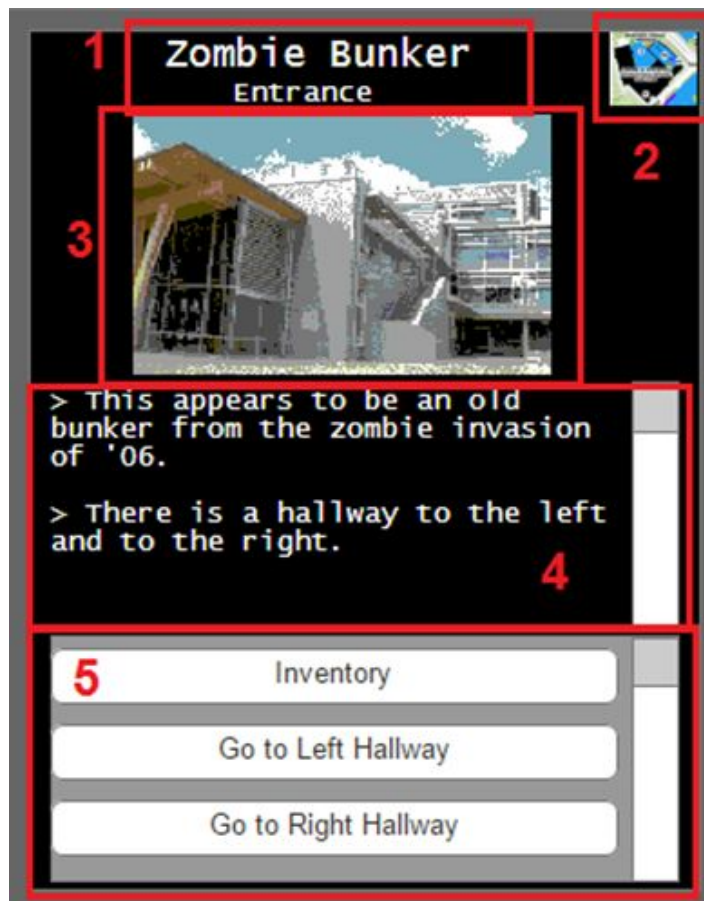
(1)   Title

Each zone will have its own title to remind you where you are. This title will be split into two parts, the first will tell you what game zone you are in, and the second will tell you what part of that zone you are in.
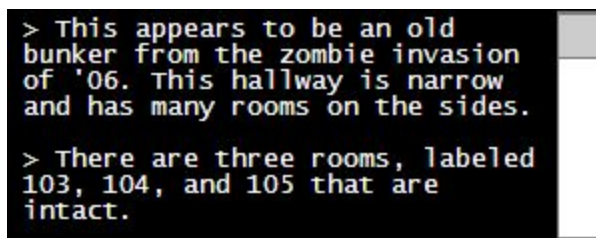
(2)   Map Button

The map button will be present in all Zone type screens and show you the UVic map when tapped.

(3)   Image

Each zone you are in will have its own image, either an image of the real UVic at that location, or a picture of the UVic map with your position marked on it. The edited images will mostly be a picture of the building or area you are currently in, and may have some edits to go with the theme for that area. The images will also be pixelated to fit in with the style of the game in general.

(4)   Description

Below the image will be a text description of your situation. This might include details such as your current status, what you see, and where you can go.

```
> This appears to be an old
bunker from the zombie invasion
of '06. This hallway is narrow
and has many rooms on the sides.

> There are three rooms, labeled
103, 104, and 105 that are
intact.
```

(5)   Actions

Finally, at the bottom of the screen will be a list of options you can perform. This list will have a scrollbar if there are many possible options, but it will usually be limited to 3 or 4. This will also include the 'Inventory' button, which will always be available for you to view your collected items.

The actions menu may also have different action types based on the interaction you need to perform, an example of entering a code for a keypad is shown below:

Inventory

The inventory screen works like the larger action menu. It includes a description of each item and a use action button. The topmost item in your inventory will always be selected by default when the user enters this screen. The inventory screen is separated in four components.
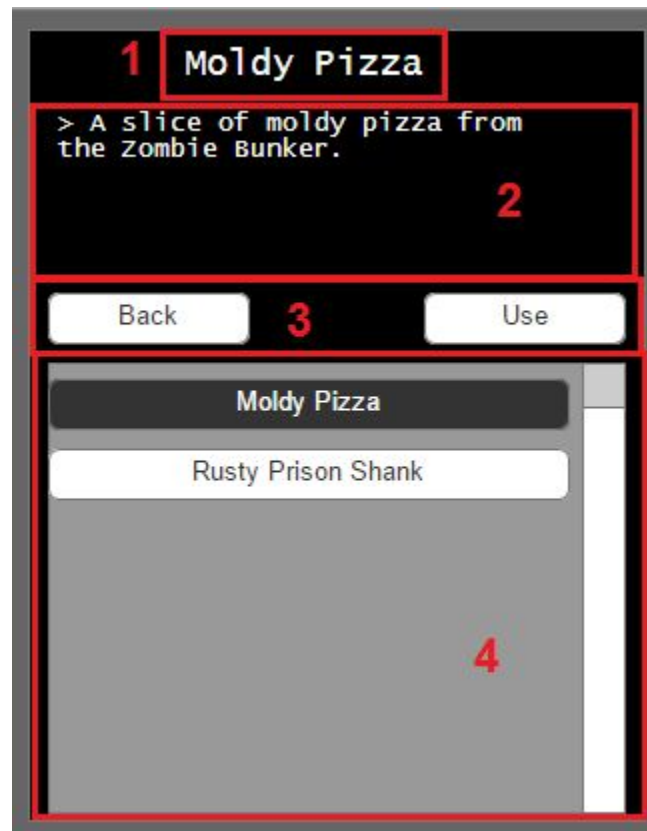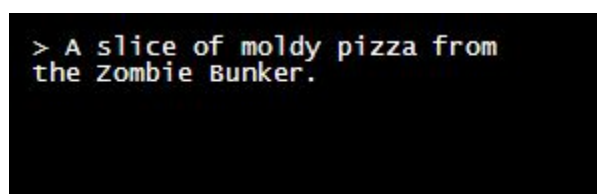

(1)   Title

The title is the name of the currently selected item.

(2)   Description

The description of the currently selected item.

(3)   Actions

There is a Back button and a Use button. Tapping the Use button with an item selected makes the item interact with the current environment, including any characters in the vicinity. Tapping the Back button takes you back to the previous screen.

(4)   Item List

This is the list holding all of your inventory items. The selected item is indicated by a black background. Tapping an item in the inventory list changes the description to the items description.

Map

The map screen is a single screen that can be viewed from any zone in the game. It shows a large map of the UVic campus and have a red marker indicating your current location, based on GPS data. The map screen is separated into two components.

(1)   Map

The map is a static image. A red marker will be overlaid on the map at your estimated location, based on GPS location. If GPS location is unavailable, no marker will be shown.

(2)   Back Button

The Back button will take you back to the last screen you were on.