

# Elemental

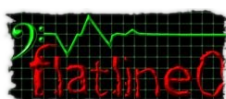
PRESENTED BY

DarkWinter

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Pri



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### **System Requirements**

Operating System: Windows XP or higher

Processor: Intel Pentium 4 2.4 GHz or AMD Athlon XP 2500

Memory: 512 MB minimum

Hard Disk Space: 2 GB free

Graphics Card: nVidia 6800 or ATI x1600 (Graphics card must support Shader Model 3)

Sound: XP/Vista compatible sound card

DirectX: DirectX version 9.0c (not included)



**Abstract:**

Are you insane?

Are you sure? The doctors seem to think you are...

And, of course, you are in an asylum...and those crazy dreams you keep having aren't helping matters at all.

**Welcome to the Asylum**


Your dreams are your reality, or are they? In *EleMental*, it certainly seems that way as you are thrown into a world where you control the very elements themselves...and there are people trying to kill you.

Like paint-ball with a backhoe, a flamethrower, a fire hydrant, and a jet pack, you have to take out your enemies before they take you out.

Maybe you are crazy, after all.

## Characters

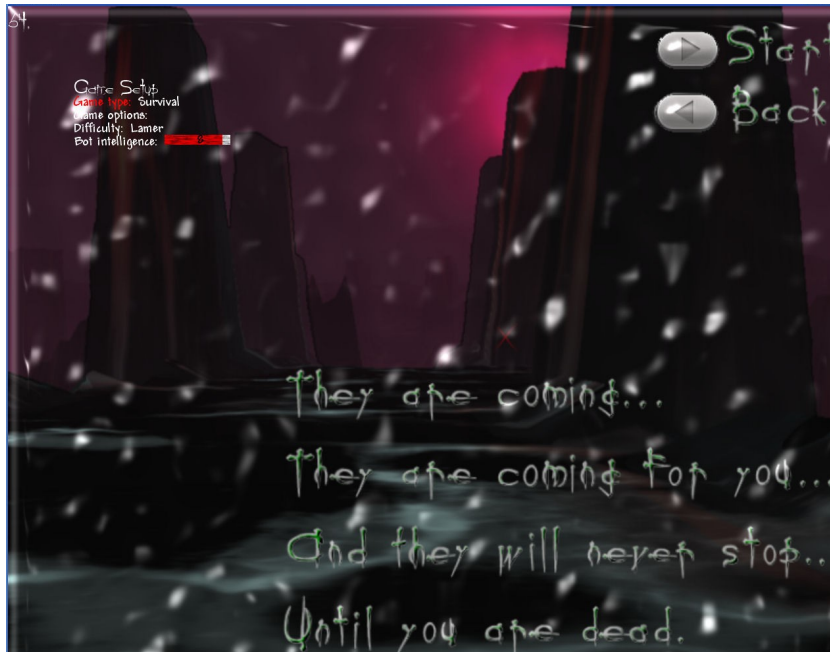
Choose between eight different characters to take into the world with you...

D. Adams	
E. Poe	
R. Bradberry	
G. Orwels	
O. Card	
R. Verma	
G. Nolan	
T. Gilliam	

It all depends on what flavor of psychosis you want to be today...

## Game Screens (Menu System)

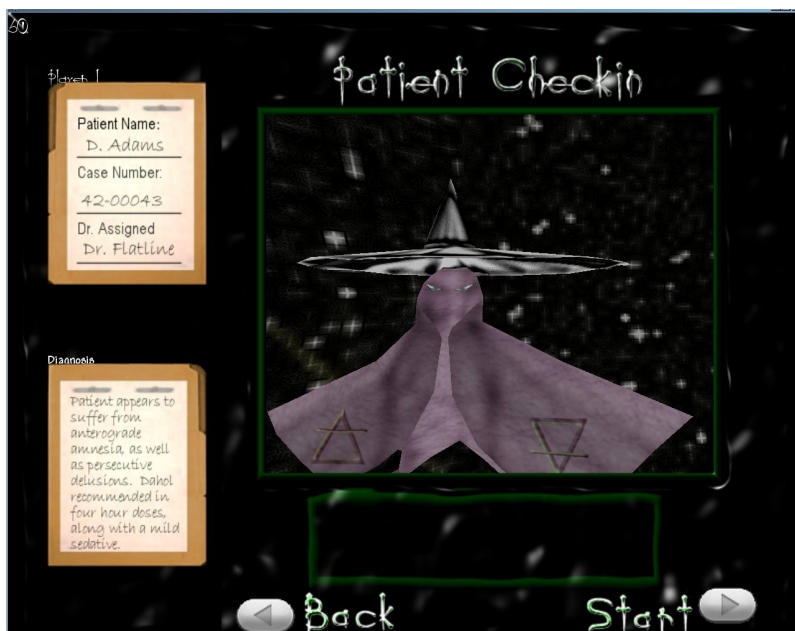
Combat Mode - Move up and down to select main option and then left and right to change the settings.



Triage – move up and down to select the map you wish to play on.



Patient Check-in – Left and right will let you access your patient...



## Combat Modes

### Last Man Standing

It's just you against them. Choose how many lives you want to waste as you pit your skills in a free-for-all grudge match against the other players.

Be the last one alive to win the game. Show them who the master is...or just die tired.

### Death Match

We are having a war. Are you coming or not? It's all about the kill count. The player with the most confirmed kills at the end, wins. Mercenaries, apply within.

### Survival

Can you survive the swarm? They are coming...they are coming for you. And they will never stop...until you are dead.

## Elements



*Earth* - Have you ever felt like just picking up a rock and slinging it at someone's head? How about a boulder?



*Water* - Better than lame old water balloons any day. This is definitely water you shouldn't drink.



*Air* - Who would think that wind could be so devastating?



*Terrain\_Modifications* – Grab the terrain as your weapon defense. Pull up or down to create wall shields or pits falls for you opponents



*Shields* - Someone attacking you? Activate your shield and let them blow their manna on an attack that is completely useless, while feeding your own.

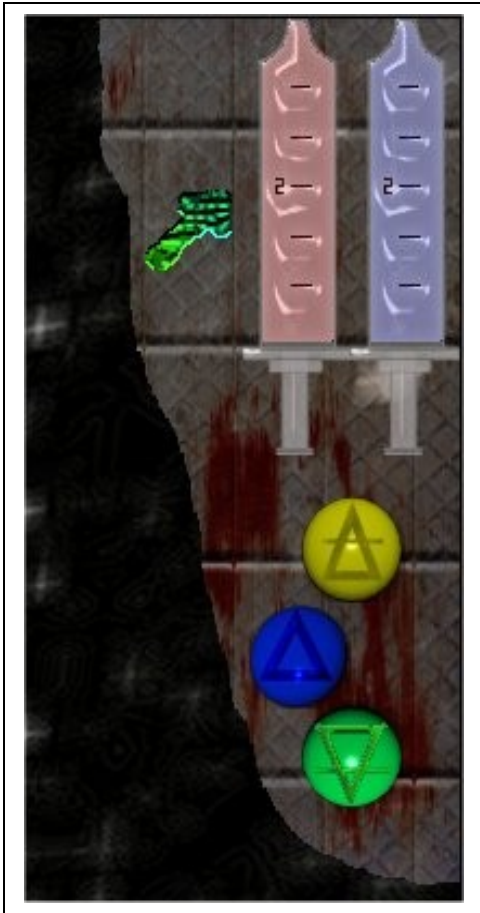
## Controls (Xbox Controller)



## PC Controls

Enter	Start
Esc	Back
Mouse	Camera
WASD	Movement
1/2 or Left/Right arrow keys	Temperature
3/4 or Up/Down arrow keys or mouse wheel	Projectile Size
Right click mouse	Defend
Spacebar	Jump
Left shift	Enable Terrain Mod
Left click mouse	Attack
F3	Air
F2	Water
F1	Earth

## Heads Up Display



Red syringe – health  
Blue syringe – blue  
Yellow button – air  
Blue button – water  
Green button – earth  
Arrow – direct attack



Terrain Modification



## **Key Technologies**

*EleMental* allows terrain modification by allowing the user to access the underlying height maps and modify the y-value.

We use a particle system with varying physical properties to simulate the interactions of air, water, and earth.

The particle system of energy conservation so that boards need not be limited by pre-initialized power-ups or bonuses.

We use a particle system to produce simulated flight using accelerated particles to collide with the player into the air.

XML files are used to handle the loading of textures and models for the world. One can thus compile a texture or a model in another project, edit the appropriate XML entry for the model, and use the new asset without needing the source code to recompile the game.

## **Much Appreciation To:**

Dr. Michael Youngblood  
UNC Charlotte  
XNA Game Studio Express

The game creators out there, too numerous to mention, that have brought us awe inspiring game play through the years. An inspiration to us all and the reason why we have all spent out entire semester trying to imitate...