DeadSigns

Introduction :

This document has been written to explain how to play to DeadSigns.

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I. Presentation of the game

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DeadSigns is a survival Horror FPS game. It's a solo game which is actually in development.

a) The main goal :

Earn as many points as possible during the game. Your score will appear in the Steam classment with others players.

Your score will depend of the number :

- of the days passed (+)
- of the perfect attack realised (+)
- of the damage taken (-)
- of enemies killed (+)

The game can end in 2 ways :

1) When you die. You don't have a life bar. However, when you take a lot of damages, you reach « the panic mode » (Hearing deep breath, blood scree), meaning you'll die soon if you take more damage. With time, you recover and leave this state.



Illustration 1: Panic mode

2) When your chest is destroyed.

The chest is destroyed with enemies attack. Life chest is appear at the bottom left of the screen. The red color represents the lost life.



Illustration 2: Coffre dans la cabane et son icône de vie

b) the timing of the game:

The game presents a succession of days and nights.

- Day :

Use your day to pick up objects which appear in different spots on the map (the cave, the dump, the mill, the 2nd cabin and the hill). Those objects can be used for crafting weapons, traps or

for barricading your cabin.

- Night:

During the night, monsters appear and try to destroy the chest/ to kill you.

Here are some informations about the gameplay and interfaces of the game. Yellow texts tell you computer's shortcuts.

II. Gameplay

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a) Movements

-move:

Straight : Z

Left:Q

Right : D

Back : S

-Jump: « Espace »

-Squat: C

-Run: Shift

You have a stamina bar. It decreases when you run. When it's empty, you're « exhausted », and you need to wait the bar is full again before running. The bar refill faster if you're not exhausted.



Illustration 3: Barre d'endurance entourée en Rouge

b) Perfect attack

This attack stops the enemy attack and starts a special attack which do a ton of damages. It needs to be fast and to do Clic Left when you see white flash and a sword sound.



Illustration 4: Perfect attack

c) to barricade :

Barricade and wall kit that you'll find on the map, can be fix on doors or broken wall. Use E on the white hammer wich is close to doors and wall.



Illustration 5: Barricade

d) Weapons life

Some weapons can break. More you use it on enemies, more they loose life. You can check their lifes in the Bag. If the outline is red, weapon will break soon. The last 3 hits of the weapon will make this icon appears (bottom right side). **Only the mass, the sawsword and the spear have life and can break** !





e) Traps:

If you place a bear trap ; Right Click - « place ». Then Left click where you decide to put it on the ground. You need to wait the picture of the trap before you put it : otherwize it comes back in the bag.

Right click during the process, brings back the trap in the bag.



There are 2 different traps :

- The beartrap :

When an enemy walk on the trap, this one activates. The enemy is slowed down and looses life. After the activation, the trap can break. If not, you can rearm it with E.



- The Electrap :

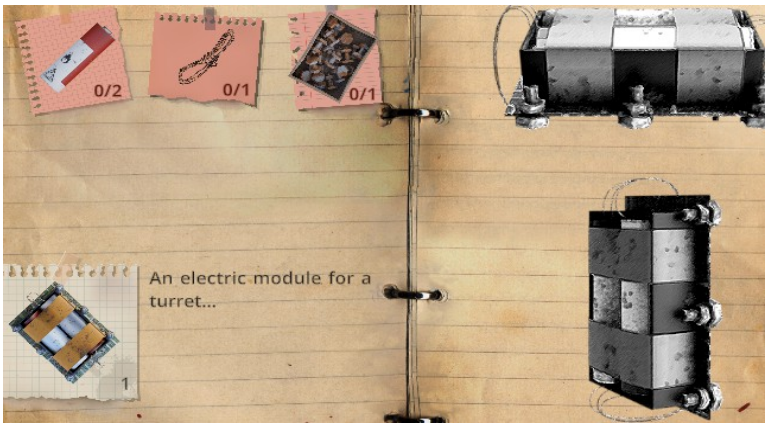
When activated, the trap impulses 20 electric waves which do damages and slow enemies in a circle area. At the end, the trap exploses and applies damages around it.



f) Turrets

There are 4 turrets around the house. If you want to use it, you need to :

1) Repair it with a Turret Kit that you need to craft. When you got it, press E next to a turret.



2) Turn on the generator which is in front of the house (ref. Generator).



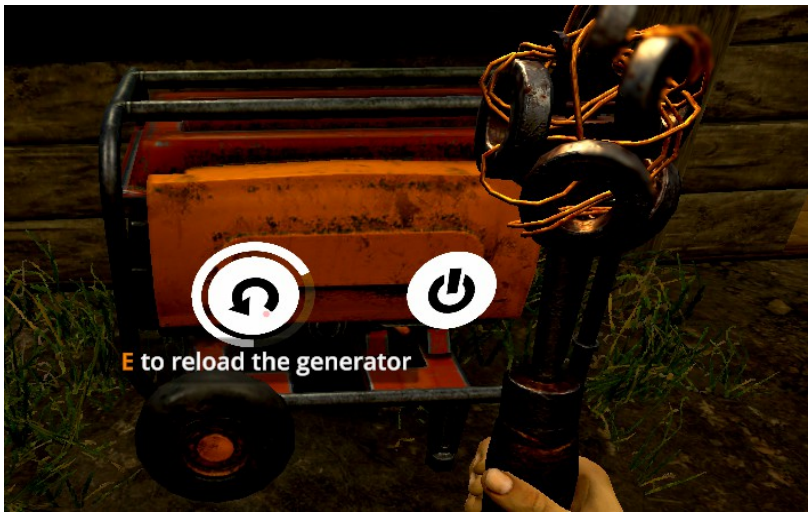
g) Generator

Generator, when it's turned on, brings electricity for exterior/ interior lights and turrets. To make this process :

1) Pick up fuel with E



2) Fill the generator with E on the circular arrow.
3) Turn on the generator with E on the On/ off button.



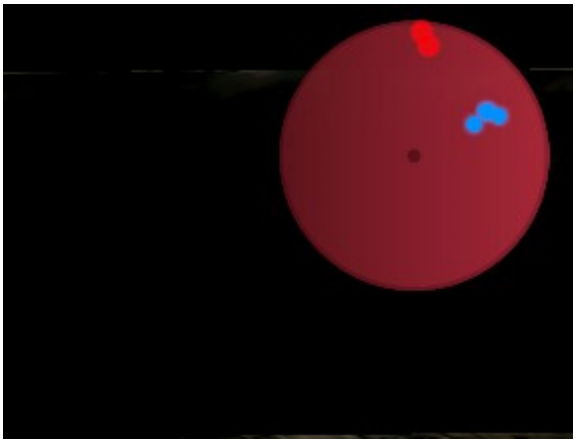
h) The bed

The bed can be used during the day for sleeping if you're ready to fight. You'll wake up at midnight. To use it, press E near to the bed.



i) The radar

The radar is at the top right of the screen. It shows you monsters (red), items (blue) and recipies (orange) which are near to you (15m around you).



III. Interfaces

a) Bag:.....11

b) the diary.....13

Press tab, and you can access to the bag and the diary. The game is paused.

a) Bag:



The bag stock objects you pick up. You can tidy it and you'll gain more space.

Select an object : Left Clic

release an object : Left Clic

Turn an object (after select) : R.

With Right click on an object, you have more options :

Drop the object

Drop all objects

Place (for bear trap)

Equip (for weapons)

Use (For healkit)

If the movement's good (ex : space too small), the object comes back in its original position.

- To equip :

This case correspond on the weapon you have on your hand. Drop there an other weapon to get it in your hand.

- Pockets:

This are shortcuts for changing weapons during fights.
Changing weapon with pocket 1 : 1
Changing weapon with pocket 1 : 2

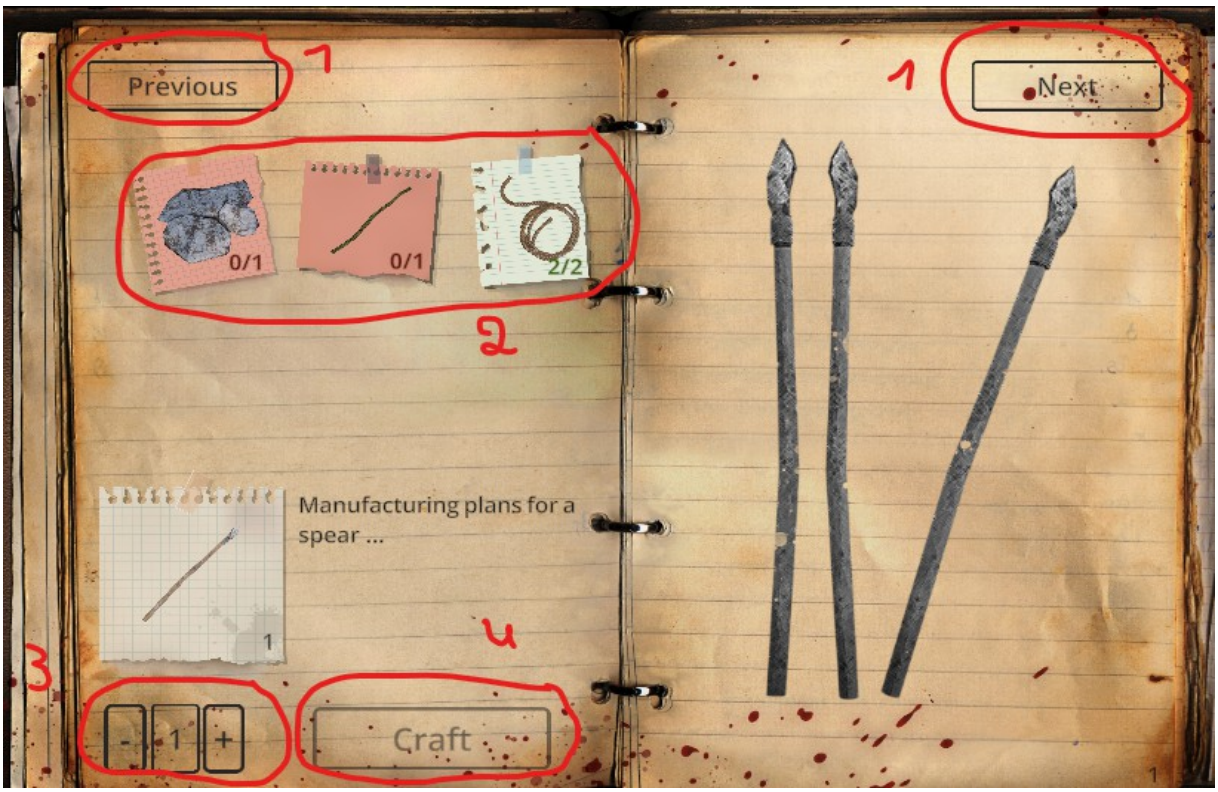
Place the weapon in the bag : Left click « bag icon »
Throw the weapon : Left click « trash »

b) the diary



The diary stock recipies you pick with E. You find them everyday on the crafting table.





1) Left click to change recipies
2) Post-it represent material you need for crafting this object. Red Post-it = You don't have it, Post-it blanc = you have it.
3) Number of this object that you want to craft (Left click on + or -).
4) Craft the object with a Left click on « Craft ». **The crafting process can't work if you're not near to the crafting table !**