Exodus Protocol

Team Honeybadgers

Reese Glidden, Jose Hirshman, Jonathan O'Hanlon, Douglas Samson, Daniel Sperling, and Zachary Stair

System Requirements

Minimum System Requirements:

Processor: Intel Core Duo 2.0 GHz
Memory: 2 GB
Hard drive: 256 MB free
Video memory: 128Mb
OS: Windows 8/7/Vista/XP
Peripherals: Keyboard and mouse

Recommended System Requirements:

Processor: Intel Core 2 Duo 2.4 GHz
Memory: 2 GB
Hard drive: 256 MB free
Video memory: 256Mb
OS: Windows 8/7
Peripherals: Keyboard and mouse

Installation

1. Download Exodus Protocol
2. Run the Exodus Protocol Installer
3. Choose the directory you would like to install the game to.
4. Choose if you would like to create a shortcut to your desktop.
5. Double click the Exodus Protocol icon to run the game.

Overview

Story

Dunkirk, the only home you've ever known, is under attack. Once a peaceful colony, a recent souring of relationships with an advanced alien race, the Scourge, have left the planet ravaged by war with an invading horde. Your squad of three, engineer, soldier, and scout, are surviving inhabitants of a distant outpost far from the fighting. Or at least you were. Now, as the leader of the planet calls for a full scale evacuation, the Scourge are determined to annihilate all who remain. Your only hope is to retreat through the abandoned cities until you can reach the final shuttle waiting to take you home.

Objectives

Escape the city with as many of your squad members alive as possible. Navigate through the debris-strewn streets as you flee the oncoming horde. Whatever you do, never stop moving until you get to the extraction point.
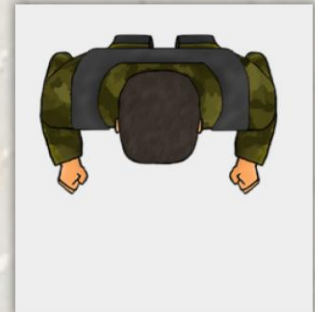
Gameplay

Your Squad

The Engineer
Skilled in battlefield constructions, the engineer is able to rapidly assemble strong barricades to stop aliens from advancing.

The Soldier
The main gun of the squad, the soldier was sent to rescue his team when Dunkirk was assaulted by the Scourge. The soldier is skilled in laying suppressive fire.

The Scout
The eyes of the squad, the scout can see further than the other squad members and serves as your team's lookout. Try to position him so that you know if your path is safe.

Enemies

Scourge Swarmer
The most common Scourge enemy that the squad will encounter, the swarmer is agile and tough. Under fire it will hide under its carapace. The swarmer can be slowed with good barricade placement.

Scourge Devourer
The devourer is a fearsome abomination that you hope to never see. While slower than a swarmer, it shrugs off pistol fire and crushes barricades with ease. If you see a devourer, run!
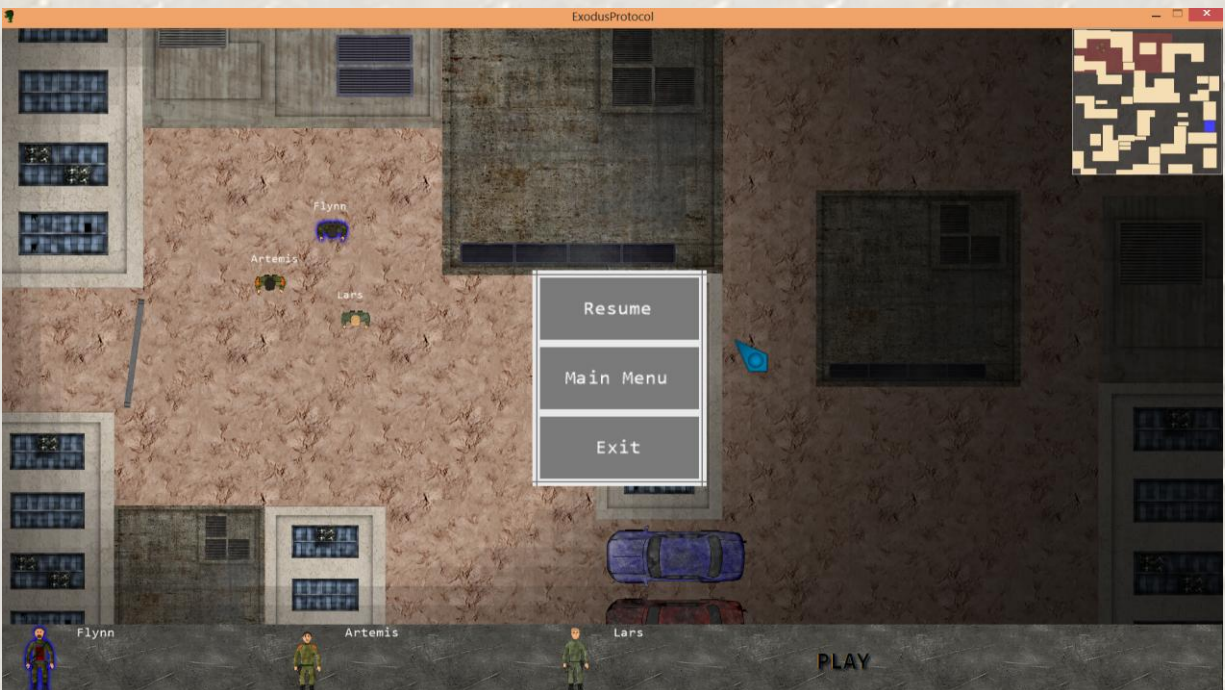
Controls

Map Controls/General:

Moving the cursor to the edge of the screen will move the screen in that direction. Left clicking and dragging will also scroll the screen.

Pressing the Space Bar, or clicking the on the HUD will pause and unpause the game.

Pause

esc
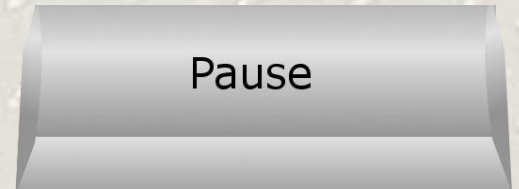
Pressing Escape will bring up the in game menu.

The in game menu is brought up with escape.

Unit Selection:

Left clicking a unit or its portrait will select it.

Alternatively, pressing the number key corresponding to that unit will select it.
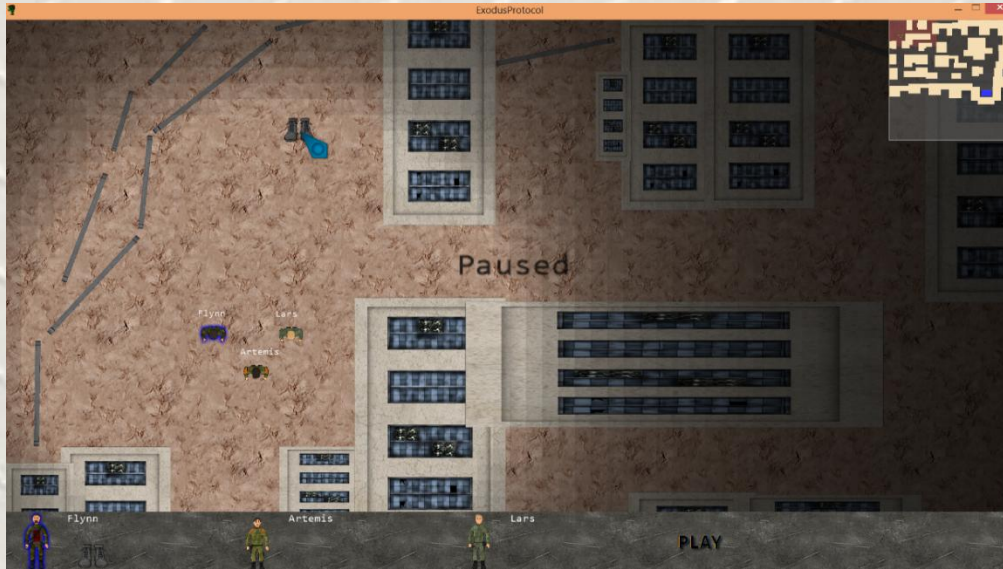

Holding Shift and pressing a number key will select and center the camera on the corresponding unit.

Unit Commands:

Running: With a unit selected, right clicking on the game world will set a waypoint for the unit to move towards.
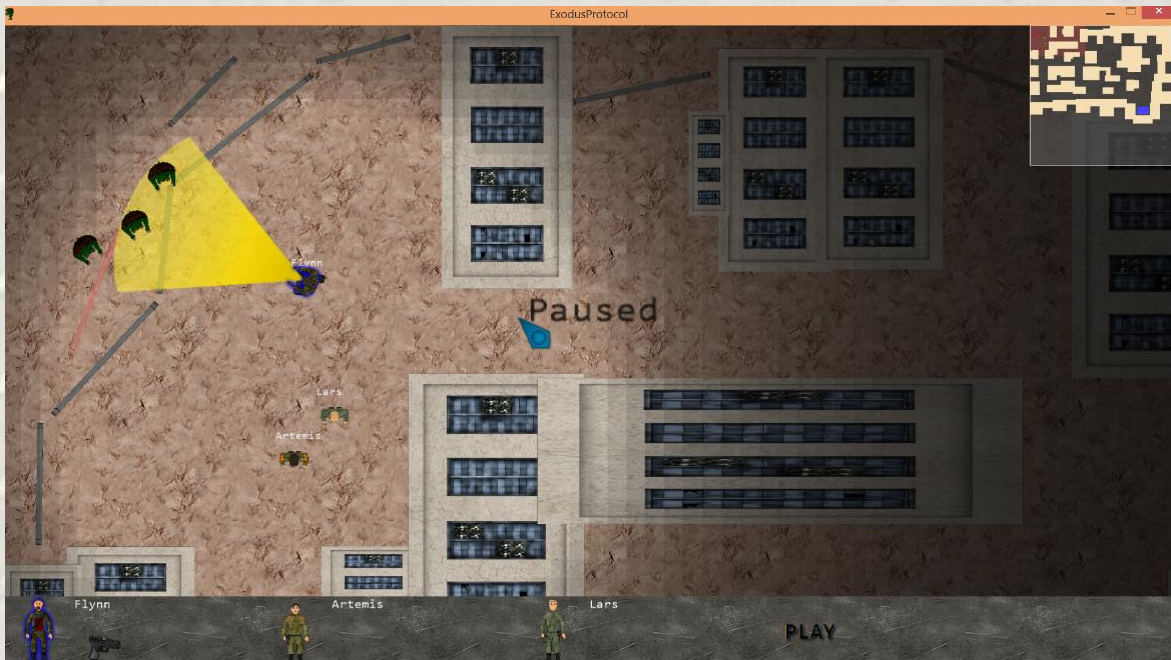

Setting a movement waypoint.

Suppression: Pressing the "A" key, left-clicking and dragging the mouse will cause the unit to move towards the initial click position [point A] and fire in the dragged direction [toward point B]
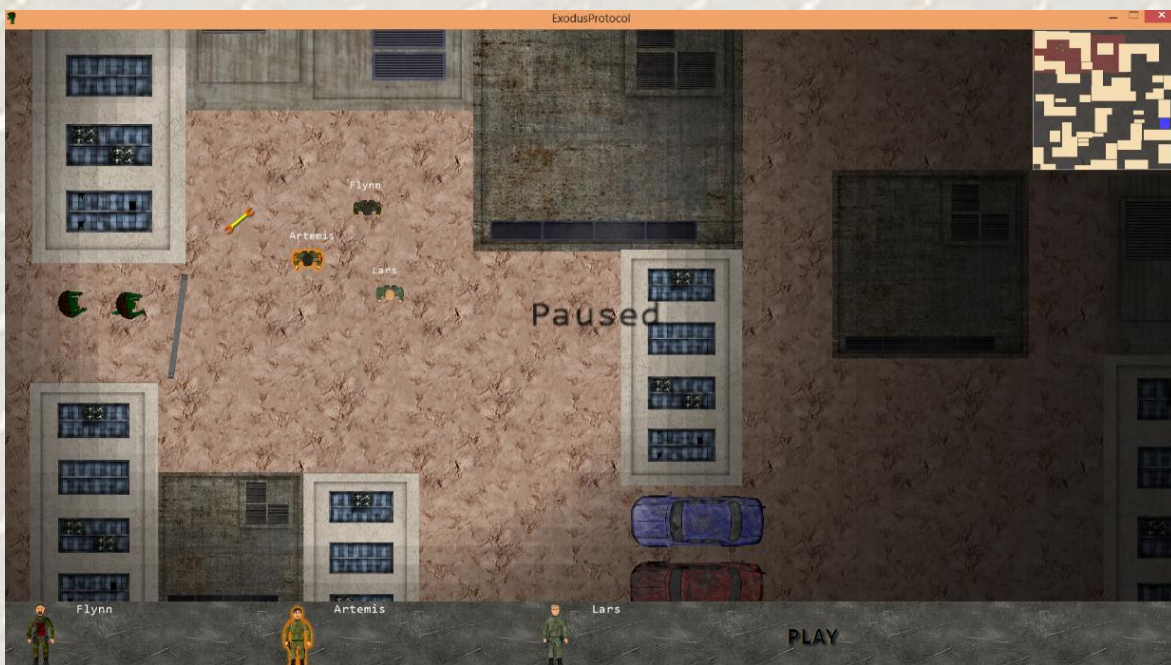

Suppressive cones are created by holding A and dragging while holding the mouse button down.
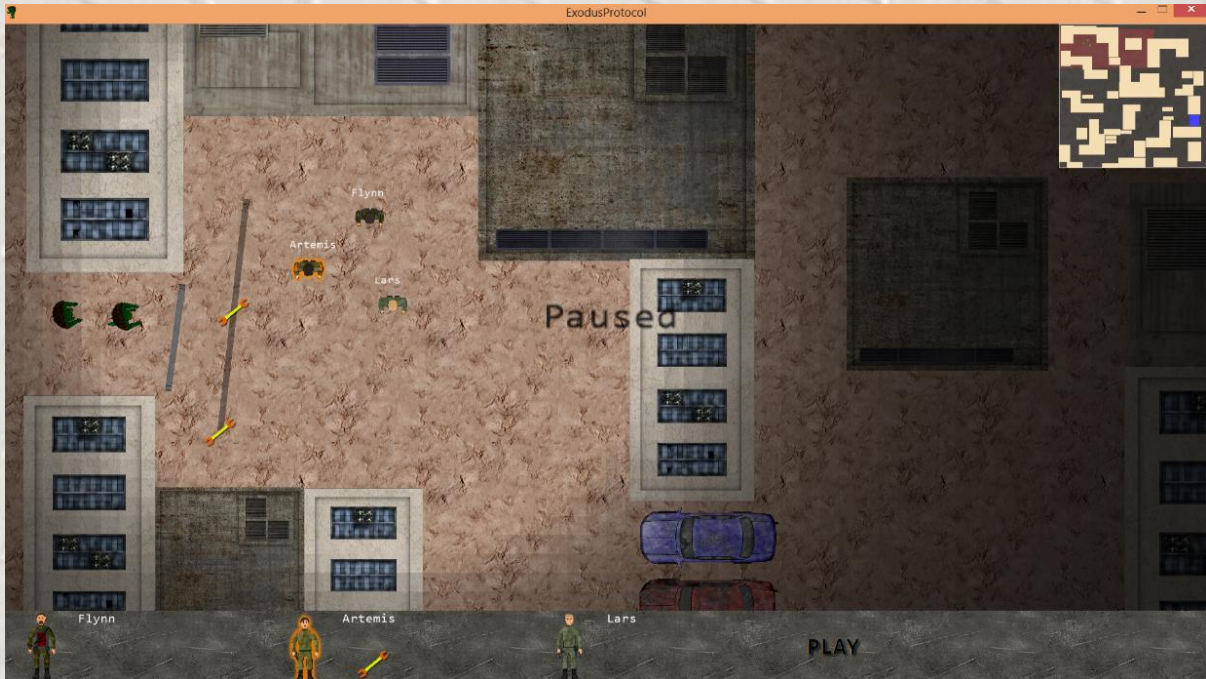
Solder is firing his guns to suppress the aliens.

![wrench icon] **Construction**: Pressing the "S" key, left-clicking and dragging the mouse will cause the unit to construct a barricade that extends from the initial click position to the end of the drag.

First hold down the "S" key to begin drawing the barricade.

Then drag the cursor and let go of the "S" key when you are done drawing the barricade.

Queueing Actions: Ordering actions while holding the "CTRL" key will cause the orders to be carried out in succession.

Credits

Reese Glidden	Programmer
Jose Hirshman	Project Lead
Jonathan O'Hanlon	Lead Visual Designer
Douglas Samson	Programmer
Daniel Sperling	Lead Programmer
Zack Stair	Programmer

Attributions

Alien Sound Effects for non-commercial usage from GRsites: http://www.grsites.com/

Action Sound Effects from freesound.org: http://freesound.org/

Horror and Theme music: "Bent and Broken" from Incompetech: http://incompetech.com/

Stock textures modified for our art assets were from CGTextures: http://www.cgtextures.com/