Turret Baffler

In the seedy underbelly of Bailecittà, under the iron fist of the Borflaw corporation, the line between thief and private investigator is as clear as the fog that blankets the streets and factories.

You play as Sadmuc, a freelance “Baffler”. Few of the electronic surveillance systems and safeguards throughout this city can stand up to your custom EMP railgun. But shooting them from a distance doesn’t get *you* past them. The entire point is that you help somebody *else* get past.

And when it comes to sniffing around Borflaw, the only person you can rely on for that is your old partner, Rania. If she can put up with you long enough, you might just be able to get to the heart of whatever Borflaw is up to.

Supported Operating Systems and Hardware

I have tested this on Linux Mint 23 and Windows 10. Other Debian-based or Ubuntu-based Linux distributions may work.

Macs are not supported yet.

Hardware specs that are known to work

- CPU: AMD FX-6300
- Graphics Card: AMD Radeon Pro WX 3100
- RAM/memory: 8GB RAM
- Storage: 2GB free space (will increase as I build this out)

I am literally a one-man team. If you have any data on hardware specs that do work (and more importantly, specs that do *not*), please let me know.

If you notice slow performance, pressing **F3** will open a third-party performance display that will help pinpoint if the problem is CPU-related or GPU-related.

Controls

All of these can be reassigned, with the exception of the mouse buttons.

Action	Control/Button
Move Forward	W
Move Left	A
Move Backwards	S
Move Right	D
Fire	Left Mouse Button
Zoom In	Right Mouse Button
Hold Gun Steady	Left Shift
Jump	Spacebar
Toggle Runner Movement	F
Make Runner Hide	H
Toggle Night Vision	N
Escape	Pause
Open debug/performance display	F3

Troubleshooting

If you run into a problem that isn't one of the known issues below, then please contact me at aceade@aceade.net with a log file, a description of the problem, and optionally screenshots or a recording.

Known issues

Issue	Impact	Workaround
AI pathfinding is janky. NPCs sometimes get stuck on corners.	Can be mildly amusing to watch AI glitch out.	None available.
Antivirus on Windows may block the executable or other files.	Can stop the player from playing.	Manually tell the antivirus to ignore it? This is a known issue with indie game development.
Player can't run directly up slopes.	As stated.	Running up them at an angle works.
Mouse buttons cannot be reassigned.	Player cannot choose their own commands for shooting or zooming in.	None available yet.

Where to find log files

Logs won't cover everything, but they are a good starting point for me. They'll be in the following folders:

Operating System	**Folder**
Windows	%APPDATA%\Godot\app_userdata\[project_name]\logs\
Linux	~/.local/share/godot/app_userdata/TurretBaffler/logs/

Changelog

- V0.1/demo: Initial release/private demo.
- V0.1.1.0 (5th of November 2024):
  - Initial version of Docks level.
  - Enemy bots can now attack.
  - Player can jump.
  - AI can now climb stairs.
  - Added aiming marker instead of simulation rounds.
- V0.2 (public demo, 16th of November 2024):
  - Replaced aiming marker with crosshair. Player bullets no longer affected by gravity.
  - Marked out areas where player can walk.
  - Animated models for Runner and enemy guards.
  - Added new level for tutorial.
  - Guards and cameras will detect the player as well.
  - Night vision can be toggled.
  - Graphics setting and screen resolution can be set in main menu.
- V0.3 (provisionally released 24th of January 2025):
  - UI/UX improvements:
    - Added minimap.
    - Improved tutorial messages.
    - Improved night vision effect. NVGs reduce fog density and show markers for guards and other objects.
    - Added control remapping.
    - Planning camera can move along a limited path.
  - Added difficulty levels.
  - Added Comms Station and Docks missions.
  - Added Hoverbots and Fusebox.
  - Added level select screen.
  - Bug fixes:
    - Guard animations don’t reset after searching at a location, if they weren’t fully alerted.

- Runner exit should not activate until they've reached the terminal. Because if I misplace the exit, they might win almost instantly. Where's the fun in that?

Credits & Assets Used

Full credits in the game after completion.

Sounds

- Victory/Defeat music by Silverillusionist
  - Game Over 2 (Attribution 4.0)
  - Victory Sound 2 (Attribution 4.0)
- Default music by cgxev
- Railgun noise cobbled together from sounds from CJDeets (Attribution 4.0) and Dpoggioli (Attribution 4.0)
- Siren noise by Wagna (CC0)
- Music pack by Xkeril (CC0)
- Deep Tesnion 1 and Deep Tesnion 2 by Metamorphose (CC0)

Shaders, Fonts & Visual Effects

- VHS and CRT Monitor effect (CC0)
- Night Vision (MIT)
- Water from StayAtHomeDev
- Outline (CC0)
- VT323 (Open Font Licence 1.1)
- Kenney Particle Pack

Models by:

- loafbrr
- blockydk
- Elvair Lima
- MakeHuman entries by Mindfront, Elvaerwyn

Tools

- GdCSharpLog (MIT)
- Godot Customizable Crosshair (MIT)
- Godot Debug Menu (MIT)
- MakeHuman
- Blender
- Godot (duh!)