

/Admin

An internet themed Real-Time-Strategy Game

Designed and Created by Team Defenestrade

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/Admin

Story

Over time humans have become more and more machine, even more connected. What was once a virtual space living inside glowing screens and monitors; the internet can now be seen clearly from within the human mind. Most are merely users of this space, plainly seeing the products and services of the realm.

But a few exist that see much more, these few can influence the world. They see the connections for what they are, machines hardwired across the landscape. They are called Admin.

Tensions are rising, as powers start shifting to gain more control. These Admin are starting to war. Creating programs more powerful and advanced than anything seen before.

...but the things they awake may destroy us all...

You can change the future, for better or worse...

After many years you have finally found your inner Admin, your rise can be tyrannical or righteous. The path you choose is yours alone.

Game Requirements

This Demo was built using an Alpha build of the Unity 4 game engine. To play the game extract the contents of the zip file to the desktop. Double click the SlashAdmin.exe file to launch the Unity Player and /Admin. Note that the Data folder must be in the same place as the SlashAdmin.exe file. The game has been tested on several devices but note that not all environments could be recreated and it is possible that some machines may have trouble playing the game.

Requirements

- Windows 7 or Windows 8 (32 or 64 bit)
- A Keyboard and Mouse, or Mouse equivalent input device (touch screen)

In our tests the game ran very well on a Samsung Series 7 Slate with an Intel i5 Processor and 4GB of ram, running Windows 8 with Bluetooth keyboard.

Note that you must have a keyboard to play and that the Unity Player will not allow for touch screen keyboard input.

Game Play

/Admin starts with you as an upstart Admin in the world. The game consists of two main views, the World Map, and Network View. From the World Map you will expand across the world from region to region increasing your influence. In Network View you manage your Network Grids which are purchased from Regions in the World Map.

/Admin at its core is a Real-Time-Strategy game but it borrows elements from the more casual Tower Defense games as well as aiming to create a more immersive experience like those found in Role Playing Games.

Service Classes

As an Admin you provide users with a usable service. This service determines the class of your Network. Each class has its strengths and weaknesses. Services range from providing file storage solutions to running an e-commerce platform or providing online security. In this demo the only available service is to host a File Storage solution. In the complete game Admin's will be able to mix and match classes to tailor to their specific play styles.

Currency

As an Admin users will pay you for using your service. As you continue to grow your network and improve your service your earning rate will increase. These Credits can be spent on purchasing network space in new regions, adding equipment to improve your service, or to defend your network. Spend your Credits wisely and you will spread your network across the world in no time.

The World Map

As an Admin you will need to choose regions which will help you attain your goals, be it wealth, power, influence or some combination of the three. Each region carries with it a unique environment of users. In the beginning your choices will be limited but as you continue multiple paths may be laid before you.

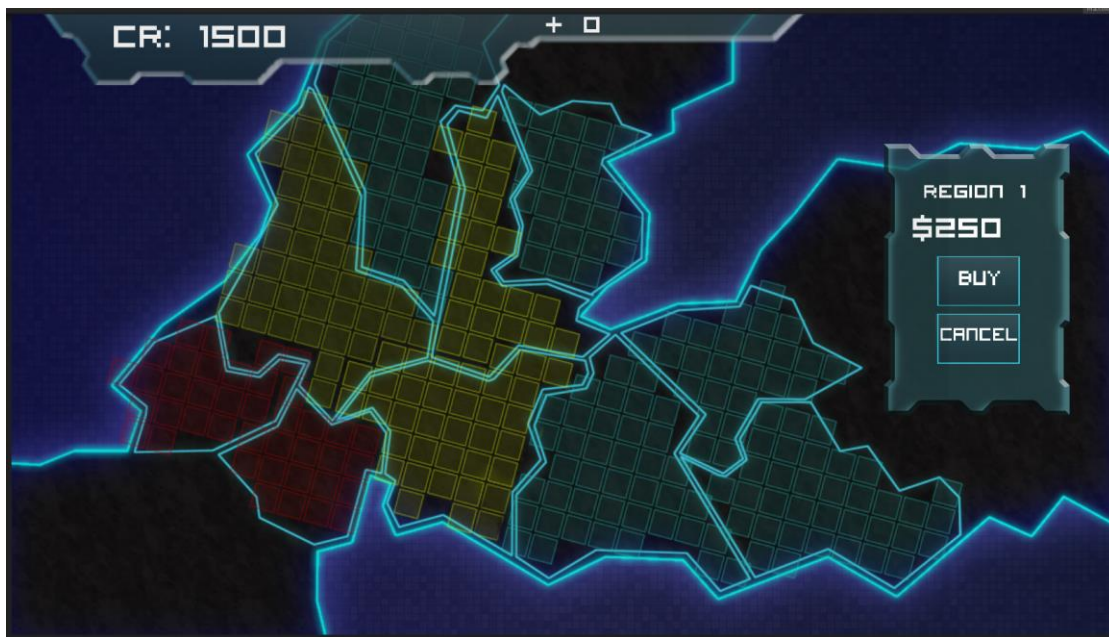


Figure 1 – The World Map

To return to the world map at any time from Network View click the World Map button (See Figure 6).

Regions

Select a region by left clicking it, an info pane will display the price of purchasing a network grid in that region. For the purpose of this demo you will only be allowed to purchase regions one, two, and three after having successfully managed a grid in the previous region. Remember to return to the world map when you are ready to move on to the next region. Selecting a region you already own will take you back to Network View.

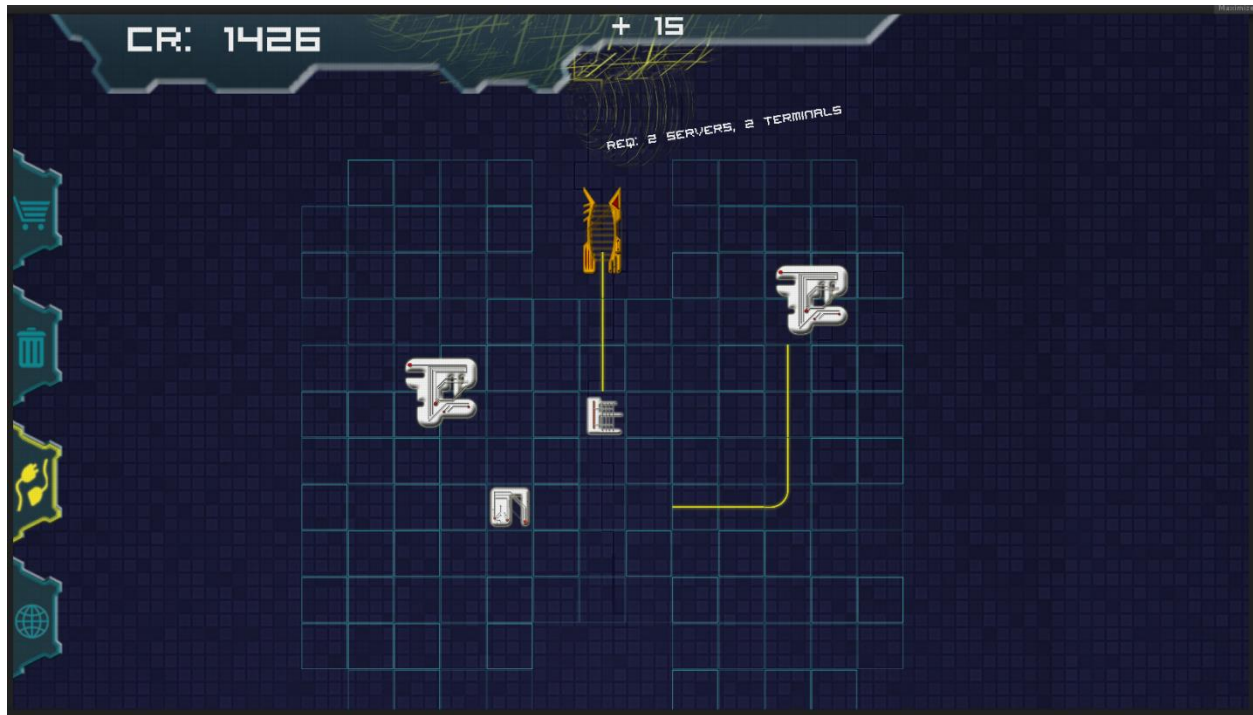


Figure 2 – Network View in Wiring Mode

Network View

Your personal Admin Network consists of all of the Network Grids you have purchased. From here you can build and maintain your network across all of the regions you currently own network grids in. When in Network View you can pan and zoom the camera to get a better view. All camera movement is controlled via the keyboard.

Camera Movement

- Press the **Up** key to pan the camera up.
- Press the **Left** key to pan the camera left.
- Press the **Down** key to pan the camera down.
- Press the **Right** key to pan the camera right.
- Press the **'A'** key to zoom in.
- Press the **'Z'** key to zoom out.

On the left side of Network View you will find the Admin console action buttons. These actions allow you to purchase equipment from the store, remove equipment from your grid, wire equipment together, or return to the World Map. See Figure 3 through Figure 6



Figure 3 – Open Equipment Shop



Figure 5 – Enable Wiring Mode



Figure 4 – Enable Destroy Mode



Figure 6 – Return to World Map

Note: At any time you can use the Right mouse button to Close the Equipment Shop, or stop Destroy or Wiring modes.

Network Grids

In Network View you will see a large gold sphere. This is an Admin's representation of the internet outside of your network. Each Network Grid comes with a Modem and Main Switch. The modem is the gateway to the internet which is represented by the gold bridge next to your Network. You cannot wire directly to the modem itself, instead you must wire everything through the main switch located somewhere within your Network Grid.

Each Network Grid has a set of requirements that need to be met for that grid to become active. When a grid becomes active it is open to attack by other Admins. The requirements for a grid are listed near the gold colored modem at the edge of the grid. For this demo the requirements for each grid are as follows:

Region 1: Two (2) Terminals and Two (2) Servers.

Region 2: Three (3) Terminals and Four (4) Servers.
Region 3: Five (5) Terminals and Four (4) Servers.

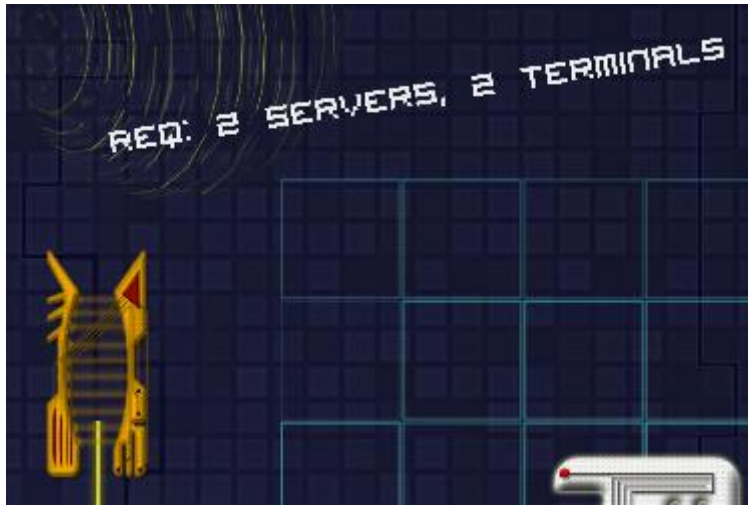


Figure 7 – Network Requirements for Region 1

Equipment

To be successful you are going to need to populate your grids with Servers, Terminals, and Switches. Each equipment type serves a unique purpose and can be purchased through the Equipment Shop. To view the shop click the Equipment Shop button at the top right of Network View. See Figure 8

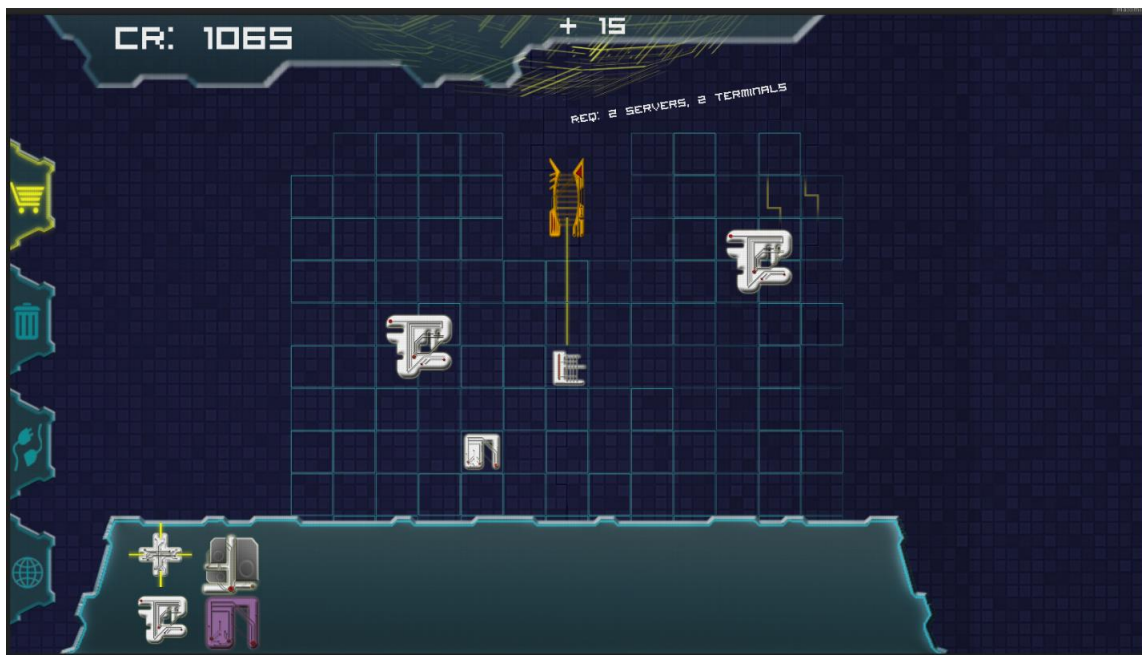


Figure 8 – Network View with the Equipment Shop open

To place Equipment onto your Network Grid Left Click the equipment you wish to purchase. Then drag the equipment from the store to the Network Grid. When the mouse reaches the edge of the Equipment

Shop it will slide off screen allowing you to place the Equipment anywhere within the grid. If you do not have enough Credits to purchase the Equipment you will hear a sound and not be able to drag the Equipment from the store. If the Equipment cannot be placed on the Grid it will be tinted red. If you change your mind simply drop the equipment outside of the Grid and it will be destroyed at no cost to you.

Using the Equipment Store

- **Left Click** the Equipment Store Button (See Figure 3)
- **Left Click** and **Drag** the Equipment you wish to purchase.
- **Drag** the Equipment onto the Grid to place it.

See Below for details of the various Equipment.

Servers

Servers are the workhorse of your network. Place servers on your grid and wire them to the main switch of the network to connect them to your users.



Figure 9 – Level 1 Standard Server

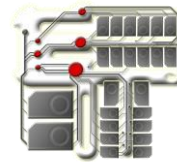


Figure 12 – Level 2 File Server



Figure 10 – Level 2 Standard Server



Figure 13 – Level 2 Special Server



Figure 11 – Level 1 File Server

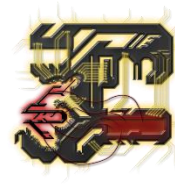


Figure 14 – Level 3 Special Server

Terminals

Terminals are an Admin's toolbox. Terminals can be used to design and spawn units called EIDO (Evolved Intelligent Digital Organism). EIDOs are the defenders of your network use them to protect your network from power hungry Admins. After a terminal has been placed and wired to the network simply click it while no other modes are activated to show the EIDOs creation screen. See Using EIDOs for more information.

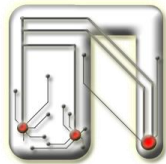


Figure 15 – Level 1 Terminal

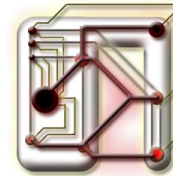


Figure 16 – Level 2 Terminal

Switches

Switches are used as intermediaries between equipment. Switches are merely ways of creating junctions for wiring. Use switches to create a bottle neck for any attacking units and aid with the defense of your network.

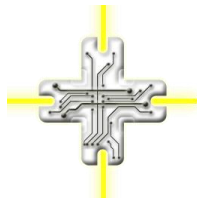


Figure 17 – Level 1 Switch

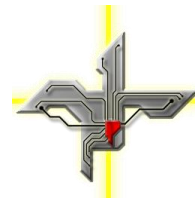


Figure 18 – Level 2 Switch

Wiring

To enable your equipment to connect to your users you will need to wire all of the pieces together and connect them to the main switch of the grid. To enter wiring mode click the Wire Mode button (See Figure 5).

Once in wiring mode left click on the piece of equipment that needs to be wired. Move the mouse from the equipment across the tiles of the grid to place wire pieces. Once you reach the equipment you are wiring to, hover the mouse over the equipment to finish the wire and deactivate wiring mode. You will hear a sound on successful wiring. If the wire cannot be placed it will be automatically removed from the grid. If at any time while wiring if you want to stop or start over press the escape key to deactivate wiring mode.

Note: Any Equipment pieces that are placed next to each other will be automatically wired together.

While in Wiring Mode

- **Left Click** an Equipment piece to start a new wire section.
- When creating a new wire section simply **move the mouse** from grid tile to grid tile, no **click action is needed**. If you want to back up to a previous location simply hover the mouse over the wire piece you wish to return to.
- To stop wiring and remove an incomplete wire section from the grid press **ESC** on your keyboard.
- To finish wiring Equipment together **hover** the **cursor** over another Equipment piece.

Known Issues

Unfortunately our wiring system is not flawless. In some cases it may take a little extra effort to finish a wiring segment. Simply move the mouse off of the Equipment you are wiring to and back on again, this process may need to be repeated to work. There are also a few graphical errors that occur when placing a turn in a wire section. Although a wire may not look like it connects, it is in fact connected correctly. If the graphical error annoys you remember you can press **ESC** to destroy the segment and start over. You can also move the mouse cursor over any wire previously created in this wire segment to back up to that position.

Removing Equipment and Wires

If at any time you wish to remove equipment or wires from your grid use Destroy mode. Destroy mode is activated from the Destroy Mode Button (See Figure 4). Once in destroy mode simply click the equipment or wire section you wish to remove. If you remove an equipment piece all wires to and from that piece of equipment will be destroyed as well. To remove a wire section simply click on any wire along the wire section.

Note: When you are being attacked Destroy Mode is deactivated and no equipment pieces or wires may be removed.

Using EIDOs

EIDOs are an Admin's soldiers. EIDOs can be used to defend your network or attack your rivals. Design and create EIDOs via terminals. Once an EIDO has been created it can be moved to any equipment piece that needs to be protected. Simply left click an EIDO to select it, press the 'M' key to activate move mode, finally click on the Equipment you are sending the EIDO to. If you want to select multiple EIDOs hold shift and left click on the EIDOs you wish to select.

Note: Attacking other Admin's networks is not a feature of this demo.

Creating EIDOs

- To create EIDOs **left click** a wired terminal while no mode is activated. (**Right-Click** to deactivate other modes)
- When the EIDO console appears select the weapon you want to use and **left click** "Spawn Custom Unit"

- If you wish to create an EIDO with the default settings **left click** “Spawn Generic Unit”
- To close the EIDO console **left click** the ‘X’ in the top right corner.

EIDOs Controls

- **Left Click** to select an EIDOs, selected EIDOs will be highlighted Green.
- **Hold Shift** to select multiple EIDOs
- With one or more EIDOs selected press ‘**M**’ on the keyboard to activate move mode.
- Once in move mode, **left click** on an Equipment piece to send the EIDOs there.

Pro-Tips

- Watch your Credits! If they fall too low you will not be able to spend money on creating EIDOs to defend your network.
- As you complete each Region you will level up unlocking more Equipment in the Equipment Store. Higher level Equipment earn Credits at a higher rate but also cost more.
- Use wires and switches to create bottle-necks to help your EIDOs defend your Network.