

GUIDE

FLEA FLEET

preAlpha demo

Welcome to the Flea Fleet's preAlpha demo guide.

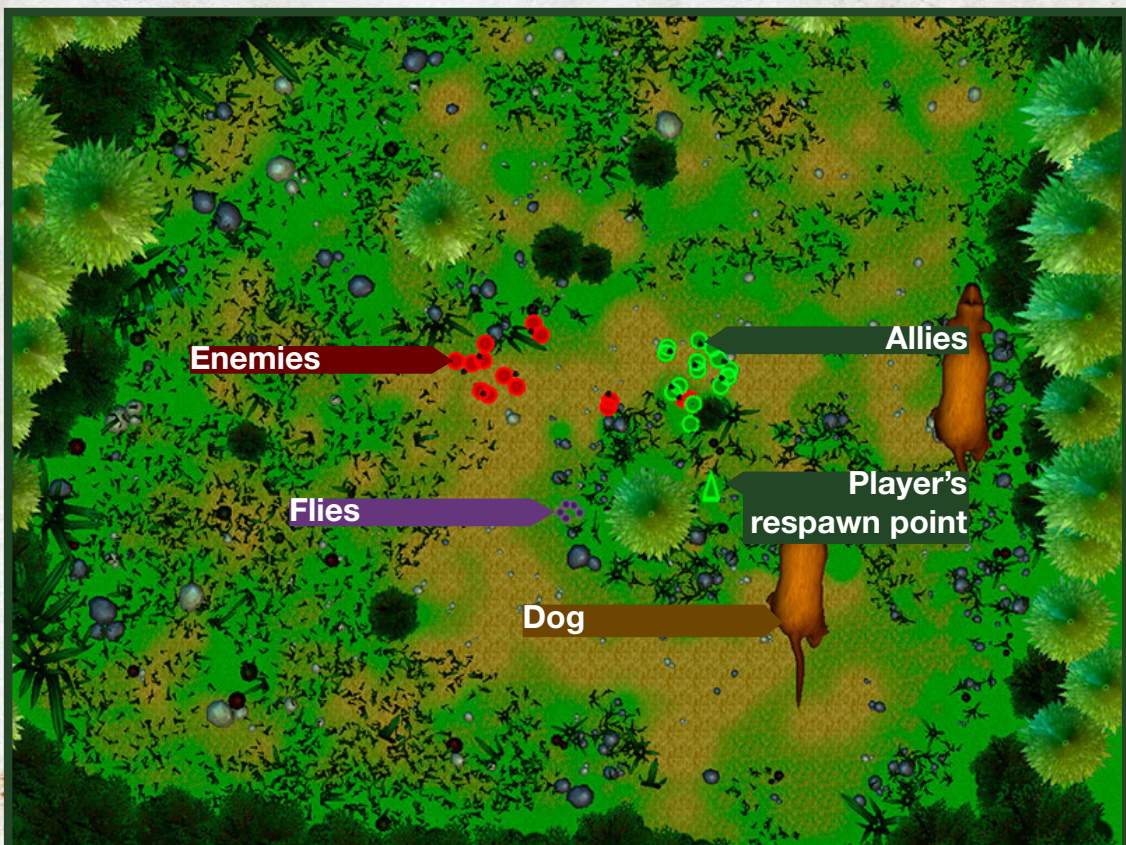
In this document we make a summary of this demo goals and of the game controls. In the demo there is an scene in which you can try the mechanics implemented so far.

The player plays the role of a flea belonging to the green army. The enemies are the fleas of the red army.

In the scene there are seven green barracks and seven red barracks. These barracks will spawn new fleas of their colours army until a maximum of six fleas per each barracks. If any of these fleas dies, a new flea will be spawn near it's barrack to replace the old one.

In the scene there are two dogs walking around which can be colonized to build a base over each one of them. To locate the dogs the player can jump and use the minimap at any time.

There is also a group of flies, but at this time the player cannot interact with them.



It is possible to attack the enemies with all the weapons available in the game. Although the bazooka, the rifle and the insecticide have a limited ammunition of ten bullets, so it is better to use them carefully.

In the demo there are two quests to complete: "**Building rules!**" and "**Kill da Fleas!**"

The controls are as follows:

Starting game

To start a new game the player must double click the executable file of the game (**FleaFleet.exe**) or a **shortcut**. Once in the main menu the player has to click over "**Single player**".

Once the game has started it can be reset accessing to the pause menu (**Esc key**) and choosing the option "**Main menu**" to click again over "**Single player**".

Movement

To move around the scene the player can both use **WASD** or the **directional arrows**.

Jumping

To jump the player can use **space** or the **jump button** on the lower left side corner. When the player is in the air a circle appears on the ground to show the area where it is possible to land. To land the player must **click** on the point he wants to land, otherwise he will land on the same spot he jumped. If a dog touches the circle it is possible to land over him. This is shown with an **orange line** around the dog.

Exiting the dogs

To exit a dog the player has to **walk outside** of him or to **jump** and select a new landing spot.

Attack

The **left click** is used to shoot. The crosshairs moves along with the **mouse**.

Weapon changing

To change the current weapon the player can use the **mouse wheel**, changing one by one, or the **buttons** on the lower left side part of the screen, right next to the jump button. It is also possible to change the weapon with the shortcuts: **1, 2, 3, 4, 5** and **6**.

Construction

While the player is over a dog, a construction menu will be visible. The player can choose which building he wants to build from the **buttons** of this menu. Buildings can also be chosen with the shortcuts: **F1, F2, F3, F4, F5, F6, F7, F8, F9, F10** and **F11**.

Once the building is chosen, the player can put the cursor over a building slot and **click** over it to build his building there. The extractor has a fixed spot to be build so it is not necessary to choose the spot. The building of the extractor is made automatically.

To upgrade the extractor to a greater level, with a maximum of level three, the player only has to **click** over its **button** on the building menu or hit the shortcut **F1**.

