Spell Fighter 1.244

Hardware required to play:

PC

HTC Vive (made using Vive Pre, never tested o anything else)

To cast spells with Voice Recognition please check instructions at http://www.kubold.com/?page_id=940

KNOWN BUGS:

- If you experience any problems with grabbing things, just try letting go of everything or grabbing something else - everything should reset then.

- Windows Speech Recognition sometimes doesn't recognize your commands. Well, nothing I can do about it, I won't invent anything better than Microsoft did. Make sure you have a good microphone ($5 no-name mic won't do), "trained" Windows, quiet environemnt (no TV in the background!), and you speak clearly and loudly.

- trees that are further away, are visibly rotating a little bit. This is because Level Of Detail system makes them into 2D Billboards to increase performance. Currently I can't do anything about it, it's just how Unity works right now. You can get used to it after few minutes.

- very occasionally minor bugs, for example a "push spell" doesn't turn off and constantly kills anyone in front of you etc. Usually using the spell again solves the bug.

What you can do in the game:

Cast spells - there are 3 ways:

a) use your voice. You can just say a spell (for example "summon fireball") and it will happen. Some additional steps are needed for Voice Recognition (please check http://www.kubold.com/?page_id=940 for instructions)

b) use the spellbook - hold left controller MENU button to show spellbook. Choose a spell with your right finger.

c) simultaneously hold GRIP bulltons and TRIGGER on the same controller. This will show magic menu. Touch a spell icon you want to cast with the finger of the same controller.

Fight with swords - you can cut your enemies (you need to swing, just holding the sword without moving it will not hurt your enemies), and you can block enemies' cuts, by blocking their sword with yours.

Throw stuff - anything you can grab and hold, you can also throw.

Command your minions (the wooden golems) - either talk to all of them ("everybody, follow me"), or individually, by pointing at the chosen golem and saying "hey you!". Then you can command the chosen golem ("go there", "go here", "stand here", "walk there", "come over here", "attack this guy", "kill him", "follow me"). You can also choose a "follow me" command from your spellbook or magic menus.

Use other stuff in game - for example the laser skull or water of resurrection. Or bow.

Secret: the voice command for the golem guarding the bridge is "you there! extend the bridge!"

Version changes:

1.244

- graphics quality downgrade (can't call it optimalization anymore) in favor of stable fps
- fixed skeletons get stuck in "shadowboxing" mode
- fixed some accidental spells triggering by themselves

1.243

- fixed controller recognition when the controller is lost and appears back
- fixed Skeletons dodging swords lying on the ground
- added start level
- added a spellbook for casting spells without voice
- added magic menus for casting spells without voice
- improved Golems long distance pathfinding

1.231

– Vive support (tested only on Vive Pre)

– some fps optimizations (target: GTX 970)

– added bow weapon

1.11

– changed Enemies' attack sword impact detection to physical colisions with Player

– changed how javelins work (in hand – hits, thrown – kills)

– improved hit detection when thrusting

– changed female golems fighting style to kick oriented

1.1

– added Skeleton Boss at the end of Necromancer Dungeons

– tweaked objects grabbing

– added inventory slots for potions (explosive flasks)

CREDITS:

A game by Jakub Kisiel (Kubold)

Coding, meshing, character models (except the skeleton), animation:

Jakub Kisiel

Environment models (from Asset Store):

Manufactura K4

Sandro Tatinashvili

Sound FX:

freesound.org

Music:

Kevin McLeod (incompetech.com)

Made with Unity engine

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