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Warbots Online Main Menu

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READ ME HISTORY

This is a history of the design document associated with ***Warbots Online***, and when each version was created.

Version 3.00

Finalized on August 12, 2009. First Public BETA / TEST.

Version 2.01

Finalized on June 19, 2009. [Fixed alt-tab, fixed options menu].

Version 2.00

Finalized on June 15, 2009.

Version 1.00

Finalized on December 12, 2008.

INSTALLATION

Once .exe installation file containing the game has been downloaded :

1) Double click the installation file and follow the instructions to install the game.
2) Click Start->Program Files->WarbotsOnline->WarbotsOnline shortcut to start the game.

QUICK START

Once WarbotsOnline.exe has been executed:

1) Choose the 'Practice Offline' option from the game's main menu.
2) Choose a map type to play.
3) The game's controls are listed below under the CONTROLS section.

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CONTROLS

When controlling a vehicle.

ESCAPE – Display in-game menu

W – Accelerate

S – Brake / Reverse

A – Turn Left

D- Turn Right

SPACEBAR – Handbrake

LEFT MOUSE – Fire current weapon

RIGHT MOUSE – Aim current weapon

MIDDLE MOUSE WHEEL – Zoom camera in/out

MIDDLE MOUSE BUTTON – Detach camera from turret.

E – Toggle zoomed viewfinder

L – Toggle headlights

TAB – Display Scores

[- Scroll through active vehicles

] - Scroll through active vehicles

~ - Open developer's console

PAGE UP – Adjust time of day

PAGE DOWN – Adjust time of day

When spectating.

ESCAPE – Display in-game menu

W, A, S, D – Move the freelook camera around

LEFT SHIFT – Camera speed 2X (hold down key)

Z – Camera speed slow (hold key down)

R-Center camera on world origin

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GAME FEATURES

- Play online against 64 players, or practice offline against bots.
- Start with a variety of chassis types including tanks, buggies, and hovercrafts.
- Equip your vehicle with 14 different weapon types.
- 15+ different maps, in 3 different environment types.
- Varied gameplay modes including command point control and base defense.
- Exciting Havok based physics gameplay.
- Persistent online statistics tracking.
- Paint custom designs onto the side of your vehicle.

GAME OVERVIEW

Warbots Online is a multiplayer vehicle combat game. The game supports up to 64 players per game server. The player also has the option to practice offline. You construct a vehicle by starting with a chassis type, and then adding weapons and propulsion on to it. Each chassis has it's own set of strengths and weaknesses – as do the weapons and propulsion methods [wheels, hovercraft, treads, etc.]

The game features a continuous spawning system, as soon as a vehicle is destroyed it is "respawned" at that team's base, X seconds after dying. The vehicles start in their base with the goal being to destroy the enemies' base. In order to destroy a base, their forcefield must first be destroyed. It can be weakened by direct fire from vehicle weapons, or by large missiles fired from the 5 command points/silos placed throughout the map. As long as a command point/silo is being controlled by your team, it will launch large missiles at the enemies' base. Once a team's shield is destroyed, they lose the game.

Command points and their silos can be controlled by removing all enemy vehicles from the area. Each command point is represented with a flag, and a number. The flag will be white if nobody is controlling the command point. It will turn the color or whatever team is controlling it. The number represents the amount of control the team has over the base.

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THE GAME WORLD

The Warbots game world is composed of several key elements that are common across most of the environment types:

- **Terrain** – The main element of the world, can be either grass, snow, or desert.
- **Trees/Rocks** – Will always stop a vehicle.
- **Bushes** – Vehicles can drive through bushes.
- **Tank traps/Barbed wire poles** – Will always stop a vehicle.
- **Grass** – Does not affect vehicles.
- **Roads** – The veins of the world, provide easy passage through trees, and other foliage.
- **Forcefields / Shields –** Protect respawn bunkers from attack.
- **Buildings** – There are three types of buildings in the game.
    - Respawn Bunkers – Used to protect spawning vehicles.
    - Missile Silos – Launch missiles at the enemy base, if controlled.
    - Support Buildings – Buildings that are part of the command point.

Warbots Online Grassland Environment

* Collision detection can be enabled/disabled to make it easier to navigate around the game worlds. Read the later section about config parms to turn on/off collision detection. Also the density of the foliage can play a role, grasslands being the most dense, followed by the arctic/snow, and then the desert has the least foliage.

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WEAPON TYPES

The following is a listing of the different weapon/part types that can be mounted onto the vehicle chassis -

- Powerplant (The source of power for the robot)
- Single barrel machine gun (Basic single barrel machine gun firing .50 cal rounds, can be applied to the weapons mounting points on the chassis mounted on the chassis)
- Multi barrel machine gun (2 – 4 barrel machine guns firing .30 - .50 cal rounds, can be applied to the weapons mounting points on the chassis mounted on the chassis)
- Single rocket launcher (self loading rocket launcher that can fire a single rocket per x seconds, can be applied to any of the weapons mounting points on the chassis)
- Multiple rocket launcher (self loading rocket launcher that can fire multiple rockets per x seconds, can be applied to any of the weapons mounting points on the chassis)
- Radar devices (aids in detection of other robots, can be mounted on the utility mounting points on the chassis)
- Shield devices (project a protective shield around the robot, non-renewable resource, can be mounted on the utility mounting points on the chassis)
- Flame thrower (close distance weapon which makes the robot vulnerable due to storage of the gas/fuel, but can be devastating up close, can be applied to any of the weapons mounting points on the chassis)
- Pulse laser (Fires a concentrated source of power a very long distance, can be applied to any of the weapons mounting points on the chassis)
- Landmine dispenser (Capable of launching a finite amount of landmines which will explode when in contact with another robot, can be applied to any of the weapons mounting points on the chassis)
- Proximity mine dispenser (Capable of launching a finite amount of proximity mines which will explode when in a certain distance of another robot, can be applied to any of the weapons mounting points on the chassis) (Modified version of the Landmine dispenser visually they are the same except for a color change.
- Cluster grenade launcher (Capable of launching a finite amount of grenades which will explode within x seconds of being launched and will launch many small munitions which each cause minimal damage, but if on target can add up to a large amount of destruction, can be applied to any of the weapons mounting points on the chassis)
- Grenade launcher (Capable of launching a finite amount of grenades which will explode within x seconds of being launched, can be applied to any of the weapons mounting points on the chassis)
- Auto turret (will automatically fire bursts of .30 caliber ammunition at nearby targets independently of the player, can be applied to any of the weapons mounting points on the chassis)

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PERFORMANCE STATISTICS

The following is a compilation of performance statistics. The first number is the low end average. The second number is the high end average–

Test Machine #1 *Specifications* –

- Windows XP Pro [32-bit]
- Intel Core2Duo @ 2.4GHZ
- Nvidia 9800GTX+ 512MB
- 4GB RAM
- 3X 500GB HD
- 5.1 Surround Speakers

Test Machine #2 *Specifications* –

- Vista Home [32-bit]
- Intel Core2Duo @ 2.4GHZ
- Nvidia 8800GTS 640MB
- 2GB RAM
- 1X 500GB HD
- 2.1 Speakers

Test Machine #3 *Specifications* –

- Vista Ultimate [64-bit]
- Intel QuadCore @ 2.4GHZ
- 3X Nvidia 8800GTX768MB
- 8GB RAM
- 2X 500GB HD
- 5.1 Surround Speakers

Test Machine #1 *Framerates* –

- 800x600 – 50-90 FPS
- 1024x768 – 45-80 FPS
- 1280x720 – 40-80 FPS
- 1950x1080 – N/A

Test Machine #2 *Framerates* –

- 800x600 – 50-80 FPS
- 1024x768 – 50-70 FPS
- 1280x720 – 45-70 FPS
- 1950x1080 – N/A

Test Machine #3 *Framerates* –

- 800x600 – 70-80 FPS
- 1024x768 – 55-80 FPS
- 1280x720 – 45-70 FPS
- 1950x1080 – 40-60FPS

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CONSOLE COMMANDS / CONFIG PARAMETERS

Some variables / values are loaded from a configuration file [config.cfg] located in the game's root directory. If the variable is not explicitly set in the configuration file, then the hardcoded default value will be used.

In the game, some variables can be edited in real-time – and some commands can be executed in real-time by opening the developer's console [press the ~ key] and typing the commands/variables into the prompt.

The developer's console also contains messages about the status of the game world.

Command List

exit – *quits the game and closes everything down*

help – *prints help menu to the console*

command_list – *prints the list of console commands*

variable_list – *prints the list console variables, and their current values*

Variable List

gv_windowed – *1.0 = windowed, 0.0 = fullscreen*

gv_render_debuglines – *1.0 = show debug lines, 0.0 = hide debug lines*

gv_screenwidth – *screen resolution width*

gv_screenheight – *screen resolution height*

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CREDITS

Programming

- ***Danny Green***

Artwork

- ***3D Brigade***
- ***Tomáš Dřínovský***
- ***David Miranda***
- ***Danny Green***

Music

- ***Richard Temple***

Design / Scripting / Sound

- ***Danny Green***

3rd Party Libraries

- ***Direct3D***
- ***Havok Physics***
- ***RakNet Networking***
- ***DirectInput / XInput***
- ***LibCurl***
- ***XAudio / XACT***
- ***MYSQL***
- ***Lua***

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- ***Mike and Terri Green***
- ***David Green***
- ***Gamedev.net***

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COMING SOON / KNOWN BUGS

- Multiplayer is disabled
- Vehicle construction / selection is disabled.
- Artificial intelligence is still simplistic